



Maroondah Magic Basketball Club

ARBN: 0004890D

Guide to Scoring

Two Scorers are required for each basketball game (one from each of the playing teams):

- One for managing the online PlayHQ system via the provided computer, and
- One for managing the court scoreboard via the scoreboard panel and the alternating possession arrow.

For U16 and older A grade or A/ARes grade games, the AWAY team must also provide a Shot Clock Operator.

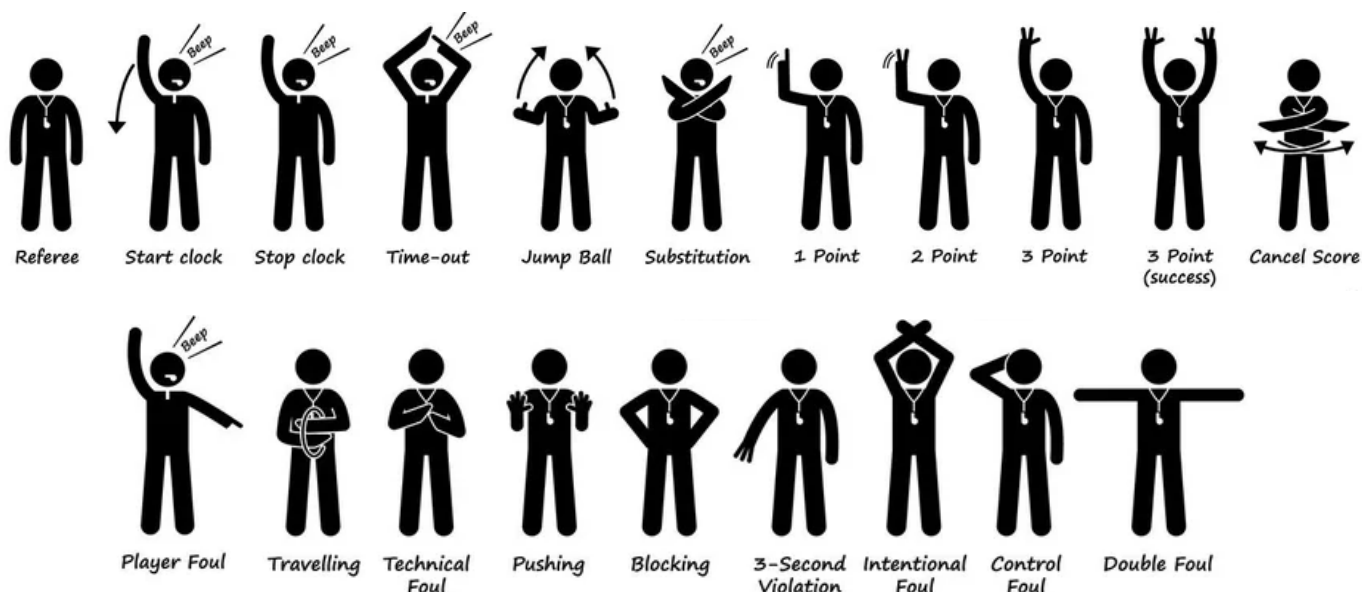
Scorers and the Shot Clock Operator are delegated officials of the game, must always remain neutral and refrain from loud cheering, calling out to players. If you are scoring, please frequently check during the game with the other team’s scorer that your scores and fouls are consistent. Should any disputes arise, please notify the referees.

Overview of Common Rules and ‘Need to Knows’ when Scoring:

- The domestic games for which this scoring guide is made, comprise of 2 halves each of 20 minutes
- The clock must be stopped when the ball is out of play in the last 3 minutes of the second half i.e. the clock is stopped on the ref’s whistle and then restarted once the ball is back in play
- Substitutions can only be made when a referee blows the whistle and not when a goal is made
- Teams are allowed 1 timeout each per half (except in finals when it is 2 per half), and this can be requested any time the ball is out of play except for the last minute of the first half
- Once a player commits 5 fouls, they are immediately fouled off and cannot play for the remainder of the game – therefore the person operating the computer is tasked with notifying the relevant coach once a player reaches 3 then 4 fouls and must notify the referee once the player reaches 5 fouls
- Technical fouls can be issued by the ref and must be recorded on the computer and scoreboard
- Once a team collectively commits 9 fouls in one half, then two free throws are awarded to the opposite team and subsequently for each further foul in the current half

The Shot Clock Operator (only for U16 and older A grade or A/ARes grade games) manages the clock to ensure play adheres to the 24 Second Rule. The ruling states whenever a player gains control of a live ball on the court, their team must attempt a shot for a field goal within 24 seconds. Failure to do this results in a violation and the ball is awarded to the opposition at the sideline or endline nearest to where the ball was when the time expired.

Some common referee signals:



Managing the Online PlayHQ system via the Computer

Scorer's Responsibilities:

- Confirm the team players in the line-up prior to the start of the game (do not add absent players – players arriving late can be still be added after the game starts at a break in play)
- Manage the clock by starting the clock at the beginning of each half and pausing the clock during the last three minutes of the second half when the ball is not in play (i.e. whistle blows)
- Add scores and fouls by player during the game (the referee will signal)
- Notify the appropriate coach, once a player reaches 3 fouls, and again at 4 fouls
- Notify the appropriate coach, once a team collectively commits 8 fouls in one half
- Notify the referees immediately once a player reaches 5 fouls
- Notify the referees if a team collectively commits 9 fouls in the current half
- Keep track of timeouts

How to – PlayHQ System:

Managing Time Outs

Press once for the relevant team to record a time out

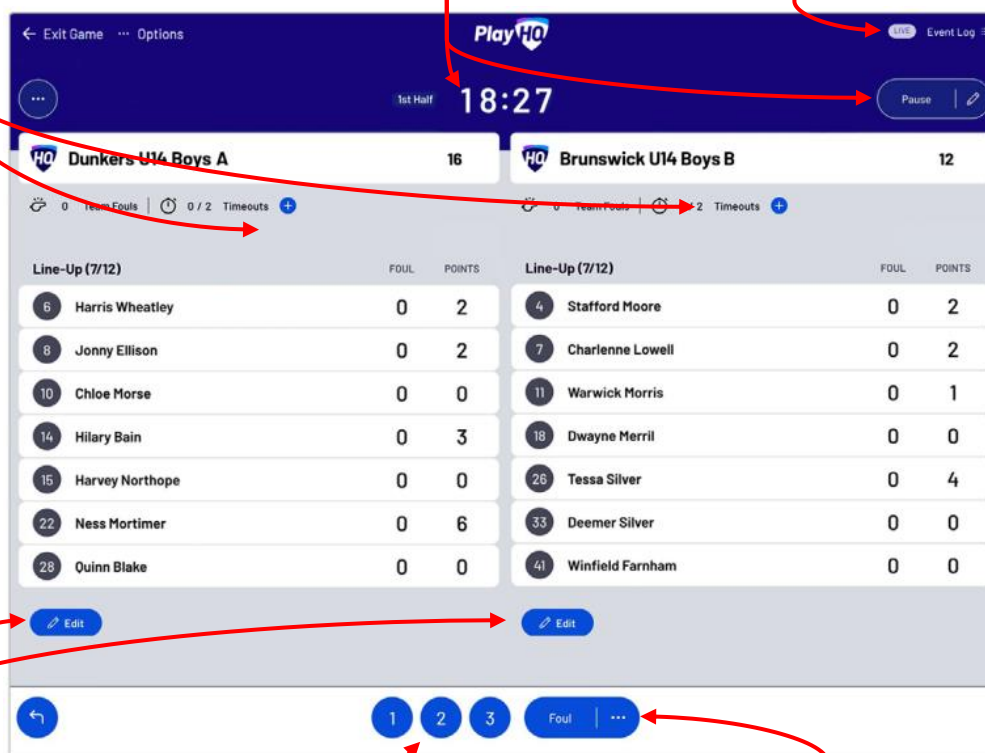
Managing the Clock

The clock will automatically set to 20 minutes:

- To start the clock, press Start
- To pause the clock, press Pause

Undoing an entry

Click on Event Log to view a full history of the game's events. Click on the dustbin to remove any score or foul made by accident



Adding the Players

Before the game starts, select Add then click on the + or – to move players in and out of the lineup

If needed you can amend by selecting Edit To add a fill-in click ADD FILL-IN and add the player information

Adding Scores

Scores can be added by selecting the name of the player who scored and then selecting either:

- 2 for a basket inside the 3pt line
- 3 for a basket outside the 3pt line
- 1 for a free throw line (following a foul call)

Adding Fouls

Player fouls can be added by selecting the name of the player who committed the foul and then selecting the foul button. Other fouls including technical fouls can be added by using the ellipsis.

Video tutorial: <https://support.playhq.com/hc/en-au/articles/900003258386-Basketball-Electronic-scoring-overview>

Managing the Court Scoreboard via the Panel and the Alternating Possession Arrow

Scorer's Responsibilities:

- Manage the clock by starting the clock at the beginning of each half and pausing the clock during the last three minutes of the second half when the ball is not in play (i.e. whistle blows)
- Add scores and fouls by team during the game (the referee will signal)
- Sound the siren when the ball is not in play (i.e. whistle blows) to signal to the referee for their attention for substitutions and timeouts (and keep sounding until you get the referee's attention)
- Sound the siren and inform the referee when an individual player has committed five fouls in the game
- Sound the siren and inform the referee when a team have collectively reached nine fouls in one half (you then no longer need to add additional fouls for that half as the maximum number displayed is 9)
- Keep track of timeouts
- Manage the alternating possession arrow

How to – Scoreboard Control Panel:

Light Team is the team with the lightest coloured uniform.

Dark Team is the team with the darkest coloured uniform.

Undoing a Score/Reset

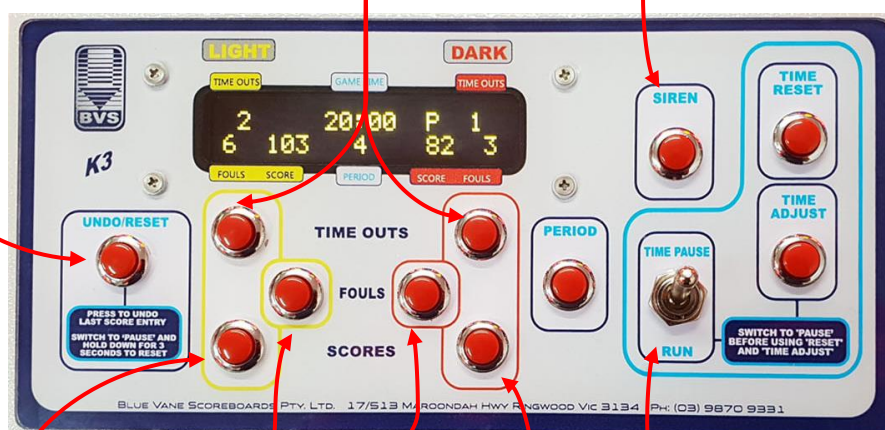
Press once to undo the last score entry.
Hold down for 3 seconds to reset.

Managing Time Outs

Press once for the relevant team to record a time out

Signalling to the Referee

Press the SIREN button once to get the referee's attention. (For example, for time outs, substitutions.)



Adding Fouls

Fouls can be added by pressing the associated foul button once for the corresponding light/dark team.

Adding Scores

Scores can be added by pressing the associated score button for the corresponding light/dark team:

- Twice for a basket inside the 3pt line
- Three times for a basket outside the 3pt line
- Once for a free throw line (following a foul call)

Managing the Clock

Typically, the referee will assist in setting the clock up at the start of each period.

- To start the clock, flick the switch to RUN.
- To pause the clock, switch to TIME PAUSE.

How to – The Alternating Possession Arrow:

The possession arrow is either a board arrow sitting on the score table, or an electronic arrow controlled by a switch.



- When the game starts, set the arrow to point to the basket of the team that DOES NOT gain possession.
- During the games, when the referee indicates a jump ball (whistle blow and signals both thumbs up) the referee will look to the possession arrow to determine which team has possession. Once the ball is in play and touches a player's hand on the court, switch the arrow to the opposite direction.
- At half time, the arrow should be reversed with the referees, as the teams switch baskets. Then when the ball is thrown in at the start of the second half, the arrow is once again switched to the alternate direction when the ball touches a player's hand.

Operating the Shot Clock (U16 and Older AWAY games only)

Operator's Responsibilities:

- Manage the shot clock by watching the ball as control of the ball determines the required actions
- Pause and resume the shot clock
- Reset the shot clock when required

It can be good practice to pause the clock and look to see how many seconds are remaining before resetting and running. That way, if the referee decides they want to reset the shot clock to its previous setting, you can advise them of what the correct position was.

The shot clock will be reset

- when there is a change in team control (ie: a turnover of any sort)
- on all fouls
- when the ball hits the ring after a shot
- in other situations when directed by the referee (eg: deliberate kick of the ball, play is interrupted by something outside the control of the offensive team).

The shot clock is paused on every whistle and

- is reset if there is a change in team control
- is not reset if the same team retains possession of the ball.

Points to Note:

- A change in control in general play can be subjective but will usually occur when the opponent gets clear control of the ball with one or both hands and has commenced a controlled dribble with the ball. Simply deflecting, touching, or hitting the ball is not enough.
- The defensive team must take control of the ball before team control changes. When the ball is loose on the floor, the shot clock continues to run for the offensive team until that happens.
- The shot clock restarts when the ball touches a player on the court (similar to the game clock).
- In out of court and possession arrow situations, you may want to wait to reset until it is clear which team the referee is going to give possession to as, if the same team retains possession, no reset is required.
- After the ball hits the ring, reset to 24 and leave paused until it is clear which team now has control of the ball
- If the shot clock expires and the siren sounds, leave the clock set to "0" until the referee calls a violation (taps hand to shoulder) or has clearly called play on. For example, if the clock expires and the defensive team immediately get clean possession, referees will call play on rather than whistling for a violation.
- If there is a "reset" situation and there is less than 24 seconds remaining on the game clock, reset the shot clock to 24 and leave it paused so players know to work to the game clock.
- Make your best judgement and go with it. Referees may override your call at times.

The Referee signal for requesting a reset is moving their index finger in a circle above their head.