



Level 2 Scoretable Officials Course



Compiled and produced by Basketball New Zealand
under the review of the National Referees Officer

1.0 Introduction

This course, in conjunction with the FIBA Rule Book, has been prepared to enable accreditation with BBNZ as a Level 2 Scoretable Official.

As well as the theory component of the course, there is also a practical assessment that must be completed before accreditation can be confirmed.

It is expected that whoever conducts the Level 2 Scoretable Officials Course will also oversee the practical assessment and make the final recommendation to BBNZ.

The following items will be required for this course.

- Coloured Pens
- Whiteboard
- Whiteboard Markers
- Foul batons
- Red flag/cone
- Scoresheets
- Possession arrow
- NBL Summary Sheet
- Chairpersons Sheet

2.0 Code of Conduct

Scoretable Officials of all levels must abide by this Code of Conduct.

All Scoretable Officials MUST be accredited and registered with BBNZ.

Officials must be in prescribed uniform, where applicable, when appointed to representative games and above.

Officials must be at the scoretable at least 30 minutes prior to commencement of the game, and have no other commitments until the scoresheet has been signed off at the end of the game.

Timing equipment should be checked well before warm-up time commences.

It is advisable for all officials to carry their own set of pens/multi-coloured pens for scoring. (red, blue, green & black)

Foul batons must be used where available.

Officials must not barrack from the scoretable and must not offer any comments to referees who are officiating or show reaction to game situations.

Food and drink must not be on the scoretable.

Scoretable Officials are not to leave the scoretable at half-time or full time until the scoresheet and summary sheet are completed and the scoresheet has been signed off and completed.

The scoretable shall be supervised during all intervals.

The Scorer must be given help to complete the summary sheet.

Mobile telephones or pagers are not to be taken to the scoretable.

Scoretable Officials will conduct themselves in a professional manner and will not become involved with the behaviour of others.

Scoretable Officials will not volunteer statements to the press.

3.0 General

Local competitions sometimes only have two people working on the Scoretable. The person doing the scoresheet should also act as the Chairperson and the scoreboard should be done together with the timing.

Always Remember That You Are An Assistant To The Referee, Obvious Barracking And Questioning Of Referee Decisions Are Not Allowed.

4.0 Signals

Official signals must be known. Find listed in the appendix all the official FIBA signals. It is recommended that you learn and practice your hand signals and one of the best ways is to practice in front of a mirror.

When practicing in front of the mirror make sure that your signals are easily understood and that you can read what you are trying to signal. Spread your fingers out so that numbers are clear. Ensure that you understand the correct sequence that the signals are communicated to the scoretable by the referee.

5.0 Keys to Success

The keys to being successful on the Scoretable are:

- Rule knowledge
- Concentration
- Personal ability
- Communication
- Team work
- Co-operation
- Professionalism
- Calmness

Without these key elements the Scoretable will not work.

6.0 Roles on the Scoretable

6.1 Chairperson/Spotter

If there is a chairperson/spotter they take over many of the minor functions assigned to the scorer in the FIBA rule book.

Pre-Game

Arrive ONE hour before the game to ensure that all equipment is present and working appropriately.

Game Clock

24 Second Shot Clock

Score Sheet

Foul batons

Possession Arrow

Team Foul Indicators

Siren (A back up air horn should be carried)

Ensure the scoresheet is filled out appropriately and get the coaches to check and sign the sheet with starting fives, captain indicated and any players wearing contact lenses. This should be done 10 minutes before the advertised start time.

During the Game

Act as spotter for the scorer

Mirror referee signals as necessary eg. fouling player's number and any shooting penalty. Note: Do not signal the type of foul

Call the number of points scored and the player number in scoring plays

Call the player number, the type of foul and any shooting penalty associated with the play, when a foul is called

Call timeouts and substitutions as required

Check scoresheet accuracy throughout the game

Check that the scorer and assistant scorer have the same score throughout the game

Check that the game clock and 24 second clock are being operated appropriately throughout the game

Assist the scorer with displaying the player foul batons

Ensure that team foul indicators are displayed at the appropriate time

Move the possession arrow as necessary (review Article No.12.4)

Answer any queries from the referees and coaches during the game

Monitor coach and team bench behaviour

Be aware of any correctable errors that may occur

Assist referees in identifying players who may have blood on them or be wearing jewellery

Between Periods

Check scoresheet accuracy

Halftime

Take the scoresheet to the head referee for checking

End of Game

Ensure that the scoresheet is correct

Get all appropriate scorebench officials to sign the scoresheet

Take the sheet to the referees to sign

6.2 Scorer

Check the scoresheet prior to the game commencing.

Keep an accurate record of the game.

Call time outs and substitutions when required.

Move the possession arrow as necessary. (review Article No. 12.4)

Call the scores and fouls to the Assistant Scorer to ensure the scoreboard is correct. Do this by stating the number of points by the player and then the total score.

The fouls should be called to the Assistant Scorer by calling the number of fouls on the individual then the number of team fouls. e.g. 2 personal, 3 team.

Notify the referee when a player has five/six fouls.

Notify the referee when a team has four/seven team fouls.

Notify the referee when the coach has used all their time-outs.

6.3 Assistant Scorer

The Assistant Scorer keeps an accurate record of the scores and fouls on the scoreboard. These are checked with the Scorer on a regular basis.

The Assistant Scorer must be available to assist the Scorer on any problem area e.g. number of the player who scored the points etc.

Scores are put onto the board as soon as the referee signals the points.

Fouls are not placed on the board until the referee has signalled them to the scoretable.

Answer the Scorer on the points total, personal fouls then the team fouls.

6.4 Timekeeper

The timekeeper must be aware of the rules relating to playing time for the competition at hand as there are many local variations. It is best to check.

The game clock is started;

- In a jump ball when the ball is legally tapped by a player in the jump.
- After an unsuccessful free throw, and the ball is still live, when the ball touches a player on the court.
- After a throw-in from out-of-bounds, the ball touches a player on the court.
- When a player on the court touches the ball or is touched by the ball.

The game clock is stopped;

- When the Referee blows the whistle.
- When the 24 second signal is sounded and a team is still in control of the ball.
- End of playing time.
- After a basket and there is a time out.
- After all baskets in the last two minutes of the game as well as the last two minutes of extra time.
- After a basket and the clock has to be stopped, it is to be done as soon as the ball passes through the basket or remains within the basket.

6.5 24 Second Clock Operator

Operate the 24 second clock as per the FIBA rule book.

Notify the referees if the 24 second clock sounds and is not heard by them.

Always check the equipment before the game.

The clock should have an OFF/ON switch and a reset button.

The 24 second clock is not started until the ball is controlled by a player, either by holding or dribbling a live ball.

When a player gains control of a live ball on the court, the count shall not stop until one of the following actions occur;

- A whistle sounds for a foul or violation.
- A shot for goal strikes the ring or enters the basket.
- The opponents gain control.

Should the siren sound with the ball in the air on a shot for goal, then basket shall count if the shot is successful. If the ball hits the ring it is play on and reset when a team gains control of the ball. The siren shall be disregarded should the shot miss the ring if opponents gain clear and immediate control of the ball.

Should the team in control of the ball fail to shoot within the 24 seconds, the siren attached to the game clock shall sound and the referee shall call a 24 second violation.

If the team in control of the ball turns it over then a new 24 second count is started. The mere touching of the ball by an opponent does not start a new 24 second period if the same team remains in control of the ball.

If the ball is knocked out of bounds by an opponent there is no reset of the 24 second clock, if the same team remains in control of the ball.

If there is to be a new 24 second period and there is less than 24 seconds remaining on the game clock, the 24 second clock shall not be re-started.

If the ball is knocked out of the hands of a player and no-one picks it up, the 24 second clock will continue to run.

A signal by the referee of a circular motion above the head means the 24 second clock is to be reset (could be a foot violation).

The 24 second clock is stopped but not reset when the same team that previously had control of the ball is awarded a throw-in as a result of a double foul or if the team who previously had the ball is awarded the ball as a result of a held ball according to the alternating possession rule.

7.0 Procedure for Time outs and Substitutions.

When a foul is called, take the foul information from the referee, sound the buzzer, then make the appropriate signal to the referee.

If the clock is to be stopped after a basket for a time out, it is turned off as the ball goes through the ring (make sure it goes through). If the referees do not hear the horn, keep your finger on the button and leave the clock off.

As most local competitions will still be run in two halves, there will be two time outs per team per half. Inform the referee when either team has used all their time outs for the half.

8.0 Time Outs

A Coach or Assistant Coach may request a time out directly to the scoretable and a time out may be granted on any whistle.

Exception. After a basket only the team that has been scored against may call a time out.

The request is acknowledged by the referee by blowing their whistle and making the appropriate sign to the teams. (Index finger of one hand forming a T in the palm of the other hand).

At this point the Timekeeper starts timing the fifty seconds. The buzzer to inform the referees that the 50 seconds is completed is sounded. There is no need for any other signals. Replacing players with five fouls, or disqualified players, are also timed in the same way. This is limited to 30 seconds.

9.0 Substitution

When a substitution has been recognised by the referee then that substitute becomes a player and the player becomes the substitute.

Substitutes must report to the scoretable in person and request the next substitution. The substitute must be ready to take the court. Either team can have a substitution on a foul or a violation.

When a substitute approaches the scoretable to make their request, check the status of the ball before sounding the siren to attract the attention of the referee.

Substitutions are allowed on the player attempting foul shots. The request must be made prior to the first free throw. The opposing team is also allowed one substitution, provided the request is made prior to the second or last free throw. These are the only two substitutions allowed.

Substitutions are also allowed if the request is made before the ball is at the disposal of a player for a throw-in following a successful free throw or following free throws followed by possession. (Technical fouls).

Substitutions are allowed by either team during a time-out. The request must be made to the scoretable officials.

Substitutions are allowed when a field goal is scored in the last two minutes of the fourth period or of any extra period against a team which has requested a substitution.

Substitutions must be made as quickly as possible.

A player who has been substituted may not re-enter the game until there has been a clock running phase. Exceptions to this are if the team has only five players left or the player must retake the court because of a correctable error.

10.0 FIBA Scoresheet

The Scorer must prepare the scoresheet in the following manner.

Inscribe the names of the two teams in the space at the top of the scoresheet.

The first team is always the local (home) team. For tournaments or games on a neutral court, the first named team shall be the one mentioned first in the programme.

Record the following information;

- The name of the competition.
- The date, time and place of the game.
- Record each player's name and initials, all in BLOCK letters, beside the number the player will be wearing during the game. eg BROWN J.
- Enter the names of the coach and assistant coach in BLOCK letters at the bottom of each teams section.
- Enter the names of the referee and umpire.

The Coaches are required to confirm the following;

- Names and numbers of the players, coach & assistant coach
- Indicate the five players who are to start the game as well as the captain.
- Indicate any player wearing contact lenses (mark cl on the scoresheet).
- Sign the scoresheet

The Coach of Team A will be the first to provide the information. If the Team A Coach is not prepared to provide the player information seek the assistance of the referees.

The Scorer must check that the starting five marked are the players who take the court and advise the referees if there is any discrepancy.

Players may be entered on the scoresheet even if they are not present prior to the start of the match. They may play in the game if they arrive after the start, provided that their name was on the scoresheet prior to the start.

10.1 Time outs

The recording of time outs shall be made as follows;

- Inscribe a large X inside the appropriate space.
- Time outs granted during the halves or quarters, and any extra periods, shall be indicated in the appropriate spaces, below the team's name.
- At the end of each Half or Quarter if the time outs are not used, draw two (2) parallel lines inside the space.

When the teams are taking their time out, this is the occasion when the Scorer, supervised by the Chairperson, should check the scoresheet and the scoreboard to ensure there are no errors.

10.2 Fouls

Player fouls may be personal, unsportsmanlike, disqualifying or technical and shall be recorded against the player.

Fouls by Coaches, Assistant Coaches, substitutes and team followers are technical or disqualifying fouls and shall be recorded against the coach.

The recording of all player fouls shall be indicated by inscribing the following;

1. A personal foul with a P.
2. A technical foul against a player with a T.
3. A technical foul against a coach for personal misbehaviour with a C.
4. A technical foul against a coach for any other reason with a B.
5. An unsportsmanlike foul with a U.
6. A disqualifying foul with a D.
7. All player fouls are recorded as team fouls.
8. Technical or disqualifying fouls against a Coach shall NOT be recorded as team fouls.

Any foul (personal, unsportsmanlike, disqualifying or technical) involving free throws shall be indicated by adding the corresponding number of free throws (1, 2, or 3) beside the P, U, T, C, D or B.

All fouls against both teams involving penalties of the same severity and cancelled according to Art. 35 shall be indicated by adding a small 'c' beside the P, U, T, C, D, or B.

At the end of each period, the Scorer shall draw a thick line between the used spaces and those that have not been used. At the end of the game, the Scorer shall obliterate the remaining spaces with a thick horizontal line.

10.3 Team Fouls

For games played in twenty minutes halves:

Whenever a player commits a foul, either personal, unsportsmanlike, disqualifying or technical, the scorer shall record the foul against the team of the offending player. A technical foul against a player before the game, or during an interval of play, is recorded on the player and counts towards a team's total of fouls for the next period of play.

The Scorer shall use the spaces provided for that purpose on the scoresheet, immediately under the name of the team and above the players' names.

Two sets of 7 spaces are provided, one for the first half and the other for the second half (and eventual extra periods).

The scorer shall progressively inscribe a large X inside the spaces from 1 to 7, as fouls are committed by players of the team. After that, when the 8th foul is committed, foul shots for all fouls comes into effect. **(Exception:** When the offending team is in control of the ball).

The team foul count should not go beyond 8 fouls on the scoreboard.

After the ball is live following the occurrence of the 7th team foul, the red team foul marker should be raised on the scoretable at the end nearest the bench of the team that has committed the 7th player foul.

When a Referee signals a foul that is a team's 8th foul, the scorer should check that the Referee administering the foul is aware that this team has committed more than 7 fouls.

The final action taken by the Scorer in the sequence for recording fouls is to raise the appropriate marker to indicate the number of fouls against the individual player. The raising of the foul marker is the signal of acknowledgement to the Referees that the foul has been recorded. It is important that the Scorer keeps the marker raised for sufficient time for both teams to be able to observe the number of fouls.

Do not turn on the bonus indicator until the ball is live after the foul.

For games played in ten minute quarters;

Four sets of 4 spaces are provided, one for each of the 4 periods (and eventual extra periods).

The Scorer shall progressively inscribe a large X inside the spaces from 1 to 4, as fouls are committed by players of the team. After that, when the 5th foul is committed, foul shots for all fouls comes into effect. **(Exception:** When the offending team is in control of the ball).

The team foul count should not go beyond 5 fouls on the scoreboard.

After the ball is live following the occurrence of the 4th team foul, the red team foul marker should be raised on the scoretable at the end nearest the bench of the team that has committed the 4th player foul.

When a Referee signals a foul that is a team's 5th foul, the Scorer should check that the Referee administering the foul is aware that this team has committed more than 4 fouls.

The final action taken by the Scorer in the sequence for recording fouls is to raise the appropriate marker to indicate the number of fouls against the individual player. The raising of the foul marker is the signal of acknowledgement to the Referees that the foul has been recorded. It is important that the Scorer keeps the marker raised for sufficient time for both teams to be able to observe the number of fouls.

Do not turn on the bonus indicator until the ball is live after the foul.

10.4 Double Fouls

In the case of a double foul, the Scorer shall raise with their right hand the marker corresponding to the foul committed by the player of the team sitting to the Scorer's right, and with the left hand, the marker corresponding to the foul committed by the player of the team sitting to the left.

10.5 Bench/Coach Technical Fouls

A Coach shall be disqualified and shall go to and remain in his dressing room for the duration of the game, or if he so chooses, shall leave the building when;

1. He is charged with two technical fouls as a result of personal unsportsmanlike behaviour.
2. He is charged with three technical fouls accumulated as a result of unsportsmanlike conduct by himself, Assistant Coach, any substitute or any team follower who is on the team bench.

It is therefore imperative that when a Referee is calling either a Bench or Coach technical foul, the Scorer must be very clear on the specific type of foul called. If unsure clarify with the Referee immediately. Do not enter on the scoresheet until clear.

If a Coach is disqualified the Assistant Coach (whose name must be on the scoresheet prior to the game commencing) will take over. The replacement Coach foul count commences from zero. Should the Assistant Coach also be ejected and a player takes over as Coach, then the same rule applies. Any fouls called on him as coach are not to be marked as personal fouls, they will be recorded in the coaches area.

10.6 Running Score

The Scorer shall keep a chronological running summary of the points scored by both teams and acknowledge to the Referees or Chairperson that the score is counted.

There are four columns for the running score on the scoresheet.

Each column contains four vertical spaces:

The twin spaces on the left are for Team A and the twin spaces on the right are for Team B.

In the centre spaces is the running score (160 points) for each team.

The Scorer shall FIRST draw a diagonal line / for a valid field goal scored and a darkened • for any valid free throw scored.

This shall be done over the NEW TOTAL number of points as accumulated by the team that just scored.

In the blank space on the same side of the new total number of points (next to the new / or .), the Scorer shall inscribe the number of the player who scored the field goal or the free throw.

A field goal for 3 points scored by a player shall be recorded by drawing a circle around the number of the player in the appropriate column.

A field goal scored by a team into its own basket shall be recorded as scored by the Captain of the opposing team.

Points scored when the ball does not enter the basket, but indicated as scoring by the Referees, are recorded as scored by the player who attempted the shot.

For games played in 4 x 12 minutes, at the end of each period the scorer shall draw a heavy, darkened circle ● around the last number of the points scored by each team.

At the end of each half, the Scorer shall draw a heavy darkened circle ● around the last number of the points scored by each team, and a heavy horizontal line under those points as well as under the number of the players who scored those last points.

At the beginning of the second half and any eventual extra period(s), the Scorer shall continue the process (as per above) from the point of interruption.

Whenever possible, the Scorer should check the running score with the visual scoreboard. If there is a discrepancy and the scoresheet is correct, immediate steps must be taken to have the scoreboard corrected. If in doubt, or if one of the team raises objections to the correction, the Scorer must inform the Referee as soon as the ball is dead and the game clock is stopped.

10.7 Scoresheet Errors

A common problem that occurs at every level of the game is a scoresheet error made whilst maintaining the running score. If such an error does occur it shall be the responsibility of the referee to make the correction provided that the necessary information is available. It is important that the following procedures are followed.

If the error occurs during the game, the Scorer must notify the Referees asap after the discovery of the error, at the next dead ball opportunity.

If the error is discovered at the end of the game, but before the scoresheet is signed, the error shall be corrected by the Referee and, if necessary, the final result of the game could be changed.

If the error is not discovered until after the signing of the scoresheet, the error can no longer be corrected by the officials. The Referee must send a report to the organising authority.

When correcting mistakes on the scoresheet it should generally be only 1 or 2 baskets back, and will usually be an addition mistake. Communication between the Scorer and Assistant Scorer will help prevent this. e.g. A three point shot is successful and the scorer only adds 2 points to the score, circling the players number correctly to show a three pointer. Go to the last score recorded, slash the next score, re-record and circle the player's number, asterisk both the error and the correction with the explanation to be noted on the bottom of the scoresheet.

Should the error occur in the addition and is not picked up until the end of the period, either add in or take away the score, asterisk the correction and add the explanation at the bottom of the sheet.

The Chairperson and Referees must always be aware of any correction that is made to the scoresheet. Have the Referees initial the alteration at the end of the period.

White-out must not be used.

10.8 Correctable Error

Officials may correct an error if a rule is inadvertently set aside and results in any of the situations as spelled out in Art 44 of the Rule Book. If this should occur the following procedure will be followed to correct the error on the scoresheet.

This should never be more than one score back, therefore add the score in after the last score that was recorded. Asterisk the entry and the place it should have been, with an arrow connecting them, making the explanation at the bottom of the scoresheet.

11.0 Procedure at Quarter Time, Half Time OR Before Extra Time

At the end of each period the Scorer shall;

- Draw two parallel lines inside the unused time-out spaces.
- At the end of each period draw a heavy line between used and unused foul spaces.
- Enter the score at the end of each quarter/half in the proper section of the score sheet.

Once these duties have been performed, the scoresheet is passed to the Referees for them to check and initial next to the score in the space provided to record the score.

Where a Chairperson has been appointed, the security of the official scoresheet at half-time, during intervals of play and after the match until completion of duties by the Referees, shall be their responsibility. Where there is no Chairperson appointed, the Scorer shall be responsible for the official scoresheet at all times.

If one or both "four/seven team foul" markers have been raised during the first quarter/half, these must be lowered before the start of the next period of play. If an extra period(s) is necessary, the "four/seven foul" markers are not lowered because the extra period(s) is to be part of the second half/fourth period.

12.0 End of the Game

- Draw two parallel lines inside the unused time out spaces.
- Draw one heavy horizontal line through all unused foul spaces next to each player and coach, also team fouls.
- Draw two heavy lines below each last running score entry.
- Enter the second half score (or of extra periods) in the proper section.
- Enter the final score and the name of the winning team.
- Draw a diagonal line from the last score to the bottom of the column in order to obliterate the remaining numbers for each team.
- Complete summary sheet. Scorer to call to Assistant Scorer

The Scorer shall then sign the scoresheet and shall have it counter signed by the Timekeeper, the 24-second Operator, the Umpire and the Referee. The Referee shall be the last to sign the scoresheet, and this act terminates the administration of the game. (If a Chairperson has been appointed they must also sign).

Should one of the captains sign the scoresheet under protest (using the space marked "To be signed by captain in case of protest), the Scorer, Timekeeper, 24 Second Operator and the Umpire shall remain at the disposal of the Referee until they give them permission to depart. (This includes a Chairperson if appointed).

APPENDIX 1






Official FIBA Signals

A - OFFICIALS' SIGNALS


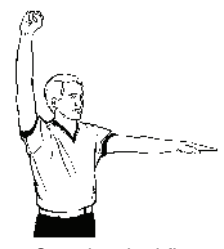
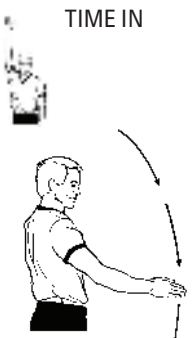

A.1 The hand signals illustrated in these rules are the only official signals. They must be used by all officials in all games.

A.2 It is important that the table officials are also familiar with these signals.




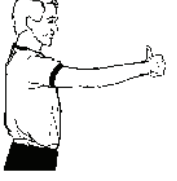

I. SCORING

<p>1 ONE POINT</p>  <p>One finger, 'flag' from wrist</p>	<p>2 TWO POINTS</p>  <p>Two fingers, 'flag' from wrist</p>	<p>3 THREE-POINTS ATTEMPT</p>  <p>Three fingers (extended)</p>	<p>4 THREE-POINTS SUCCESSFUL SHOT</p>  <p>Three fingers (extended) on each hand</p>	<p>5 CANCEL SCORE OR CANCEL PLAY</p>  <p>Scissor-like action with arms, once across chest</p>
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II. CLOCK-RELATED


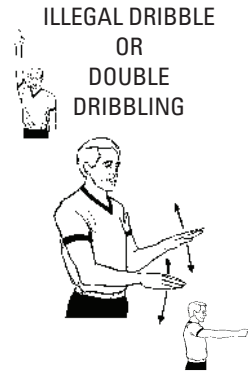

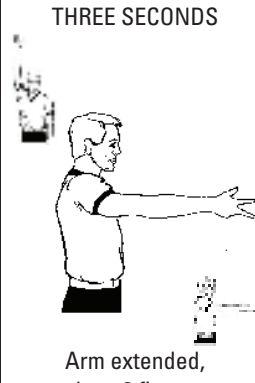


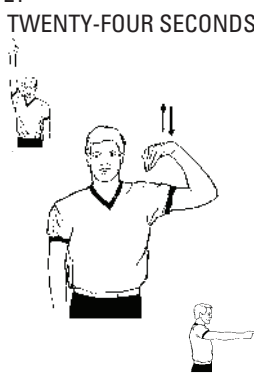
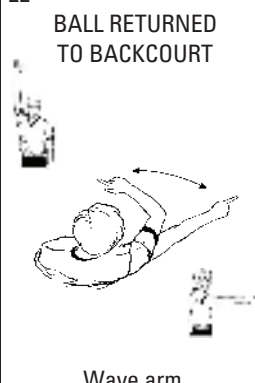
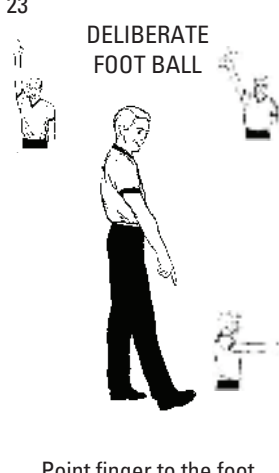

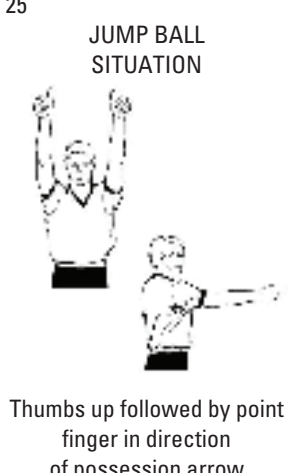
<p>6 STOP CLOCK (blowing whistle simultaneously) OR DO NOT START CLOCK</p>  <p>Open palm</p>	<p>7 STOP CLOCK FOR FOUL (blowing whistle simultaneously)</p>  <p>One clenched fist, other palm down pointing to offender's waist</p>	<p>8 TIME IN</p>  <p>Chop with hand</p>	<p>9 TWENTY-FOUR SECOND RESET</p>  <p>Rotate hand, index finger extended</p>
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III. ADMINISTRATIVE

<p>10 SUBSTITUTION (blowing the whistle simultaneously)</p>  <p>Cross forearms</p>	<p>11 BECKONING-IN</p>  <p>Open palm, wave towards the body</p>	<p>12 CHARGED TIME-OUT (blowing whistle simultaneously)</p>  <p>Form T, index finger showing</p>	<p>13 COMMUNICATION BETWEEN OFFICIALS AND TABLE OFFICIALS</p>  <p>Thumb up</p>	<p>14 VISIBLE COUNT (Five and eight seconds)</p>  <p>Fingers showing counting</p>
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IV. TYPE OF VIOLATIONS

<p>15 TRAVELLING</p>  <p>Rotate fists</p>	<p>16 ILLEGAL DRIBBLE OR DOUBLE DRIBBLING</p>  <p>Patting motion</p>	<p>17 CARRYING THE BALL</p>  <p>Half rotation, forward direction</p>	<p>18 THREE SECONDS</p>  <p>Arm extended, show 3 fingers</p>
<p>19 FIVE SECONDS</p>  <p>Show 5 fingers</p>	<p>20 EIGHT SECONDS</p>  <p>Show 8 fingers</p>	<p>21 TWENTY-FOUR SECONDS</p>  <p>Fingers touch shoulder</p>	<p>22 BALL RETURNED TO BACKCOURT</p>  <p>Wave arm, index finger pointing</p>
<p>23 DELIBERATE FOOT BALL</p>  <p>Point finger to the foot</p>	<p>24 OUT-OF-BOUNDS AND/OR DIRECTION OF PLAY</p>  <p>Point finger parallel to sidelines</p>	<p>25 JUMP BALL SITUATION</p>  <p>Thumbs up followed by point finger in direction of possession arrow</p>	

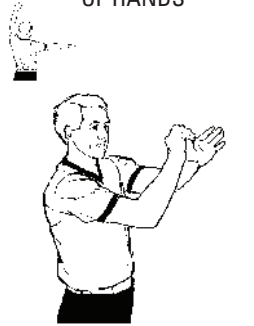
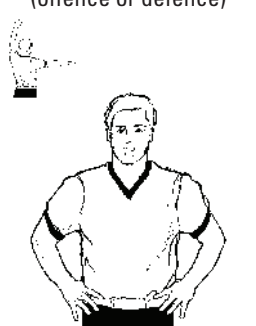
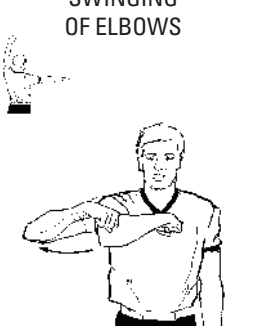
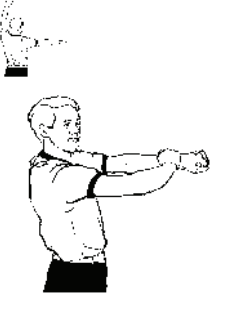


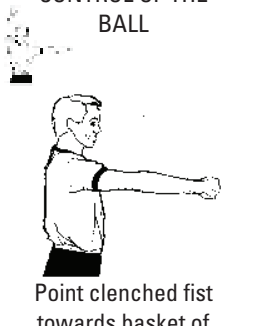

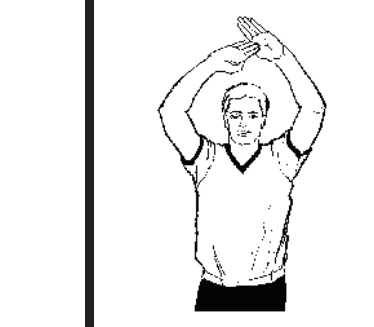


V. REPORTING A FOUL TO THE SCORER'S TABLE (3 Steps)

STEP 1 - NUMBER OF PLAYER

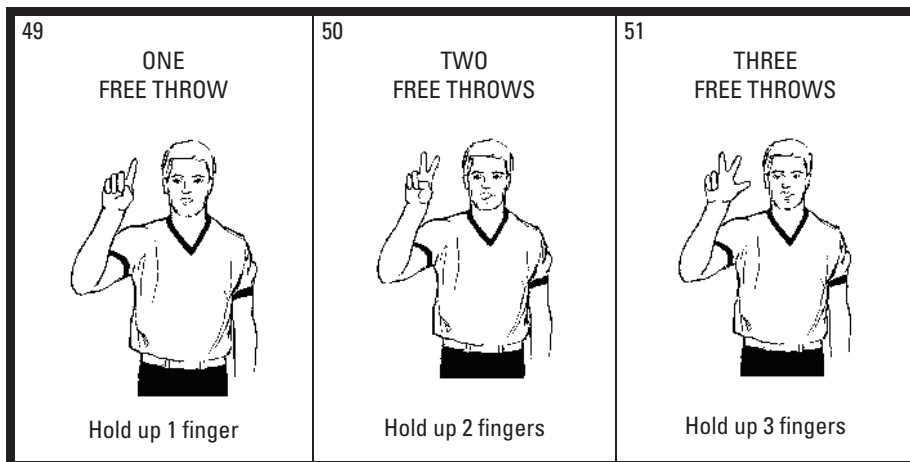
<p>26 No. 4</p> 	<p>27 No. 5</p> 	<p>28 No. 6</p> 	<p>29 No. 7</p> 
<p>30 No. 8</p> 	<p>31 No. 9</p> 	<p>32 No. 10</p> 	<p>33 No. 11</p> 
<p>34 No. 12</p> 	<p>35 No. 13</p> 	<p>36 No. 14</p> 	<p>37 No. 15</p> 



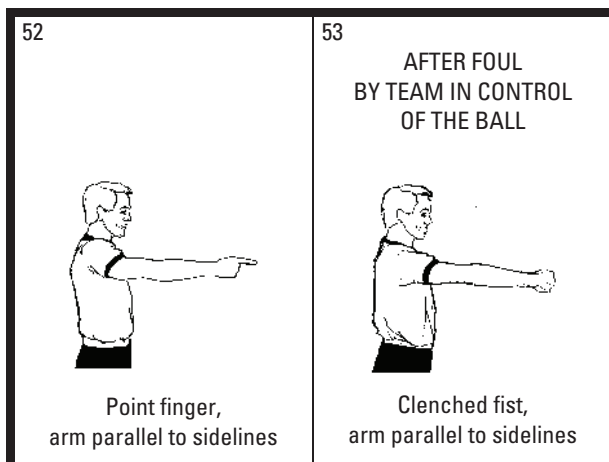
STEP 2 - TYPE OF FOUL

<p>38 ILLEGAL USE OF HANDS</p>  <p>Strike wrist</p>	<p>39 BLOCKING (offence or defence)</p>  <p>Both hands on hips</p>	<p>40 EXCESSIVE SWINGING OF ELBOWS</p>  <p>Swing elbow backwards</p>	<p>41 HOLDING</p>  <p>Grasp wrist downward</p>
<p>42 PUSHING OR CHARGING WITHOUT THE BALL</p>  <p>Imitate push</p>	<p>43 CHARGING WITH THE BALL</p>  <p>Clenched fist, strike open palm</p>	<p>44 BY TEAM IN CONTROL OF THE BALL</p>  <p>Point clenched fist towards basket of offending team</p>	<p>45 DOUBLE</p>  <p>Wave clenched fists</p>
<p>46 TECHNICAL</p>  <p>Form T, palm showing</p>	<p>47 UNSPORTSMANLIKE</p>  <p>Grasp wrist upward</p>	<p>48 DISQUALIFYING</p>  <p>Clenched fists</p>	

STEP 3 - NUMBER OF FREE THROW(S) AWARDED



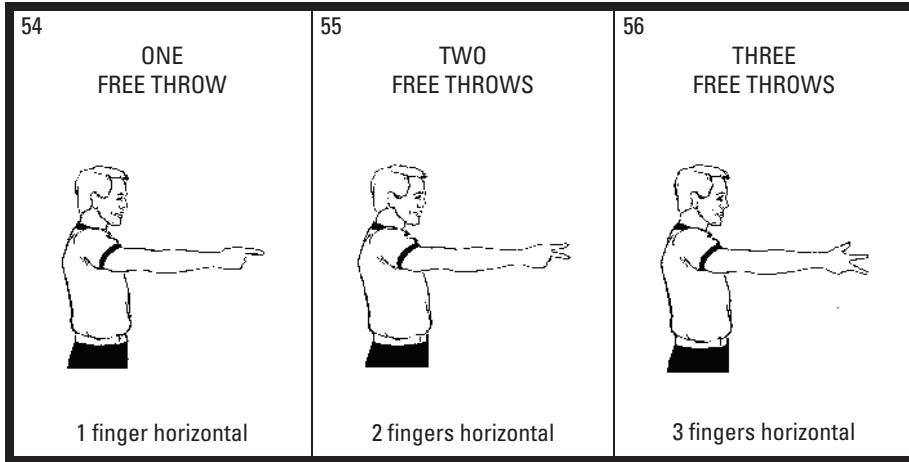
OR
- DIRECTION OF PLAY



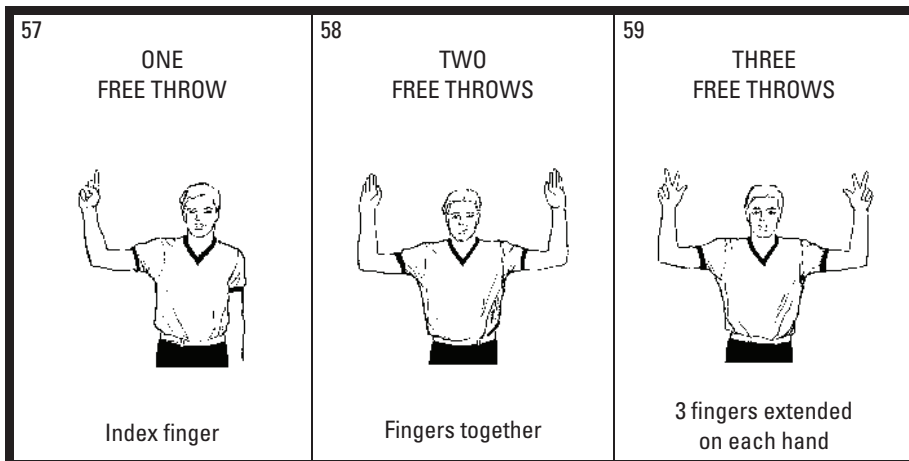


VI. FREE-THROW ADMINISTRATION (2 Steps)

STEP 1 - INSIDE THE RESTRICTED AREA



STEP 2 - OUTSIDE THE RESTRICTED AREA



APPENDIX 2

Scorebench Training Exercise

Score Bench Training Exercise

In groups of 3

1. Timekeeper (Starts and Stops game clock and keeps the electronic score) Go over use of score box.
2. Chairperson/Spotter (Mirrors the referee's signals to the scorebench and verbally relays to the Scorer the court action and operates the directional arrow.) Go over directional arrow use. Go over use of team foul flags.
3. Scorer (writes out the scoresheet) Go through how to indicate fouls P, P1, P2, P3, unsportsmanlike, technical, disqualifying fouls and time outs.

Practical Exercise

1. 10 minutes before game time, check that the coaches have indicated their starting 5 players with an X in the Player In column
2. At the beginning of the game, before the jump ball, put a circle around all starting player indicators.
- 3. Referee tosses ball and it is tapped by the jumper to his team.**
 - Game clock and 24 second clock started.
 - Directional arrow pointed towards team basket that did not secure possession from the jump ball.
- 4. Referee calls a holding foul on Hooper's No 4.**
 - Game Clock is stopped on the whistle.
 - 24 second clock is stopped and reset to 24.
 - Spotter mirrors referee's signal.
 - Spotter verbally tells scorer "Holding foul 4 Hoopers".
 - Scorer writes P in column 1 of fouls on Hooper's No. 4 row.
 - Scorer puts a line through 1 in Hoopers period 1 Team Fouls block.
 - Spotter holds up number of the foul baton to public and teams.
 - Referee administering the in-bounding of the ball drops his arm to indicate the ball is in play. Game clock restarted.
 - 24 second clock restarted.
- 5. Trail referee indicates 2 points when Jumper's No. 7 scores a jump shot.**
 - 24 second clock reset.
 - Spotter mirrors referee's 2 point signal and verbally tells Scorer 2 points for Jumper's No. 7.
 - Scorer puts a line through 2 in the B teams running score column and writes 7 in the blank column beside the crossed out 2.
 - 24 second clock restarted.
- 6. Trail referee indicates 3 points when Hooper's No. 5 scores a shot outside the 3 point arc.**
 - Spotter mirrors referee's 3 point signal and verbally tells Scorer 3 points Hooper's No 5. Scorer puts a line through 3 in A Team's running score column and writes 5 in the blank column beside the 3, then circles the 5 to indicate 3 points.
 - 24 second clock reset.

- 7. Referee indicates holding foul on Hooper's No. 9 and 2 free throws for Jumper's No. 10.**
- Game clock stopped & 24 second clock reset.
 - Spotter mirrors referee's signals and verbally tells scorer foul on Hooper's No. 9 and Jumpers 10 shooting 2 free throws.
 - Scorer writes P2 in the first fouls column of Hooper's No. 9 and puts a line through the 2 in the period 1 team fouls block.
 - Spotter indicates to public one foul on Hooper's No. 9.
- 8. Jumper's No. 10 gets the first foul shot.**
- Spotter verbally tells Scorer first shot successful.
 - Scorer puts a dot on 3 in B running score column and 10 in the blank column beside it.
- 9. Jumper's No. 10 gets the second foul shot.**
- Spotter verbally tells Scorer second shot successful.
 - Scorer puts a dot on 4 in B running score column and 10 in blank column beside it.
 - Hoopers inbound the ball and referee indicates ball in play by dropping arm. Game clock restarted.
 - 24 second clock restarted.
- 10. Hooper's No. 4 called for charging.**
- Game clock stopped. 24 second clock reset.
 - Spotter mirrors referee's signals and verbally tells Scorer foul on Hooper's No. 4.
 - Scorer writes P in Hooper's No. 4 foul column 2 and puts a line through 2 in period 1 team fouls box.
 - Spotter holds up 2 foul baton.
- 11. After charge call, Hooper's coach calls for a substitution and Hooper's No. 14 reports to the bench.**
- Scoreboard operator gets referee's attention or blows horn and Spotter indicates a substitution. Referee signals for the substitution to take place. Scorer marks an X in the Player In column beside Hooper's No. 14. Referee drops arm to indicate ball in play.
 - Game clock and 24 second clock restarted.
- 12. Jumper's No. 1 scores three points.**
- 24 second clock is reset as ball passes through the basket
 - Spotter tells scorer 3 points to Jumper's No. 1
 - Scorer puts line through 3 of B teams running score and writes 1 in blank column beside it and circle player number to indicate 3 points.
 - Hoopers inbound the ball and when it is controlled, the 24 second clock is restarted.
- 13. Referee indicates foul on Jumper's No. 4, 2 points to Hooper's No. 14 and one free throw to Hooper's No. 14.**
- Game clock stopped and 24 second clock reset.
 - Spotter verbally tells Scorer foul on Jumper's No. 4. Two points for Hooper's No. 14 and one foul shot to come.

- Scorer puts P1 in foul's column 1 in Jumper's No. 4 column. Puts a line through 5 in team A's running score column and writes 14 in blank column beside it.
- Referee indicates free throw is successful. Spotter verbally tells Scorer free throw successful for Hooper's No. 14.
- Scorer puts a dot on 6 in running score column and writes 14 in blank space beside.
- Referee drops arm to indicate the ball is in play.
- Game clock and 24 second clock restarted.

14. Holding foul on Jumper's No. 10 and Hooper's No. 5 scores 3 points with one free throw to come.

- Game clock stops and 24 second clock reset.
- Spotter mirrors referee's signals and verbally tells Scorer foul on Jumper's No. 10, three points to Hoopers's No. 5 and one foul shot.
- Scorer writes P1 in foul column 1 for Jumper's No. 10, puts a line through Jumpers period 1 team fouls box, puts a line through 9 in team A's running score and writes 5 and circles it in blank column beside.
- Scpotter indicates one foul to public.
- Referee indicates free throw successful. Spotter mirrors referee's signal and verbally tells Scorer successful free throw for Hooper's No. 5.
- Scorer puts a dot on 1 in team B's running score and writes 5 in blank column beside it.
- Referee drops arm to indicate the ball is in play. Game clock and 24 second clock restarted.

15. Referee calls travel on Hoopers & Jumpers has asked for a substitution

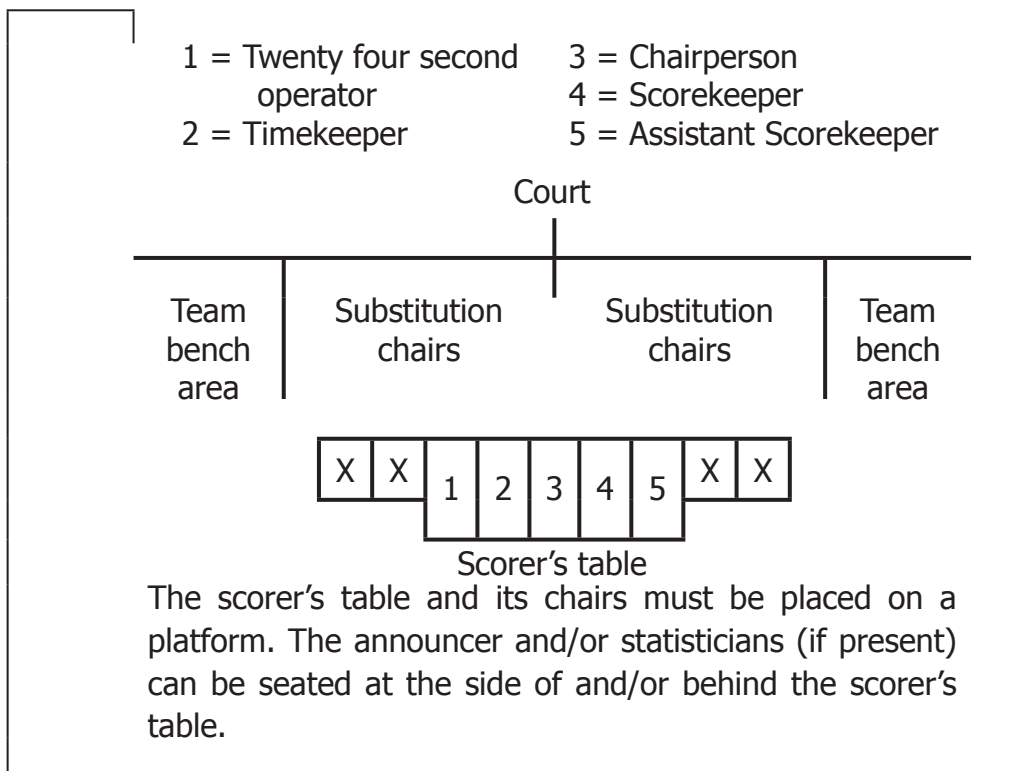
- Game clock stops and 24 second clock reset.
- Scorebench sounds hooter to attract referee's attention to Spotter, who will be indicating a substitution for Jumpers.
- Referee signals for substitution to take place and then hands the ball to Jumpers to inbound and drops his arm when ball is back in play.
- Game clock and 24 second clock restarted.
- Scorer puts X in Jumper's No. 8 Player In column.

16. Siren sounds for end of 1st. quarter.

- Game clock reset to 2 minutes and restarted for break.
- Scorer puts a solid line under the current score for each team in running score column.
- Circle the final scores for the quarter and write scores in Scores Box for Period 1.
- Change pen colour for next quarter.
- Reset game clock to 10 minutes. (Find how to do this).
- Referee drops arm to indicate ball is in play.
- Game clock and 24 second clock starts.
- Spotter changes possession arrow to point opposite.

APPENDIX 2

Extracts from the FIBA Rules relating to Scorebench Officials



Scorer's table and substitution chairs

Art. 3 Equipment

The following equipment will be required:

- Backstop units, consisting of:
 - Backboards
 - Baskets comprising (pressure release) rings and nets
 - Backboard support structures including padding
- Basketballs
- Game clock
- Scoreboard
- Twenty-four second device
- Stopwatch or suitable (visible) device (not the game clock) for timing time-outs
- Two (2) separate, distinctly different and loud sound signals
- Scoresheet
- Player foul markers
- Team foul markers
- Alternating possession indicator
- Playing floor
- Playing court
- Adequate lighting

RULE THREE–TEAMS

Art. 4 Teams

4.1 Definition

- 4.1.1 A team member is eligible to play when he has been authorised to play for a team according to the regulations, including regulations governing age limits, of the organising body of the competition.
- 4.1.2 A team member is entitled to play when his name has been entered on the scoresheet before the start of the game and as long as he has neither been disqualified nor committed five (5) fouls.
- 4.1.3 During playing time, a team member is:
- A player when he is on the playing court and is entitled to play.
 - A substitute when he is not on the playing court but he is entitled to play.
 - An excluded player when he has committed five (5) fouls and is no longer entitled to play.
- 4.1.4 During an interval of play, all team members entitled to play are considered as players.

4.2 Rule

- 4.2.1 Each team shall consist of:
- No more than twelve (12) team members entitled to play, including a captain.
 - A coach and, if a team wishes, an assistant coach.
 - A maximum of five (5) team followers who may sit on the bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter etc.
- 4.2.2 Five (5) players from each team shall be on the court during playing time and may be substituted.
- 4.2.3 A substitute becomes a player and a player becomes a substitute when:
- The official beckons the substitute to enter the playing court.
 - During a charged time-out or an interval of play, a substitute requests the substitution to the scorekeeper.

4.3 Uniforms

- 4.3.1 The uniform of the team members shall consist of:
- Shirts of the same dominant colour front and back. All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
 - T-shirts, regardless of style, may not be worn under shirts unless the player has written medical permission. If such permission has been granted, the T-shirt must be of the same dominant colour as the shirt.
 - Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts.
 - Undergarments that extend below the shorts may be worn provided they are of the same dominant colour as the shorts.

- 4.3.2 Each team member shall wear a shirt numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt. The numbers shall be clearly visible and:
- Those on the back shall be at least twenty (20) cm high.
 - Those on the front shall be at least ten (10) cm high.
 - The numbers shall be at least two (2) cm wide.
 - Teams shall use numbers from four (4) to fifteen (15). National federations have the authority to approve, for their competitions, any other numbers with a maximum of two (2) digits.
 - Players on the same team shall not wear the same number.
 - Any advertising or logo shall be at least five (5) cm away from the numbers.
- 4.3.3 Teams must have a minimum of two sets of shirts and:
- The first team named in the programme (home team) shall wear light-coloured shirts (preferably white).
 - The second team named in the programme (visiting team) shall wear dark-coloured shirts.
 - However, if the two teams involved agree, they may interchange the colours of the shirts.

4.4 Other equipment

- 4.4.1 All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.
- 4.4.2 Players shall not wear equipment (objects) that may cause injury to other players.
- The following are not permitted:
 - Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
 - Objects that could cut or cause abrasions (fingernails must be closely cut).
 - Headgear, hair accessories and jewellery.
 - The following are permitted:
 - Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - Knee braces if they are properly covered.
 - Protector for an injured nose, even if made of a hard material.
 - Spectacles, if they do not pose a danger to other players.
 - Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- 4.4.3 Any other equipment not specifically mentioned in this article must be approved by the FIBA Technical Commission.

Art. 5 Players: Injury

- 5.1 In the event of injury to a player(s), the officials may stop the game.
- 5.2 If the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field

goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the officials may interrupt the game immediately.

- 5.3 If the injured player cannot continue to play immediately (within approximately 15 seconds) or, if he receives treatment, he must be substituted or the team must continue with fewer than five (5) players.
- 5.4 Coaches, assistant coaches, substitutes and team followers may enter the playing court, with the permission of an official, to attend to an injured player before he is substituted.
- 5.5 A doctor may enter the playing court, without permission of an official if, in the doctor's judgement, the injured player requires immediate medical treatment.
- 5.6 During the game, any player who is bleeding or has an open wound must be substituted. He may return to the court only after bleeding has stopped and the affected area or open wound has been completely and securely covered.
If the injured player or any player who is bleeding or has an open wound recovers during a charged time-out taken by either team in the same stop-clock period, that player may continue to play.
- 5.7 If free throws have been awarded to the injured player, they must be attempted by his substitute who may not be substituted until he has played in the next clock-running phase of the game.
- 5.8 Players who have been designated by the coach to start the game may be substituted in the event of an injury. In this case, the opponents are also entitled to substitute the same number of players, if they so wish.

Art. 6 Captain: Duties and powers

- 6.1 The captain is a player who represents his team on the court. He may communicate in a courteous manner with the officials during the game to obtain information however only when the ball is dead and the game clock is stopped.
- 6.2 The captain may act as coach.
- 6.3 The captain shall, immediately at the end of the game, inform the referee if his team is protesting against the result of the game and sign the scoresheet in the space marked 'Captain's signature in case of protest'.

Art. 7 Coaches: Duties and powers

- 7.1 At least twenty (20) minutes before the game is scheduled to begin, each coach or his representative shall give the scorekeeper a list with the names and corresponding numbers of the team members who are eligible to play in the game, as well as the name of the captain of the team, the coach and the assistant coach. All team members whose names are entered on the scoresheet are entitled to play, even if they arrive after the beginning of the game.
- 7.2 At least ten (10) minutes before the game, each coach shall confirm his agreement with the names and corresponding numbers of their team members and the names of the coaches by signing the

scoresheet. At the same time, they shall indicate the five (5) players who are to start the game. The coach of team 'A' shall be the first to provide this information.

- 7.3 The coaches and assistant coaches (as well as the substitutes and team followers) are the only persons permitted to be and to remain within their team bench area, unless otherwise stated in these rules.
- 7.4 The coach and the assistant coach may go to the scorer's table during the game to obtain statistical information only when the ball is dead and the game clock is stopped.
- 7.5 Only the coach is permitted to remain standing during the game. He may address the players verbally during the game provided he remains within his team bench area.
- 7.6 If there is an assistant coach his name must be entered on the scoresheet before the beginning of the game (his signature is not necessary). He shall assume all duties and powers of the coach if, for any reason, the coach is unable to continue.
- 7.7 When the captain leaves the playing court the coach shall inform an official of the number of the player who will act as captain on the court.
- 7.8 The captain shall act as coach if there is no coach, or if the coach is unable to continue and there is no assistant coach entered on the scoresheet (or the latter is unable to continue). If the captain must leave the playing court, he may continue to act as coach however, if he must leave following a disqualifying foul, or if he is unable to act as coach because of injury, his substitute as captain may replace him as coach.
- 7.9 The coach shall designate the free-throw shooter in all cases where the free-throw shooter is not determined by the rules.

RULE FOUR—PLAYING REGULATIONS

Art. 8 Playing time, tied score and extra periods

- 8.1 The game shall consist of four (4) periods of ten (10) minutes.
- 8.2 There shall be intervals of play of two (2) minutes between the first and second period (first half), between the third and fourth period (second half) and before each extra period.
- 8.3 There shall be a half-time interval of play of fifteen (15) minutes.
- 8.4 There shall be an interval of play of twenty (20) minutes before the game is scheduled to begin.
- 8.5 An interval of play begins:
 - Twenty (20) minutes before the game is scheduled to begin.
 - When the game-clock signal sounds for the end of a period.
- 8.6 An interval of play ends:
 - At the beginning of the first period when the ball is legally tapped by a jumper on the jump ball.
 - At the beginning of all other periods when the ball touches or is legally touched by a player on the court on the throw-in.
- 8.7 If the score is tied at the end of playing time for the fourth period, the game shall continue with as many extra periods of five (5)

minutes as is necessary to break the tie.

- 8.8 If a foul is committed when or just before the game clock signal sounds for the end of playing time, any eventual free throw(s) shall be taken after the end of playing time.
- 8.9 If an extra period is required as a result of this free throw(s) then all fouls that are committed after the end of playing time shall be considered to have occurred during an interval of play and the free throw(s) shall be administered before the beginning of the extra period.

Art. 9 Beginning and end of a period or the game

- 9.1 The first period begins when the ball is legally tapped by a jumper on the jump ball.
- 9.2 All other periods begin when the ball touches or is legally touched by a player on the court after the throw-in.
- 9.3 The game cannot begin if one of the teams is not on the court with five (5) players ready to play.
- 9.4 For all games, the first team named in the programme (home team) shall have the team bench and its own basket on the left side of the scorer's table, facing the playing court.
However, if the two teams involved agree, they may interchange the team benches and/or baskets.
- 9.5 Before the first and third periods, teams are entitled to warm-up in the half of the court in which their opponents' basket is situated.
- 9.6 Teams shall exchange baskets for the second half.
- 9.7 In all extra periods the teams shall continue to play towards the same baskets as in the fourth period.
- 9.8 A period, extra period or game shall end when the game clock signal sounds for the end of playing time.

Art. 10 Status of the ball

- 10.1 The ball can be either live or dead.
- 10.2 The ball becomes live when:
- During the jump ball, the ball is legally tapped by a jumper.
 - During a free throw, the ball is at the disposal of the free-throw shooter.
 - During a throw-in, the ball is at the disposal of a player for the throw-in.
- 10.3 The ball becomes dead when:
- Any field goal or free throw is made.
 - An official blows his whistle while the ball is live.
 - It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
 - Another free throw(s).
 - A further penalty (free throw(s) and/or throw-in).
 - The game clock signal sounds for the end of the period.
 - The twenty-four second device signal sounds while a team is in control of the ball.

- The ball which is in flight on a shot for a field goal is touched by a player from either team after:
 - An official blows his whistle.
 - The game clock signal sounds for the end of the period.
 - The twenty-four second device signal sounds.
- 10.4 The ball does not become dead and the goal counts if made when:
- The ball is in flight on a shot for a field goal and:
 - An official blows his whistle.
 - The game clock signal sounds for the end of the period.
 - The twenty-four second device signal sounds.
 - The ball is in flight on a free throw when an official blows his whistle for any rule infraction other than by the free-throw shooter.
 - A player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for field goal and who finishes his shot with a continuous motion which started before the foul occurred.
- This provision does not apply and the goal shall not count if, after an official blows his whistle:
- the game clock signal sounds for the end of the period.
 - the twenty-four second device signal sounds.
 - an entirely new act of shooting is made.

Art. 12 Jump ball and alternating possession

12.1 Definition

12.1.1 A jump ball occurs when an official tosses the ball in the centre circle between any two opponents at the beginning of the first period.

12.1.2 A held ball occurs when one or more players of each opposing team have one or both hands firmly on the ball so that neither player can gain control without undue roughness.

12.2 Procedure

12.2.1 Each jumper shall stand with both feet inside the half of the centre circle nearest to his own basket with one foot close to the centre line.

12.2.2 Team-mates may not occupy adjacent positions around the circle if an opponent wishes to occupy one of those positions.

12.2.3 The official shall then toss the ball upwards (vertically) between the two opponents, higher than either of them can reach by jumping.

12.2.4 The ball must be tapped with the hand(s) of one or both of the jumpers after it reaches its highest point.

12.2.5 Neither jumper shall leave his position until the ball has been legally tapped.

12.2.6 Neither jumper may catch the ball or tap it more than twice until it has touched one of the non-jumpers or the floor.

12.2.7 If the ball is not tapped by at least one of the jumpers, the jump ball shall be retaken.

12.2.8 No part of a non-jumper's body may be on or over the circle line

(cylinder) before the ball has been tapped.

An infraction of Art. 12.2.1, 12.2.4, 12.2.5, 12.2.6, and 12.2.8 is a violation.

12.3 Jump ball situations

A jump ball situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball.
- A double free-throw violation occurs during an unsuccessful last or only free throw.
- A live ball lodges on the basket support (except between free throws).
- The ball becomes dead when neither team had control of the ball nor was entitled to the ball.
- After the cancellation of equal penalties against both teams, there are no other penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.
- All periods other than the first period are to begin.

12.4 Alternating possession

12.4.1 Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.

12.4.2 In all jump ball situations teams will alternate possession of the ball for a throw-in at the place nearest to where the jump ball situation occurs.

12.4.3 The team that does not gain control of the live ball on the court after the jump ball which began the first period will start the alternating possession.

12.4.4 The team entitled to the next alternating possession at the end of any period shall start the next period with a throw-in at the centre line extended, opposite the scorer's table.

12.4.5 Alternating possession:

- Begins when the ball is at the disposal of a player for the throw-in.
- Ends when:
 - the ball touches or is legally touched by a player on the court.
 - the throw-in team commits a violation.
 - a live ball lodges on the basket support during a throw-in.

12.4.6 The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the arrow is reversed immediately the alternating possession throw-in ends.

12.4.7 A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in. The alternating possession arrow will be reversed immediately, indicating that the opponents of the violating team will be entitled to the alternating possession throw-in at the next jump ball situation. The game shall then be resumed by awarding the ball

to the opponents of the violating team for a throw-in as normally following a violation (i.e. not an alternating possession throw-in).

12.4.8 A foul by either team:

- Before the beginning of a period other than the first period, or
- During the alternating possession throw-in, does not cause the throw-in team to lose that alternating possession throw-in.

Should such a foul occur during the initial throw-in to start a period, after the ball has been placed at the disposal of the thrower-in but before it has touched a player on the court, then it is considered to have happened during playing time and is penalised accordingly.

Art. 14 Control of the ball

14.1 Team control starts when a player of that team is in control of a live ball because he is holding or dribbling it or has a live ball at his disposal.

14.2 Team control continues when:

- A player of that team is in control of a live ball.
- The ball is being passed between team-mates.

14.3 Team control ends when:

- An opponent gains control.
- The ball becomes dead.
- The ball has left the player's hand(s) on a shot for a field goal or for a free throw.

Art. 16 Goal: When made and its value

16.1 Definition

16.1.1 A goal is made when a live ball enters the basket from above and remains within or passes through the basket.

16.1.2 The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring.

16.2 Rule

16.2.1 A goal is credited to the team attacking the basket into which the ball has entered as follows:

- A goal from a free throw counts one (1) point.
- A goal from the two-point field goal area counts two (2) points.
- A goal from the three-point field goal area counts three (3) points.
- After the ball has touched the ring on a last or only free throw and is legally touched by an offensive or defensive player before it enters the basket, the goal counts two (2) points.

16.2.2 If a player accidentally scores a field goal in his own basket, the goal counts two (2) points and shall be recorded as having been scored by the captain of the opposing team on the court.

16.2.3 If a player deliberately scores a field goal in his own basket, it is a violation and the goal does not count.

16.2.4 If a player causes the entire ball to pass through the basket from

below, it is a violation.

Art. 18 Charged time-out

18.1 Definition

A charged time-out is an interruption of the game requested by the coach or assistant coach.

18.2 Rule

18.2.1 Each charged time-out shall last one (1) minute.

18.2.2 A time-out opportunity begins when:

- The ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- For the non-scoring team, if a field goal is scored.

18.2.3 A time-out opportunity ends when:

- The ball is at the disposal of a player for the first or only free throw.
- The ball is at the disposal of a player for a throw-in.

18.2.4 Two (2) charged time-outs may be granted to each team at any time during the first half; three (3) at any time during the second half and one (1) at any time during each extra period.

18.2.5 Unused charged time-outs may not be carried over to the next half or extra period.

18.2.6 A time-out is charged against the team whose coach first made a request unless the time-out is granted following a field goal scored by the opponents and without a foul being called.

18.3 Procedure

18.3.1 Only a coach or assistant coach has the right to request a charged time-out. He shall establish visual contact with the scorekeeper or he shall go to the scorer's table and ask clearly for a time-out, making the proper conventional sign with his hands.

18.3.2 A charged time-out request may be cancelled only before the scorekeeper's signal has sounded for such a request.

18.3.3 The time-out:

- Begins when an official blows his whistle and gives the time-out signal.
- Ends when the official blows his whistle and beckons the teams back on the playing court.

18.3.4 As soon as a time-out opportunity begins, the scorekeeper shall sound his signal to notify the officials that a request for a charged time-out has been made.

If a field goal is scored against a team which has requested a charged time-out, the timekeeper shall immediately stop the game clock and sound his signal.

18.3.5 During the time-out (and during an interval of play before the beginning of the second, fourth or each extra period) the players may leave the playing court and sit on the team bench and the persons permitted to be in the team bench area may enter the court provided that the team members remain within the vicinity of their

team bench area.

18.4 Restrictions

18.4.1 A charged time-out shall not be permitted between or after free throw(s) caused by one (1) foul penalty until the ball becomes dead again, after a clock-running phase of the game.

Exceptions:

- A foul is called between free throws. In this case the free throws will be completed and the time-out will be permitted before the new foul penalty is administered.
- A foul is called before the ball becomes live after the last or only free throw. In this case the time-out will be permitted before the new foul penalty is administered.
- A violation is called before the ball becomes live after the last or only free throw. In this case the time-out will be permitted before the throw-in is administered.

In the event of consecutive sets of free throws and/or possession of the ball caused by more than one (1) foul penalty, each set is to be treated separately.

18.4.2 A charged time-out shall not be permitted to the scoring team when the game clock is stopped following a successful field goal during the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period unless an official has interrupted the game.

Art. 19 Substitution

19.1 Definition

A substitution is an interruption of the game requested by the substitute.

19.2 Rule

19.2.1 A team may substitute a player(s) during a substitution opportunity.

19.2.2 A substitution opportunity begins when:

- The ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- A field goal is scored in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period, for the non-scoring team.

19.2.3 A substitution opportunity ends when:

- The ball is at the disposal of a player for the first or only free throw.
- The ball is at the disposal of a player for a throw-in.

19.2.4 A player who has become a substitute and a substitute who has become a player cannot respectively re-enter the game or leave the game until the ball becomes dead again, after a clock-running phase of the game.

Exceptions:

- The team is reduced to fewer than five (5) players on the court.
- The player involved in the correction of an error is on the team

bench after having been legally substituted.

- The player is injured, receives treatment or is bleeding and recovers during the timeout.

19.3 Procedure

19.3.1 Only a substitute has the right to request a substitution. He (not the coach or assistant coach) shall go to the scorer's table and ask clearly for a substitution, making the proper conventional sign with his hands or by sitting on the substitution chair. He must be ready to play immediately.

19.3.2 A substitution request may be cancelled only before the scorekeeper's signal has sounded for such a request.

19.3.3 As soon as a substitution opportunity begins the scorekeeper shall sound his signal to notify the officials that a request for a substitution has been made.

19.3.4 The substitute shall remain outside the boundary line until the official gives the substitution signal and beckons him to enter the playing court.

19.3.5 The player who has been substituted is permitted to go directly to his team bench without reporting either to the scorekeeper or the official.

19.3.6 Substitutions shall be completed as quickly as possible. A player who has committed his fifth foul or has been disqualified must be substituted immediately (approximately 30 seconds). If, in the judgement of the official, there is an unreasonable delay, a time-out shall be charged against the offending team. If the team has no charged time-out left a technical foul ('B') may be charged against the coach.

19.3.7 If a substitution is requested during a charged time-out or during an interval of play, the substitute must report to the scorekeeper before entering the game.

19.3.8 The free-throw shooter may be substituted provided that:

- The substitution was requested before the substitution opportunity ends for the first or only free throw.
- The ball becomes dead after the last or only free throw.

If the free-throw shooter is substituted after the ball becomes dead after the last or only free throw, the opponents may also make one substitution provided that the request is made before the ball becomes live for the last or only free throw.

19.3.9 The free-throw shooter must be substituted when:

- He is injured.
- He has committed his fifth foul.
- He has been disqualified.

19.4 Restrictions:

19.4.1 A substitution shall not be permitted between or after a free throw(s) caused by one (1) foul penalty until the ball becomes dead

again, after a clock-running phase of the game.

Exceptions:

- A foul is called between free throws. In this case the free throws will be completed and the substitution will be permitted before the new foul penalty is administered.
- A foul is called before the ball becomes live after the last or only free throw. In this case the substitution will be permitted before the new foul penalty is administered.
- A violation is called before the ball becomes live after the last or only free throw. In this case the substitution will be permitted before the throw-in is administered.

In the event of consecutive sets of free throws caused by more than one (1) foul penalty, each set is to be treated separately.

- 19.4.2 A substitution shall not be permitted to the scoring team when the game clock is stopped following a successful field goal in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period unless an official has interrupted the game or the non-scoring team has been granted a substitution(s).

RULE FIVE–VIOLATIONS

Art. 29 Twenty-four seconds

29.1 Rule

- 29.1.1 Whenever a player gains control of a live ball on the court, his team must attempt a shot for a field goal within twenty-four (24) seconds.

To constitute a shot for a field goal within twenty-four (24) seconds:

- The ball must leave the player's hand(s) before the twenty-four second device signal sounds, and
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

- 29.1.2 When a shot for a field goal is attempted near the end of the twenty-four second period and the signal sounds while the ball is in the air:

- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
- If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
- If the ball hits the backboard (not the ring) or misses the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball, in which case the signal shall be disregarded and the game shall continue.

All restrictions related to goal tending and interference shall apply.

29.2 Procedure

- 29.2.1 If the twenty-four second device was reset in error, the official may stop the game immediately as long as neither team is placed at a disadvantage.

The twenty-four second device shall be corrected and possession of the ball shall be awarded to the team that previously had control of

the ball.

- 29.2.2 If the game is stopped by an official for any valid reason not connected with either team, a new twenty-four second period and possession of the ball shall be awarded to the team that previously had control of the ball.

However, if in the judgement of the officials, the opponents would be placed at a disadvantage, the twenty-four second device shall continue from the time it was stopped.

- 29.2.3 If the twenty-four second device signal sounds in error while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded and the game shall continue.

However, if in the judgement of the officials, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the twenty-four second device shall be corrected and the ball shall be awarded to that team.

RULE SIX–FOULS

Art. 36 Unsportsmanlike foul

36.1 Definition

- 36.1.1 An unsportsmanlike foul is a player contact foul which, in the judgement of the official, is not a legitimate attempt to directly play the ball within the spirit and intent of the rules.

- 36.1.2 Unsportsmanlike fouls must be interpreted consistently throughout the whole game.

- 36.1.3 The official must judge only the action.

- 36.1.4 To judge whether a foul is unsportsmanlike, the officials should apply the following principles:

- If a player is making no effort to play the ball and contact occurs, it is an unsportsmanlike foul.
- If a player, in an effort to play the ball, causes excessive contact (hard foul), then the contact shall be judged to be unsportsmanlike.
- If a player commits a foul while making a legitimate effort to play the ball (normal play), it is not an unsportsmanlike foul.

36.2 Penalty

- 36.2.1 An unsportsmanlike foul shall be charged against the offender.

- 36.2.2 Free throw(s) shall be awarded to the player who was fouled, followed by:

- A throw-in at the centre line extended, opposite the scorer's table.
- A jump ball at the centre circle to begin the first period.
The number of free throws shall be as follows:
- If the foul is committed on a player not in the act of shooting: two (2) free throws will be awarded.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and, in addition, one (1) free throw will be awarded.
- If the foul is committed on a player in the act of shooting who

fails to score: two (2) or three (3) free throws will be awarded.

Art. 37 Disqualifying foul

37.1 Definition

37.1.1 A disqualifying foul is any flagrantly unsportsmanlike behaviour by a player, substitute, coach, assistant coach or team follower.

37.1.2 A player shall also be disqualified when he is charged with two (2) unsportsmanlike fouls.

37.1.3 A coach shall be also disqualified when:

- He is charged with two (2) technical fouls ('C') as a result of his personal unsportsmanlike behaviour.
- He is charged with three (3) technical fouls accumulated as a result of unsportsmanlike behaviour from the team bench ('B') (assistant coach, substitute or team follower) or a combination of three (3) technical fouls, one of which has been charged against the coach ('C').

37.1.4 If a player or coach is disqualified under Art. 37.1.2 or Art. 37.1.3, that unsportsmanlike or technical foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

37.1.5 A coach who has been disqualified shall be replaced by the assistant coach as entered on the scoresheet. If no assistant coach is entered on the scoresheet, he shall be replaced by the captain.

37.2 Penalty

37.2.1 A disqualifying foul shall be charged against the offender.

37.2.2 He shall be disqualified and shall go to, and remain in, his team's dressing room for the duration of the game or, if he so chooses, he shall leave the building.

37.2.3 Free throw(s) shall be awarded:

- To any opponent in the case of a non-contact foul.
- To the player who was fouled in the case of a contact foul.

Followed by:

- A throw-in at the centre line extended, opposite the scorer's table.
- A jump ball at the centre circle to begin the first period.

37.2.4 The number of free throws shall be as follows:

- If the foul is committed on a player not in the act of shooting or if it is a technical foul: two (2) free throws will be awarded.
- If the foul is committed on a player in the act of shooting: the goal, if made, shall count and in addition one (1) free throw will be awarded.
- If the foul is committed on a player in the act of shooting who fails to score: two (2) or three (3) free throws will be awarded.

Art. 38 Technical foul

38.1 Rules of conduct

38.1.1 The proper conduct of the game demands the full and loyal cooperation of the members of both teams (players, substitutes, coaches, assistant coaches and team followers) with the officials,

table officials and commissioner.

38.1.2 Each team shall do its best to secure victory, but this must be done in the spirit of sportsmanship and fair play.

38.1.3 Any deliberate or repeated non-cooperation or non-compliance with the spirit of this rule shall be considered as a technical foul.

38.1.4 The official may prevent technical fouls by warnings or even overlooking minor technical infractions of an administrative character which are obviously unintentional and have no direct effect upon the game, unless there is repetition of the same infraction after the warning.

38.1.5 If a technical infraction is discovered after the ball is live, the game shall be stopped and a technical foul charged. The penalty shall be administered as if the technical foul had occurred at the time it was charged. Whatever occurred during the interval between the technical infraction and the game being stopped shall be valid.

38.2 Violence

38.2.1 Acts of violence may occur during the game, contrary to the spirit of sportsmanship and fair play. These should be stopped immediately by the officials and, if necessary, by public order enforcement officers.

38.2.2 Whenever acts of violence occur between players, substitutes, coaches, assistant coaches or team followers, on the playing court or in its vicinity, the officials shall take the necessary action to stop them.

38.2.3 Any of the above persons who are guilty of flagrant acts of aggression against opponents or officials shall be disqualified. The officials must report the incident to the organising body of the competition.

38.2.4 Public order enforcement officers may enter the court only if requested to do so by the officials. However, should spectators enter the court with the obvious intention of committing acts of violence, the public order enforcement officers must intervene immediately to protect the teams and officials.

38.2.5 All other areas, including entrances, exits, hallways, dressing rooms, etc., come under the jurisdiction of the organising body of the competition and the public order enforcement officers.

38.2.6 Physical actions by players, substitutes, coaches, assistant coaches and team followers which could lead to damaging of game equipment, must not be permitted by the officials.

When behaviour of this nature is observed by the officials, the coach of the offending team shall be given a warning immediately.

Should the action(s) be repeated, a technical foul shall immediately be called on the individual(s) involved.

Decisions made by the officials are final and cannot be contested or disregarded.

38.3 Definition

38.3.1 A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:

- Disregarding warnings by officials.
 - Disrespectfully touching the officials, the commissioner, the table officials or the team bench personnel.
 - Disrespectfully communicating with the officials, the commissioner, the table officials or the opponents.
 - Using language or gestures likely to offend or incite the spectators.
 - Baiting an opponent or obstructing his vision by waving his hands near his eyes.
 - Delaying the game by deliberately touching the ball after it passes through the basket.
 - Delaying the game by preventing a throw-in from being taken promptly.
 - Falling down to fake a foul.
 - Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or, in the judgement of the official, is trying to prevent injury to himself or to another player.
 - Goal tending or interfering during a last or only free throw by a defensive player. One (1) point shall be awarded to the offensive team, followed by the technical foul penalty charged against the defensive player.
- 38.3.2 A technical foul by a coach, assistant coach, substitute or team follower is a foul for disrespectfully communicating with or touching the officials, the commissioner, the table officials or the opponents, or an infraction of a procedural or an administrative nature.
- 38.4 Penalty
- 38.4.1 If a technical foul is committed:
- By a player, a technical foul shall be charged against him as a player foul and shall count as one of the team fouls.
 - By a coach ('C'), assistant coach ('B'), substitute ('B') or team follower ('B'), a technical foul shall be charged against the coach and shall not count as one of the team fouls.
- 38.4.2 Two (2) free throws shall be awarded to the opponents, followed by:
- A throw-in at the centre line extended, opposite the scorer's table.
 - A jump ball at the centre circle to start the first period.

Art. 39 Fighting

39.1 Definition

Fighting is physical interaction between two or more opponents (players, substitutes, coaches, assistant coaches and team followers).

This article only applies to substitutes, coaches, assistant coaches and team followers who leave the confines of the team bench area during a fight or during any situation which may lead to a fight.

39.2 Rule

- 39.2.1 Substitutes or team followers who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be

disqualified.

39.2.2 Only the coach and/or assistant coach is permitted to leave the team bench area during a fight, or during any situation which may lead to a fight, to assist the officials to maintain or to restore order. In this situation, he shall not be disqualified.

39.2.3 If a coach and/or assistant coach leaves the team bench area and does not assist or attempt to assist the officials to maintain or to restore order, he shall be disqualified.

39.3 Penalty

39.3.1 Irrespective of the number of coaches, substitutes or team followers disqualified for leaving the team bench area, a single technical foul ('B') shall be charged against the coach.

39.3.2 If members of both teams are disqualified under this article and there are no other foul penalties, the game shall be resumed as follows:

- If a valid field goal is scored at approximately the same time, the ball shall be awarded to the non-scoring team for a throw-in from the endline.
- If a team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the centre line extended, opposite the scorer's table.
- If neither team has control of the ball nor was entitled to the ball, a jump ball situation occurs.

39.3.3 All disqualifying fouls shall be recorded as described in B.8.3 and shall not count as a team foul.

39.3.4 All foul penalties occurring before the fighting situation shall be dealt with in accordance with Art. 42 (Special situations).

RULE SEVEN—GENERAL PROVISIONS

Art. 40 Five fouls by a player

40.1 A player who has committed five (5) fouls, personal and/or technical, shall be informed thereof by the referee and must leave the game immediately. He must be substituted within thirty (30) seconds.

40.2 A foul by a player who has previously committed his fifth foul is considered as an excluded player's foul and it is charged and entered in the scoresheet against the coach ('B').

Art. 41 Team fouls: Penalty

41.1 Definition

41.1.1 A team is in a team foul penalty situation when it has committed four (4) team fouls in a period.

41.1.2 All team fouls committed in an interval of play shall be considered to be part of the period or extra period following.

41.1.3 All team fouls committed in an extra period shall be considered as being committed in the fourth period.

41.2 Rule

41.2.1 When a team is in a team foul penalty situation, all subsequent player personal fouls committed on a player who is not in the act of shooting shall be penalised by two (2) free throws, instead of a throw-in.

41.2.2 If a personal foul is committed by a player of the team in control of the live ball, or of the team entitled to the ball, such a foul shall be penalised by a throw-in for the opponents.

Art. 42 Special situations

42.1 Definition

42.1.1 In the same stopped-clock period which follows an infraction, special situations may arise when additional foul(s) are committed.

42.2 Procedure

42.2.1 All fouls shall be charged and all penalties identified.

42.2.2 The order in which all fouls occurred shall be determined.

42.2.3 All equal penalties against the teams and all double foul penalties shall be cancelled in the order they were called. Once the penalties have been cancelled they are considered as never having occurred.

42.2.4 The right to possession of the ball as part of the last penalty still to be administered shall cancel any prior rights to possession of the ball.

42.2.5 Once the ball has become live on the first or only free throw or on a throw-in, that penalty can no longer be used for cancelling another penalty.

42.2.6 All remaining penalties shall be administered in the order in which they were called.

42.2.7 If, after the cancellation of equal penalties against the teams, there are no other penalties remaining for administration, the game shall be resumed as follows:

- If a valid field goal is scored at a approximately the same time, the ball shall be awarded to the non-scoring team for a throw-in from the endline.
- If a team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a throw-in at the place nearest to the first infraction.
- If neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs.

Art. 44 Correctable errors

44.1 Definition

Officials may correct an error if a rule is inadvertently disregarded in the following situations only:

- Awarding an unmerited free throw(s).
- Permitting the wrong player to attempt a free throw(s).
- Failure to award a merited free throw(s).

- Erroneous awarding or cancelling of a point(s) by officials.

44.2 Procedure

44.2.1 To be correctable, the above-mentioned errors must be discovered by an official or brought to the attention of an official, before the ball becomes live following the first dead ball after the game clock has started following the error.

That is:

Error occurs	- All errors occur during a dead ball.
Ball live	- Error is correctable.
Game clock starts or continues to run	- Error is correctable.
Dead ball	- Error is correctable.
Ball live	- Error is no longer correctable.

44.2.2 An official may stop the game immediately upon discovering a correctable error, as long as neither team is placed at a disadvantage. If the error is discovered during the game, the scorekeeper must wait for the first dead ball before sounding his signal to attract the attention of the officials in order to stop the game.

44.2.3 Any fouls committed, points scored, time used and additional activity, which may have occurred after the error has occurred and before recognition of the error, shall not be cancelled.

44.2.4 After the correction of the error, the game shall be resumed at the point at which it was stopped to correct the error. The ball shall be awarded to the team entitled to a throw-in at the time the error was discovered.

44.2.5 If the error constitutes an unmerited free throw(s) or the wrong player attempting a free throw, the free throw(s) attempted as a result of the error shall be cancelled and the game shall be resumed as follows:

- If the game clock has not started after the error, the ball shall be awarded for a throw-in to the team whose free throws had been cancelled.
- If the clock has started after the error and:
 - The team in control of the ball (or entitled to the ball) at the time the error is discovered is the same team that was in control of the ball at the time the error occurred, or
 - Neither team is in control of the ball at the time the error is discovered, the ball shall be awarded to the team entitled to a throw-in at the time of the error.
- If the game clock has started and, at the time the error is discovered, the team in control of the ball (or entitled to the ball) is the opponent of the team that was in control of the ball at the time of the error, a jump ball situation occurs.
- If the clock has started and, at the time the error is discovered, a foul penalty involving a free throw(s) has been awarded, the free throw(s) shall be administered and the ball shall be awarded for a throw-in to the team that was in control of the ball at the time

the error occurred.

- 44.2.6 If the error constitutes a failure to award a merited free throw(s):
- If there has been no change in possession of the ball since the error was made, the game shall be resumed after correction of the error as after any normal free throw.
 - If the same team scores after having been erroneously awarded possession of the ball for a throw-in, the error shall be disregarded.
- 44.2.7 Once an error that is still correctable has been discovered:
- If the player involved in the correction of the error is on the team bench after having been legally substituted (not for having been disqualified or having committed his fifth foul), he must re-enter the playing court to participate in the correction of the error (at this point he becomes a player).
Upon completion of the correction, he may remain in the game unless a legal substitution has been requested again, in which case the player may leave the playing court.
 - If the player was substituted because he had committed his fifth foul or was disqualified, his substitute must participate in the correction of the error.
- 44.2.8 Correctable errors cannot be corrected after the referee has signed the scoresheet.
- 44.2.9 Any errors in scorekeeping by the scorekeeper or time-keeping by the timekeeper involving the score, number of fouls, number of time-outs or time consumed or omitted, may be corrected by the officials at any time before the referee signs the scoresheet.

RULE EIGHT—OFFICIALS, TABLE OFFICIALS, COMMISSIONER: DUTIES AND POWERS

Art. 45 Officials, table officials and commissioner

- 45.1 The officials shall be a referee and one or two umpire(s). They shall be assisted by the table officials and by a commissioner.
- 45.2 The table officials shall be a scorekeeper, an assistant scorekeeper, a timekeeper and a twenty-four second operator.
- 45.3 A commissioner shall sit between the scorekeeper and the timekeeper. His primary duty during the game is to supervise the work of the table officials and to assist the referee and umpire(s) in the smooth functioning of the game.
- 45.4 The officials of a given game should not be connected in any way with either team on the court.
- 45.5 The officials, the table officials and the commissioner shall conduct the game in accordance with these rules and have no authority to change them.
- 45.6 The officials' uniform shall consist of an officials' shirt, long black trousers, black socks and black basketball shoes.
- 45.7 The officials and table officials shall be uniformly dressed.

Art. 48 Scorekeeper and assistant scorekeeper: Duties

- 48.1 The scorekeeper shall be provided with a scoresheet and shall keep a record of:
- Teams, by entering the names and numbers of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the five (5) players to start the game, substitutions or numbers of players, he shall notify the nearest official as soon as possible.
 - Running summary of points scored, by entering the field goals and the free throws made.
 - Fouls charged against each player. The scorekeeper must notify an official immediately when a fifth foul is charged against any player. He shall record the fouls charged against each coach and must notify an official immediately when a coach should be disqualified. Similarly, he must notify an official immediately a player has committed two (2) unsportsmanlike fouls and should be disqualified.
 - Charged time-outs. He must notify the officials of the next time-out opportunity when a team has requested a charged time-out and notify the coach through an official when the coach has no more time-out(s) left in a half or extra period.
 - The next alternating possession, by operating the alternating possession arrow. The scorekeeper shall adjust the direction of the alternating possession arrow immediately after the end of the first half as the team shall exchange baskets for the second half.
- 48.2 The scorekeeper shall also:
- Indicate the number of fouls committed by each player by raising, in a manner visible to both coaches, the marker with the number of fouls committed by that player.
 - Position the team foul marker on the scorer's table, at the end nearest to the bench of the team in question, when the ball becomes live following the fourth team foul in a period.
 - Effect substitutions.
 - Sound his signal only when the ball is dead and before the ball becomes live again. The sound of his signal does not stop the game clock or the game nor cause the ball to become dead.
- 48.3 The assistant scorekeeper shall operate the scoreboard and assist the scorekeeper. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.
- 48.4 If a scorekeeping error is discovered:
- During the game, the scorekeeper must wait for the first dead ball before sounding his signal.
 - After the end of the playing time and before the scoresheet has been signed by the referee, the error shall be corrected, even if this correction influences the final result of the game.

- After the scoresheet has been signed by the referee, the error may no longer be corrected. The referee must send a detailed report to the organising body of the competition.

Art. 49 Timekeeper: Duties

49.1 The timekeeper shall be provided with a game clock and a stopwatch and shall:

- Measure playing time, time-outs and intervals of play.
- Ensure that a signal sounds very loudly and automatically at the end of playing time in a period.
- Use any means possible to notify the officials immediately if his signal fails to sound or is not heard.
- Notify the teams and the officials at least three (3) minutes before the third period is to start.

49.2 The timekeeper shall measure playing time as follows:

- Starting the game clock when:
 - During a jump ball, the ball is legally tapped by a jumper.
 - After a last or only free throw is unsuccessful and the ball continues to be live, the ball touches or is touched by a player on the court.
 - During a throw-in, the ball touches or is touched by a player on the court.
- Stopping the game clock when:
 - Time expires at the end of playing time for a period.
 - An official blows his whistle while the ball is live.
 - A field goal is scored against a team which has requested a charged time-out.
 - A field goal is scored in the last two (2) minutes of the fourth period and in the last two (2) minutes of any extra period.
 - The twenty-four second device signal sounds while a team is in control of the ball.

49.3 The timekeeper shall measure a charged time-out as follows:

- Starting the timing device immediately the official gives the charged time-out signal.
- Sounding his signal when fifty (50) seconds of the charged time-out have elapsed.
- Sounding his signal when the time-out has ended.

49.4 The timekeeper shall measure an interval of play as follows:

- Starting the timing device immediately a previous period has ended.
- Sounding his signal before the first and third period when three (3) minutes, one (1) minute and thirty (30) seconds remain until the beginning of the period.
- Sounding his signal before the second, fourth and each extra period when thirty (30) seconds remain until the beginning of the period.

Art. 50 Twenty-four second operator: Duties

The twenty-four second operator shall be provided with a twenty-four second device and operate it so that it shall be:

- 50.1 Started or restarted whenever a team gains control of a live ball on the court.
- 50.2 Stopped and reset to twenty-four (24) seconds, with no display visible, as soon as:
 - An official blows his whistle for a foul or violation.
 - A ball on a shot for a field goal or on a pass enters the basket.
 - A shot for a field goal touches the ring.
 - The game is stopped because of an action connected with the team not in control of the ball.
 - The game is stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- 50.3 Reset to twenty-four (24) seconds with the display visible and restarted as soon as a team gains control of a live ball on the court. The mere touching of the ball by an opponent does not start a new twenty-four second period if the other team remains in control of the ball.
- 50.4 Stopped, but not reset to twenty-four (24) seconds, when the same team that previously had control of the ball is awarded a throw-in as a result of:
 - A ball having gone out-of-bounds.
 - A player of the same team having been injured.
 - A jump ball situation.
 - A double foul.
 - A cancellation of equal penalties against the teams.
- 50.5 Stopped and switched off when a team gains control of a live ball on the court, and there are fewer than twenty-four (24) seconds remaining on the game clock in any period.

The twenty-four second device signal does not stop the game clock or the game, nor cause the ball to become dead, unless a team is in a control of the ball.

APPENDIX 4

FIBA Scoresheets



**FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET**

Team A _____

Team B _____

Competition _____	Date _____	Time _____	Referee _____
Game No. _____	Place _____		Umpire _____

Team A								
Time-outs <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	Team fouls Period 1 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> 2 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> Period 3 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> 4 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> Extra periods _____							
Licence no.	Players	No.	Player in	Fouls				
		4		1	2	3	4	5
		5						
		6						
		7						
		8						
		9						
		10						
		11						
		12						
		13						
		14						
		15						

Coach _____

Assistant Coach _____

Team B								
Time-outs <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	Team fouls Period 1 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> 2 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> Period 3 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> 4 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> Extra periods _____							
Licence no.	Players	No.	Player in	Fouls				
		4		1	2	3	4	5
		5						
		6						
		7						
		8						
		9						
		10						
		11						
		12						
		13						
		14						
		15						

Coach _____

Assistant Coach _____

Scorekeeper _____

Assistant scorekeeper _____

Timekeeper _____

24" operator _____

Referee _____

Umpire _____

Captain's signature in case of protest _____

RUNNING SCORE											
A		B		A		B		A		B	
1	1			41	41			81	81		121
2	2			42	42			82	82		122
3	3			43	43			83	83		123
4	4			44	44			84	84		124
5	5			45	45			85	85		125
6	6			46	46			86	86		126
7	7			47	47			87	87		127
8	8			48	48			88	88		128
9	9			49	49			89	89		129
10	10			50	50			90	90		130
11	11			51	51			91	91		131
12	12			52	52			92	92		132
13	13			53	53			93	93		133
14	14			54	54			94	94		134
15	15			55	55			95	95		135
16	16			56	56			96	96		136
17	17			57	57			97	97		137
18	18			58	58			98	98		138
19	19			59	59			99	99		139
20	20			60	60			100	100		140
21	21			61	61			101	101		141
22	22			62	62			102	102		142
23	23			63	63			103	103		143
24	24			64	64			104	104		144
25	25			65	65			105	105		145
26	26			66	66			106	106		146
27	27			67	67			107	107		147
28	28			68	68			108	108		148
29	29			69	69			109	109		149
30	30			70	70			110	110		150
31	31			71	71			111	111		151
32	32			72	72			112	112		152
33	33			73	73			113	113		153
34	34			74	74			114	114		154
35	35			75	75			115	115		155
36	36			76	76			116	116		156
37	37			77	77			117	117		157
38	38			78	78			118	118		158
39	39			79	79			119	119		159
40	40			80	80			120	120		160

Scores Period 1 A _____ B _____

Period 2 A _____ B _____

Period 3 A _____ B _____

Period 4 A _____ B _____

Extra periods A _____ B _____

Final Score Team A _____ Team B _____

Name of winning team _____