

24 Second Shot Clock Operator

- ◆ The operator must be very attentive and have their fingers near the switches when the clock is running or about to run.
- ◆ On an unsuccessful shot, the device must be stopped the instant the ball touches the ring or when, on a shot that does not hit the ring, the opposition gains control of the rebound.

Resetting the shot clock

- ◆ Whenever a team gains control of a live ball on the playing court

Stopping and resetting the shot clock

- ◆ When the referee blows the whistle for a foul, violation or a jumpball resulting in a change of possession.
- ◆ When a shot for goal enters the basket.
- ◆ When the game is stopped because of the actions of an opponent of team in control of the ball.

If the game is stopped for a foul or foot violation and the same team maintains control of the ball the 24 second clock shall be reset as follows:

1. If 14 seconds or more remained on the 24-second clock at the time the game was stopped, the 24-second clock shall not be reset but shall remain the same.
2. If 13 seconds or less are displayed on the 24-second clock at the time the game was stopped, the 24-second clock shall be reset to 14 seconds.

After the ball has touched the ring of the opponent's basket, the shot clock shall be reset to:

- ◆ 24 seconds, if the opposing team gains control of the ball
- ◆ 14 seconds, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.

Stopping and holding the shot clock (not reset)

When the same team that previously had control is awarded a throw in

- ◆ After the ball goes out of bounds
- ◆ When a jump ball is called
- ◆ Following a double foul
- ◆ After a game stoppage due to the team in control
- ◆ A cancellation of equal penalties

A Quick Guide

Starting the Game Clock:

- ◆ In a jump ball when the ball is legally tapped;
- ◆ From out of bounds or a missed free throw, when the ball touches a player on the court;

Stopping the Game Clock:

- ◆ When the whistle is blown by an official;
- ◆ After a field basket is scored and a team has requested a charged time-out;
- ◆ When a field basket is scored in the last 2 minutes of the 4th quarter, and in the last 2 minutes of any extra period;
- ◆ At the end of a quarter or an overtime period

Substitutions:

- ◆ **Subs are permitted by either team:**
- ◆ When the official calls a foul, violation, jump ball;
- ◆ If a final free throw is successful;
- ◆ A throw-in at centre court following a final free throw;
- ◆ During time-outs and during game stoppages such as a floor being wet. If a sub is granted the other team can also sub.
- ◆ Fouled out and disqualified players have 30 seconds to make the substitution.

- ◆ **Subs can be called by the non-scoring team:**

- ◆ After any basket scored in the last 2 minutes of the 4th quarter
- ◆ In the last 2 minutes of any extra period;
- ◆ For a goal tend in the last 2 minutes of the 4th quarter or in the last 2 minutes of any extra period.

Time-outs:

- ◆ **Timeouts are permitted to either team:**
- ◆ After an official blows their whistle for any call;
- ◆ If a final free throw is successful,
- ◆ Before a throw-in at centre court following a final free throw
- ◆ **Timeouts to the non-scoring team** can be called when any field goal or free throw is scored.
- ◆ The **scoring team cannot** ask for a time-out after a basket in the last 2 minutes.
- ◆ A maximum of 2 time-outs shall be granted in the last two minutes of the second half.

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SCORETABLE GUIDE

This pamphlet is an easy-to-read guide for scoretable officials.

It includes basic information for the chairman, the scorer, the time-keeper, the 24 second shot clock operator and the scoreboard operator.

*Download a copy of the
official FIBA rules from
www.fiba.com*

CHAIRPERSON

The chairperson is responsible for the smooth running of the scoretable. The chairperson is responsible for:

- ◆ Communicating with the referees.
- ◆ Communication between the scoretable officials.
- ◆ Obtaining the starting five from each team and getting each coach to sign the scoresheet before the game starts.
- ◆ Changing the directional arrow as required.
- ◆ Calling fouls and baskets to the scorer, providing the player's number and team colour.
- ◆ Accepting and administering request for substitutions (from players only) and time-outs (from coaches only)
- ◆ Sound the horn for substitutions and time-outs only when the ball is dead. If the referee is reporting a foul, wait until that has been completed before signalling the substitution or time-out.
- ◆ Place the team foul indicators on the bench after the 4th team foul in each quarter.
- ◆ Notify the referee if a player has 5 fouls by displaying the 5th foul bat.
- ◆ Observe the team benches should a fight occur to assist the referees in disqualifying players.
- ◆ Ensure that the summary sheet and the scoresheet is completed, checked and signed at the end of the game by the referees and bench staff.

SCORER

The scorer completes the scoresheet & is responsible for:

- ◆ Recording all successful baskets made & calling the score aloud to the person on visuals.
- ◆ Record all personal, team and coach fouls committed & calling to the person on visuals. (3rd personal, 2nd team)
- ◆ Record time-outs taken.




- ◆ Displaying foul bats 1 to 4
- ◆ Informing the chairperson when a player commits 5th foul.

Using the Scoresheet:

- ◆ Write the number of the player that scored the basket for the team. →
- ◆ To mark the score use:
 - a diagonal line for field goals; →
 - a heavy dot for free throws scored →
- ◆ Draw a circle around the number of the player if they score a 3 pointer. →
- ◆ At the end of each quarter or extra period, draw a circle around the last score and underline the last score and number of the last scorer. →
- ◆ At the end of the game, for each team, draw a circle around the last score and a double heavy under the last score and the number of the last scorer. →
- ◆ Draw a diagonal line through the remaining unused scores in the column. →

	A	B
	1	1
8	/	/
	3	3
6	/	/
6	•	5
	6	6
	7	7
10	/	/
	9	9
9	/	10
	35	35
10	/	36
	37	37
	38	38

Entering names, fouls & time-outs:

- ◆ Mark the starting five: (X)
- ◆ Mark all other players on entering: X
- ◆ Team Fouls: Cross out team fouls up to 4 per period. Bench & coach fouls do not count to team fouls. 
- ◆ Time-outs: 'Enter the minute of the game' when time out was awarded. Eg if time out was awarded at 4.21 enter 6 in the appropriate box. 
- ◆ Symbol for unused time-outs 

Codes to be used on the Scoresheet:

- | | |
|---|--|
| P—Personal foul
(no free throws) | D ₂ —Disqualifying foul
(2 free throws) |
| P ₁ —Personal foul
(1 free throw) | C ₁ —Coach technical foul
(1 free throw) |

- | | |
|---|---|
| P ₂ —Personal foul
(2 free throws) | B ₁ —Bench foul
(1 free throw) |
| P ₃ —Personal foul
(3 free throws) | Pc—Personal foul
(Penalty cancels) |
| U ₂ —Unsportsmanlike foul
(2 free throws) | F—Fighting: Coming off the
team bench to fight |
| T ₁ —Technical foul
(1 free throw) | GD—Game Disqualification |

When a player received his/her 2nd Technical Foul or 2nd Unsportsmanlike foul they shall be disqualified and a GD shall be recorded in the next available box.

Name	No	Player In	1	2	3	4	5
R. Jones	4	(X)	P				
B. Bruce	5	(X)	P ₂	U ₂			
K. Wilson	6	(X)	P ₂	P ₁	Pc		
M. Brown	7						
R. Turner	8	X	F	F	F	F	F
P. Smyth	9	(X)	P	T ₁	T ₁	GD	
G. McLeod	10	(X)	P ₃	T ₁	P		
J. McKenzie	11	X					
Coach: S Smith					C ₁	B ₁	
Assistant Coach: K Jones							

TIMEKEEPER & VISUALS OPERATOR

- ◆ The timekeeper accurately measure playing time, time-outs and intervals of play.
- ◆ The timekeeper stops and starts the clock as set out in the competition rules.
- ◆ The timekeeper should time the time-out with a stopwatch of other separate timing device.
- ◆ The timekeeper should time the replacement of fouled out or disqualified players—30 seconds only.
- ◆ The timekeeper should blow the hooter 3 minutes before the start of the 1st & 3rd period; and again 90 seconds before the start of the game. Blow the hooter 30 seconds before the end of the 2nd & 3rd quarter breaks.
- ◆ The visuals operator communicates with the scorer to ensure accuracy, by confirming scores to scorer, confirming fouls to scorer and changing the visual board team score, player foul, team foul and player score.