



The goal is to learn the basic rules and how to use the scoring equipment so you can confidently score for your child's club basketball games.

ROLE OF A SCORER

Scorers for local club games are often parents and participants, and they may not have formal accreditation.

Expectations of a scorer:

- Be impartial
- Be alert and concentrate on the game
- Be as accurate as possible
- Be a team player – work together with other scorers
- Be courteous with referees, players, coaches and other officials

All teams to provide one scorer for their game. Roles on scorebench for Club games are:

Scorer – uses ipad (Basketball Connect app) to keep records of points scored, fouls made and time outs

Game Clock/Visuals – operates game clock; adds points, team fouls and time outs (on scoreboard); sets possession arrow; uses siren to get attention of referees, eg calling subs or time outs

Shot Clock – operates 24 second shot clock. *Shot clock is only used for U14 Division 1 and higher.* Can be from either team.

MACKAY BASKETBALL LOCAL CLUB RULES

- 4 x 10 minute quarters
- **Under 8s – modified game – 2 x 15min halves, 5mins half time for each player to shoot a free throw which count towards score
- Running clock – only stop clock for time outs during the game, and all whistles in the last 2 minutes of the 4th quarter and after a made basketball in the last 2 minutes of the 4th quarter
- Time outs – 2 per team in first half and 3 per team in second half, but only 2 allowed in the last 2 minutes of the game.
- Game intervals timing
 - 1 minute between 1st and 2nd quarters
 - 2 minutes at half time
 - 1 minute between 3rd and 4th quarters
- Overtime – extra periods of 3 minutes, team fouls carry over to overtime periods.
- These are specific rules for club games at Mackay Basketball and may be different at other centres. Games at a higher level, eg rep games, operate under FIBA Official Basketball Rules.

Detailed copy of rules can be found on Mackay Basketball website mackaybasketball.com.au under Competitions -> Bylaws

START THE GAME

- Confirm players with teams, must have at least 3 players per team for game to go ahead
- Maximum of 5 players per team on the court
- Game clock is set to 10 minutes, 2 time outs each team and Period 1 on scoreboard (change for each Quarter) **U8s – game clock set to 15 minutes**

- Game starts with a jump ball in the centre of the court between a player from each team. They are facing towards their team's basket for first half.
- Points and fouls are recorded depending on players' benches not baskets, eg Team A to left of bench and Team B to the right of bench (facing the court from scorebench).
- Clock starts as soon as the ball is touched by a player.

POSSESSION ARROW

The team that does not obtain possession of the ball immediately after the jump ball has the advantage of possession arrow. The possession arrow is set pointing in the direction of that team's basket.

If there is a held ball/jump ball during play, the referees will indicate with two thumbs up and possession is given to the team that has the possession arrow. Similarly, at the start of the second and subsequent quarters, the team that has the advantage of the possession arrow starts with the ball. The direction of the arrow is reversed immediately following the thrown in after held ball or beginning of quarter. At half time the possession arrow needs to be changed to reflect the teams have changed ends.

HELD BALL/JUMP BALL SITUATION



Thumbs up, then point in direction of play using the alternating possession arrow

PLAYERS SCORING POINTS AND FOULS

- 2 points for a successful field goal inside the 3 point line.
- 3 points for a successful field goal outside the 3 point line. Referees will indicate 3 points with both hands high holding up 3 fingers.
- 1 point for each successful free throw. They may have 1, 2 or 3 free throws depending on the foul received.
- 5 fouls per player
- 4 team fouls per quarter, after the 5th team foul is received (and every subsequent defensive foul) the non-fouling team is entitled to free throws
- *Communication between people on the scorebench is very important to ensure the smooth running of the game. It is helpful if the person on Game Clock/Timer calls out the number of the player who scored, eg 2 points Red 5. The Scorer can then confirm the running score.*

Types of Fouls

- **Personal** – shooting and non-shooting. Shooting - Player who was fouled has 2 or 3 free throws. Non-shooting – throw in by any player of team that was fouled.
- **Technical** – 1 free throw then play continues.
- **Unsportsmanlike** – 2 free throws then possession in front court
- If a player gets 2 x technical fouls, or 2 x unsportsmanlike fouls, or 1 of each, they are excluded from playing for rest of the game and must leave the stadium.
- **Technical Foul by a Coach or person on the Bench** – indicate as foul on coach but not a team foul. If a coach receives 2 x technical fouls, or 3 x bench technical fouls, or 1 x coach technical and 2 x bench technical fouls, the coach must leave the stadium.
- **Disqualifying/Fighting** – whoever is involved, player or coach must leave the stadium

SUBSTITUTION

When?

- After a ball becomes dead (whistle blown by referees)
- Before free throws while referee still has ball, or after the last free throw is successful before ball is thrown-in
- After a basket in the last 2 minutes of 4th quarter, by the non-scoring team. If the non-scoring team is granted a sub in this situation, the scoring team may also sub players.
- **Procedure** – sound siren, hold arms crossed in front up high and point to team wishing to sub. Referees will signal for subs to enter court.
- Only players can ask for subs.



TIME OUTS

When?

- After a ball becomes dead (whistle blown by referees)
- For the non-scoring team, if a field goal is scored.
- If game is stopped by referee, eg wiping the floor.
- For either team, when the last free throw is successful.
- Only coaches may request a time out.
- **Procedure** – sound siren, signal time out to referees – make a T with palm of one hand and index finger of other hand, and indicate which team has requested time out.
- Time out is for 60 seconds, can be timed on the console. Sound siren when there are 10 seconds left of time out.
- 2 time outs per team in first half and 3 time outs in the second half, but only 2 time outs allowed in the last 2 minutes of the game.

