



BASKETBALL SOUTH AUSTRALIA

INTRODUCTION TO SCORE TABLE.

1

OVERVIEW

By the end of this session, you will have an understanding of;

- Basic Rules That Apply To Scoretable
- Basic Communication Signals
- Alternating Possession Arrow
- How To Use Courtside Scoring (Basketball Connect)
- How To Operate The Game Clock
- How To Operate The Shot Clock (Second part of the course)



2

TEAMS

There are 3 teams that exist during a game of basketball.

Team A

Team B

Officials

3

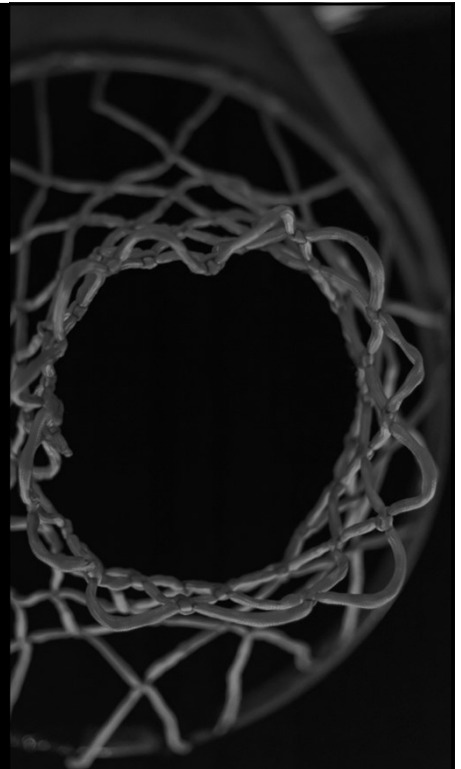
COMMUNICATION

Communication between the floor (Referees) and Scoretable Officials is very important to how the game will flow, how the game is enjoyed and viewed by supporters, team officials and players.

Officials Communicate

By

VOICE AND SIGNALS



4

SIGNALS

Signals a referee may use can be broken down into the following main areas:

SCORING SIGNALS

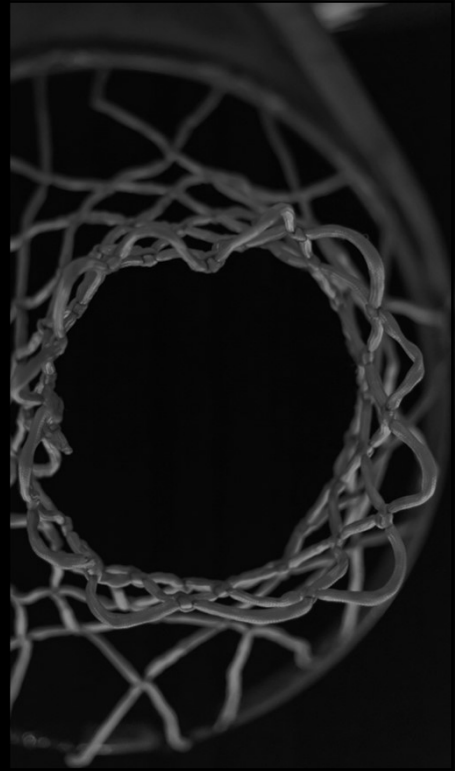
CLOCK SIGNALS

ADMINISTRATION SIGNALS

VIOLATION SIGNALS

FOUL SIGNALS

NUMBERS



5

SIGNALS

SCORING SIGNALS



One Point



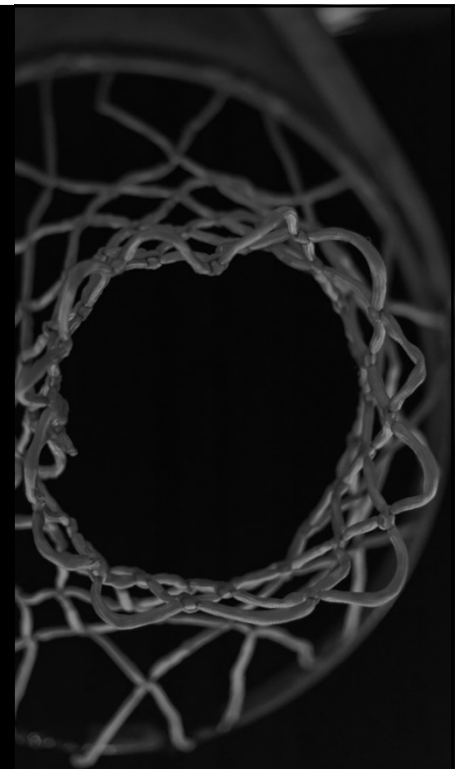
Two Points



Three Point Attempt



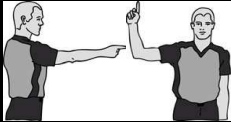
Three Points Successful



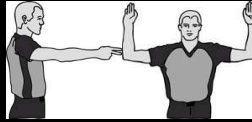
6

SIGNALS

SCORING SIGNALS – FREE THROWS



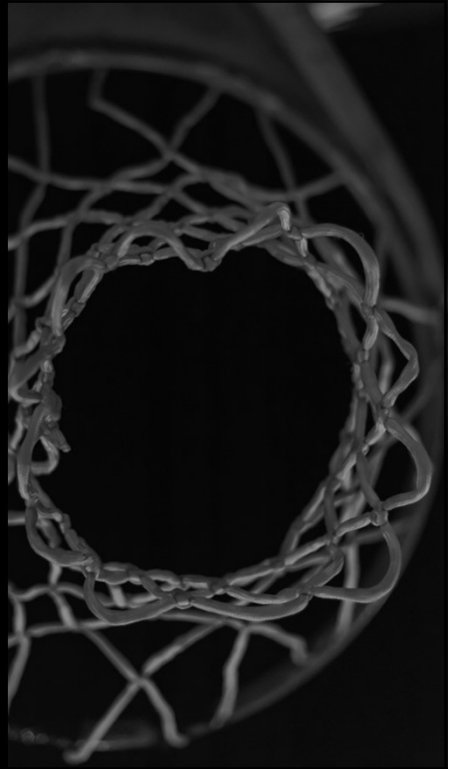
One Point



Two Points



Three Points



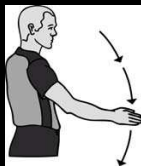
7

SIGNALS

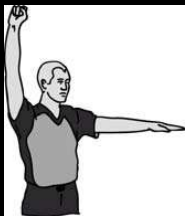
CLOCK SIGNALS – TIME KEEPER



Stop Clock



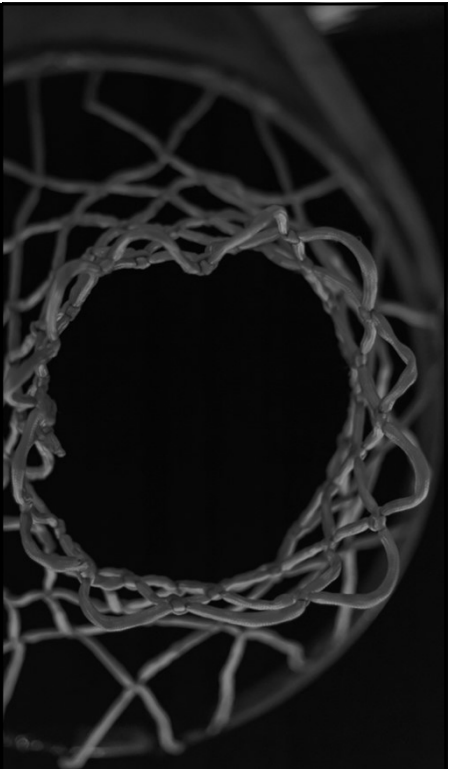
Start Clock



**Stop Clock
Foul**



**Reset Shot
Clock**



8

SIGNALS

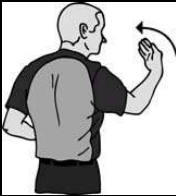
ADMINISTRATION SIGNALS



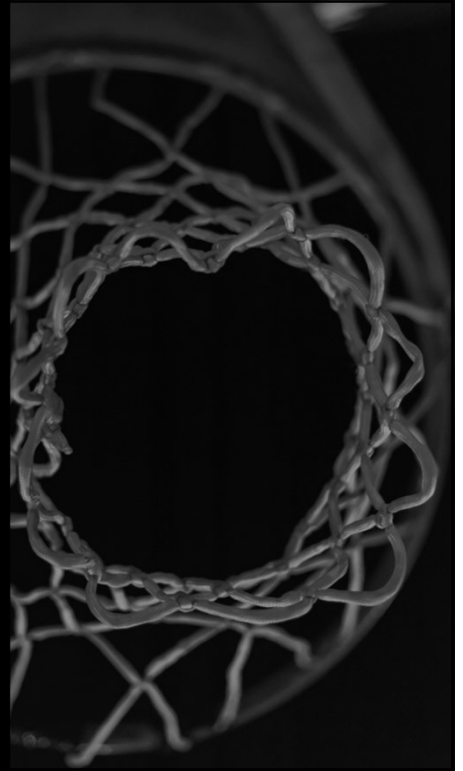
Substitution



Time Out



**Substitution
Come In**



9

SIGNALS

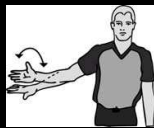
VIOLATION SIGNALS



Travel



Double Dribble



Carry



Jump Ball



**Foot
Violation**



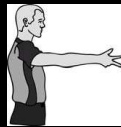
Backcourt



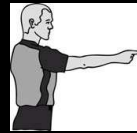
**5 or 8
Seconds**



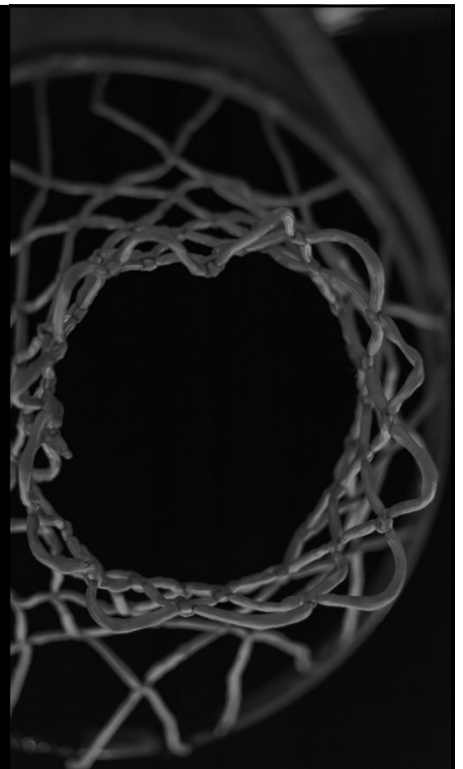
**Shot Clock
Violation**



3 Seconds



Direction of Play



10

SIGNALS

FOUL SIGNALS



Push



Hands



Hold



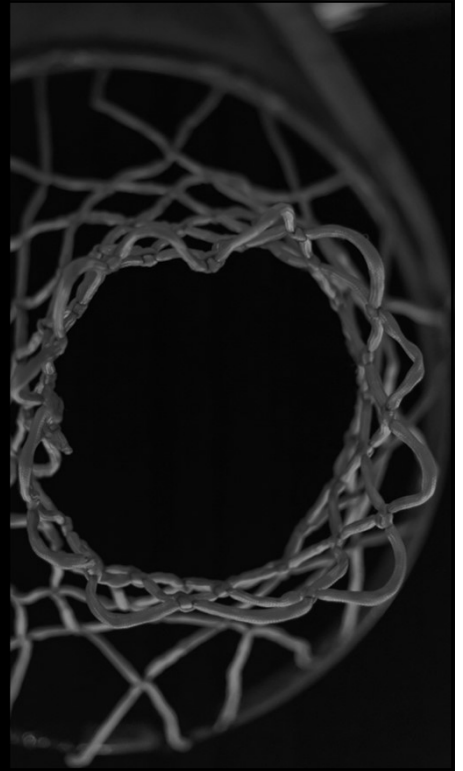
Block



Elbows



Double



11

SIGNALS

FOUL SIGNALS



Unsportsmanlike



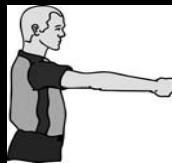
Disqualifying



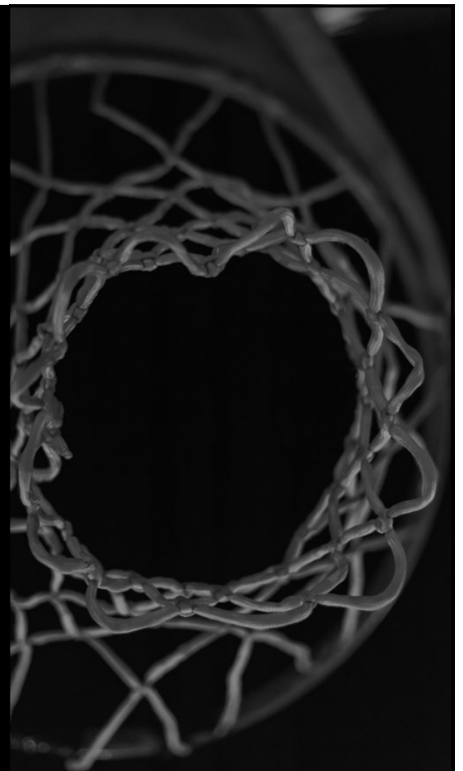
Technical



Charge



Team Control



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SIGNALS

NUMBER SIGNALS



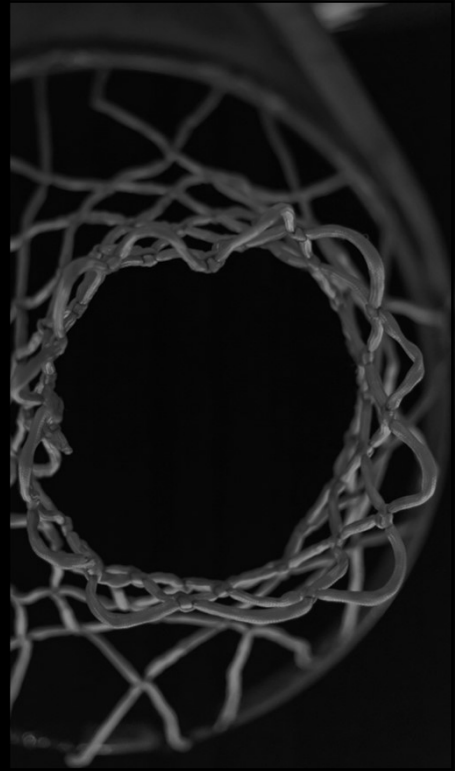
Five



Ten



Thirteen



13

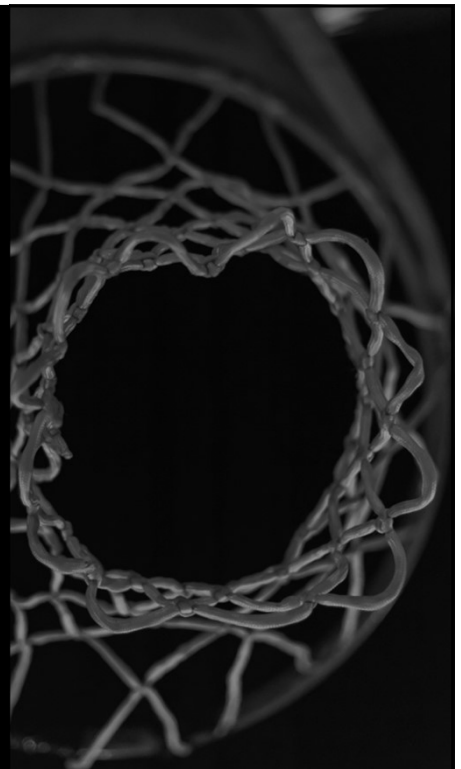
DEFINITIONS

LIVE BALL:

A ball becomes LIVE when it leaves the hand of the official tossing the ball for a jump ball to start the game or when it is at the disposal of a player for a throw-in or the free throw shooter.

DEAD BALL:

A ball becomes dead when the Referees whistle is blown., the Shot Clock siren sounds while a team is in control of the ball, when the siren sounds to end the quarter or when the siren sounds at the end of a quarter.



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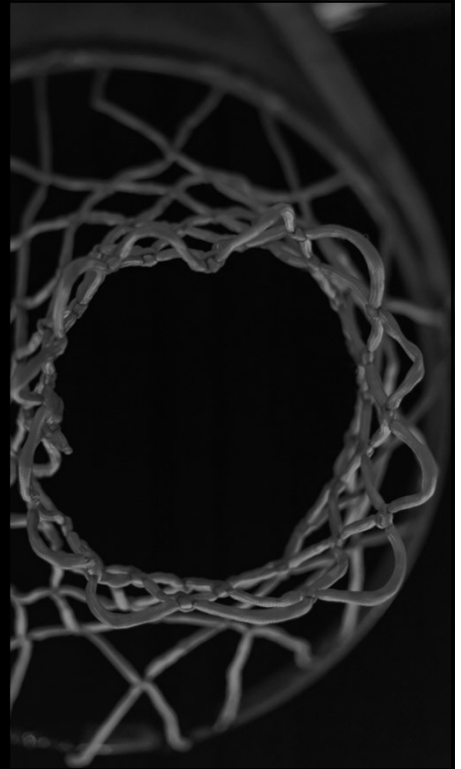
ALTERNATING POSSESSION ARROW

At the beginning of a game the arrow should be pointing straight along the Centre line.
Indicating a neutral position.

Once the first team gains control of the ball on the court from the initial jump ball the arrow should be turned in the direction of play of the team that does not currently have the ball.

E.G.

Team A gains control of the ball after the first jump ball. The arrow needs to point in the direction of play for Team B.



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ALTERNATING POSSESSION ARROW

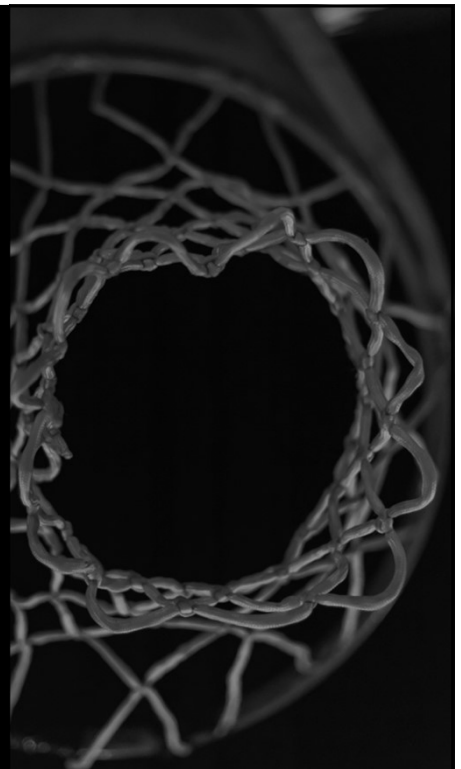
Once the direction of the arrow has been set after the jump ball the arrow will need to be changed:

- Each time there is a jump ball called
- After the start of each quarter
- Reversed at half time

Each time there is a situation where the arrow needs to be turned it needs to be turned once the ball touches any player on court.

E.G.

Team A passes in the ball at the start of the second quarter and Team B catches the ball on court. Arrow should be changed to the direction of play for Team B.



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SUBSTITUTION

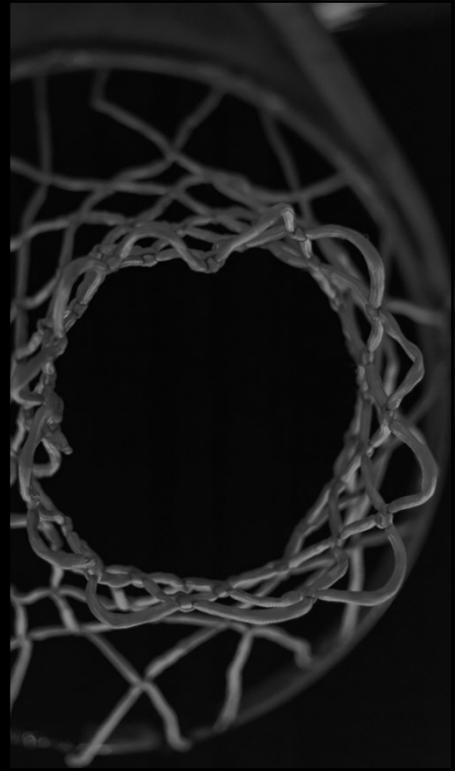
Any member of the team that is entitled to play but remains on the team bench until they replace one of the players on court.

SUBSTITUTION OPPORTUNITY:

A substitution opportunity begins when;

- For both teams the ball becomes dead, the game clock is stopped, and the official has ended his communication with the score table.
- For both teams, the ball becomes dead following a successful last or only free throw.

Put simply: Any time the whistle is blown, and the game clock stops and after the last successful FREE THROW.

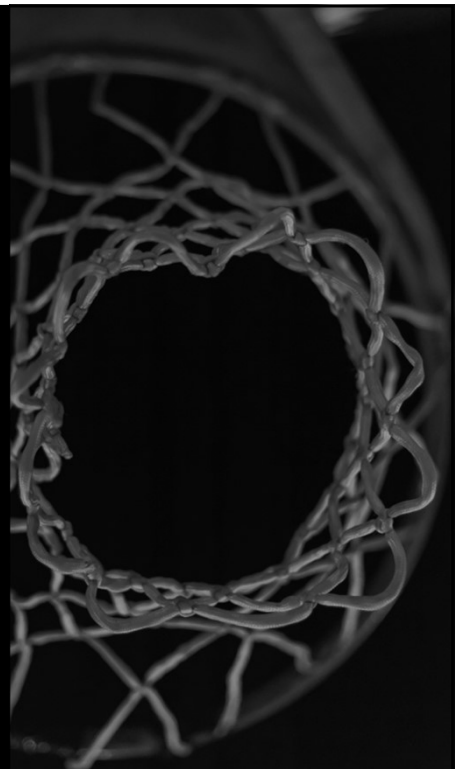


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SUBSTITUTION

PROCEDURE:

- The player wishing to enter the game must come to the bench and request a substitution.
- Substitutions are to be called after the Referee has completed communication with the Scoretable when a foul is called.
- Either team may substitute following a foul or a violation (on any whistle).
- Whenever the official interrupts the game for a valid reason a substitution opportunity begins.



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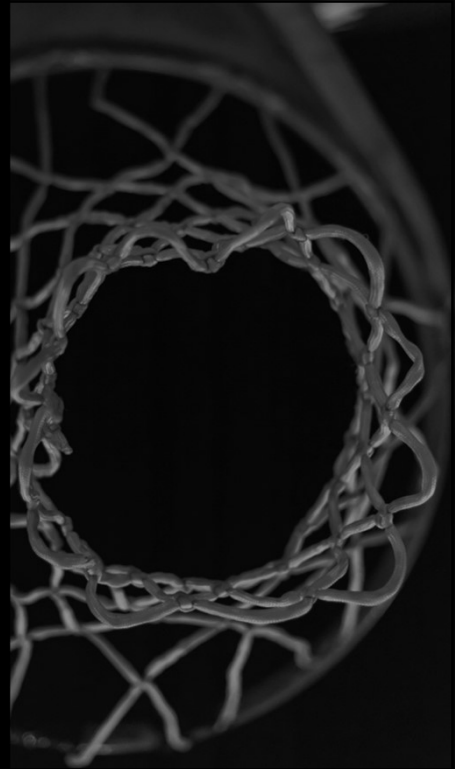
TIME OUT

TIMEOUT OPPORTUNITY:

A Time Out opportunity begins when;

- For both teams the ball becomes dead, the game clock is stopped, and the official has ended his communication with the score table.
- For both teams, the ball becomes dead following a successful last or only free throw.
- For the non-scoring team, a field goal is scored.

Put simply: Any time the whistle is blown, and the game clock stops , after the last successful FREE THROW and after the opposition scores a goal.

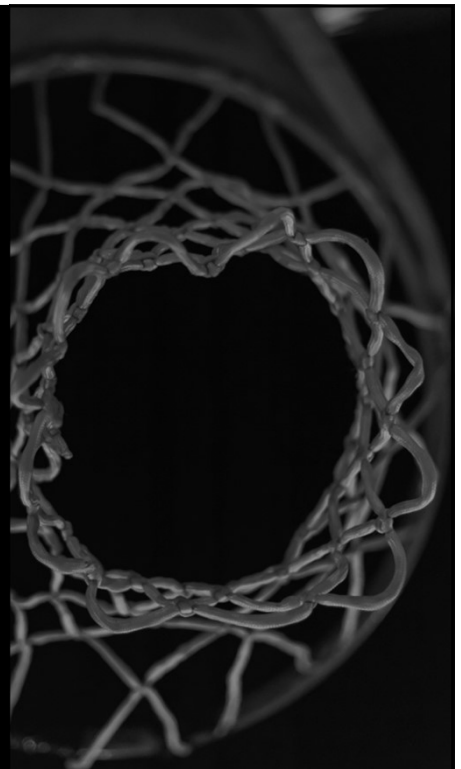


19

TIME OUT

PROCEDURE:

- ONLY the coach or the Assistant Coach can request a Time Out.
- Time Outs are to be called after the Referee has completed communication with the Scoretable when a foul is called.
- Sound the siren as soon as the ball becomes dead to alert the Referee of a Time Out.
- A Time Out can be given any time the ball is in the hands of the player to throw it in.
- Continue to sound the horn if the Referees do not react.



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FOULS

Team Control Fouls:

A foul made by a player whose team is in control of the ball at the time.

Team Fouls:

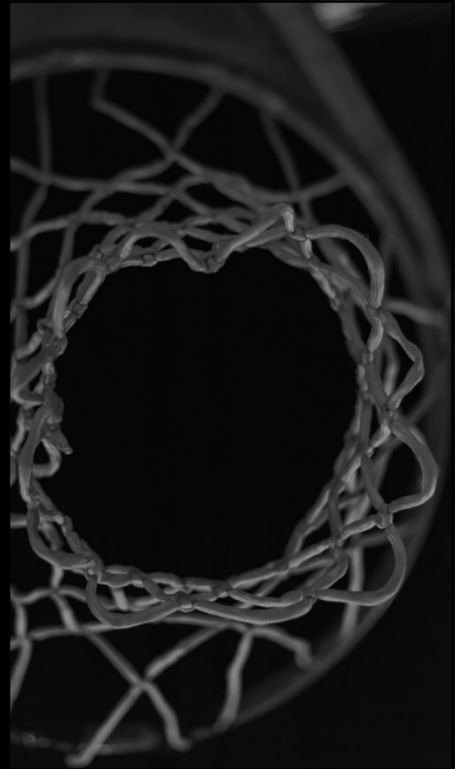
A running total of the number of personal or technical fouls accumulated by each team in a period.

Total of 4 allowed in a period before penalties apply (Free Throws)

Technical Foul:

A foul considered to be a deliberate infringement of the spirit of the game, not involving contact.

Fouls committed by any substitutes and/or coaches.



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COURTSIDE SCORING (IPAD)

2:34 pm Tue 31 Jan *** 62%

Thursday 2/3:B/2
MSBL Mini 2023 Port Adelaide

Portside D

T/O Left 2 0 FOULS

Undo

#	NAME	PTS	F
1	Anthony Hodges	0	0
2	Blake King	0	0
3	Brian Hudson	0	0
4	Edward Marshall	0	0
5	Oliver White	0	0
6	Penelope Wright	0	0
7	Steven Anderson	0	0
8	Warren Peters	0	0

ON COURT

+1 +2 +3

+1M +2M +3M

PERSONAL

TECHNICAL

DISQUALIFYING

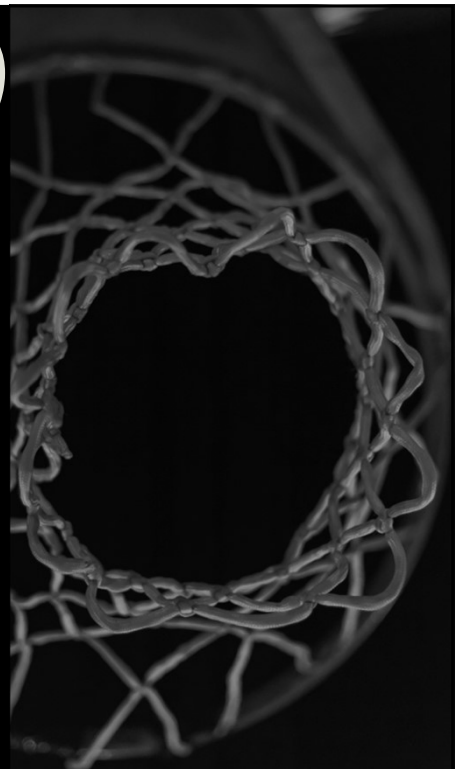
UNSPORTSMANLIKE

Portside A

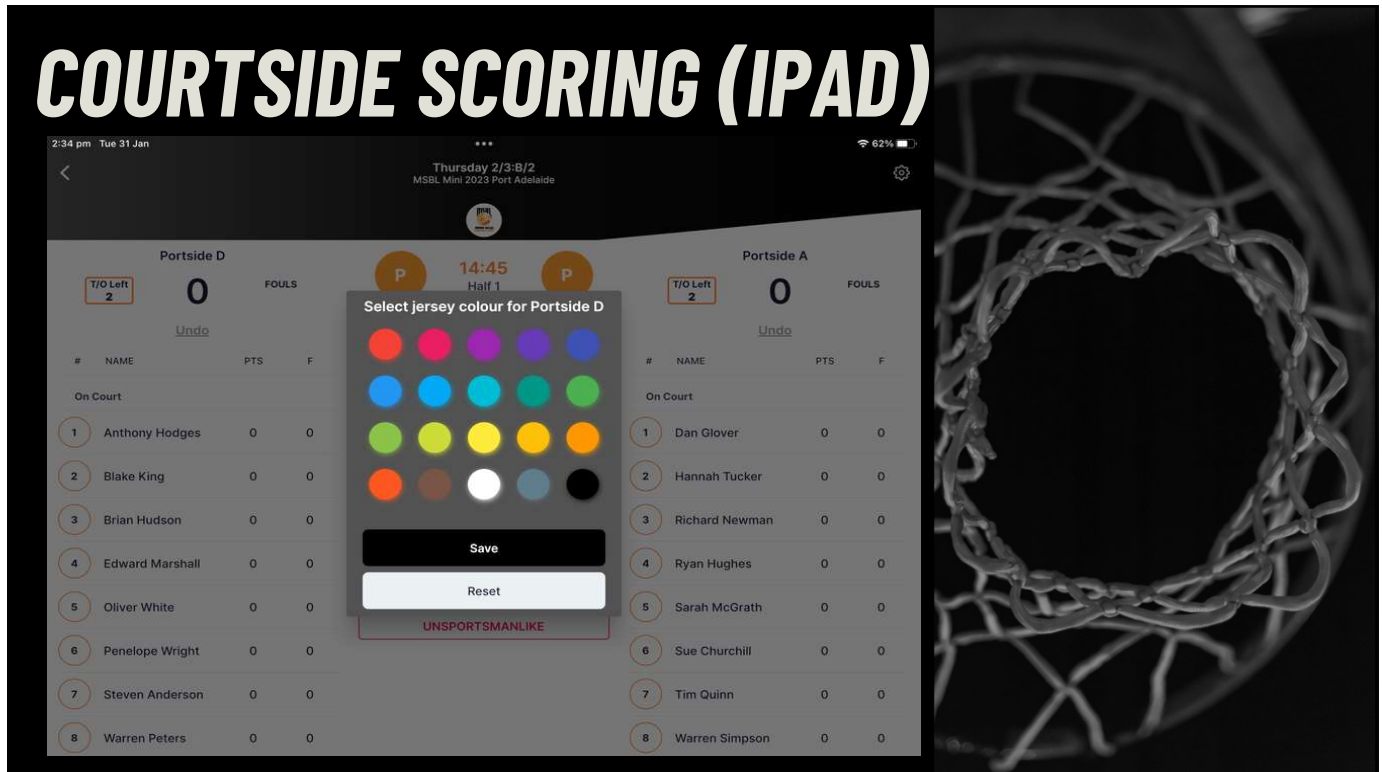
T/O Left 2 0 FOULS

Undo

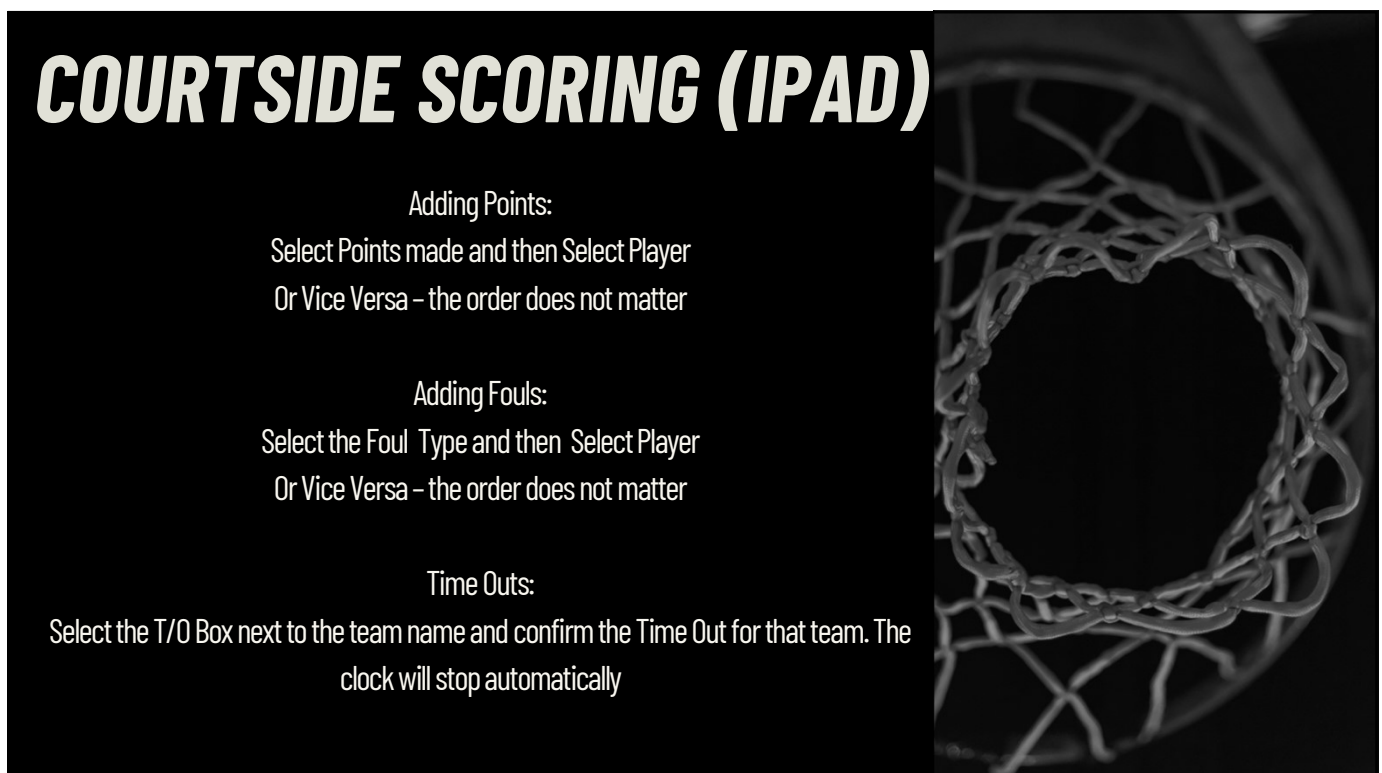
#	NAME	PTS	F
1	Dan Glover	0	0
2	Hannah Tucker	0	0
3	Richard Newman	0	0
4	Ryan Hughes	0	0
5	Sarah McGrath	0	0
6	Sue Churchill	0	0
7	Tim Quinn	0	0
8	Warren Simpson	0	0



22



23



24

COURTSIDE SCORING (IPAD)

2:34 pm Tue 31 Jan Thursday 2/3:B/2 MSBL Mini 2023 Port Adelaide

Portside D

T/O Left 2 0 FOULS

Undo

14:20 Half 1

STOP

ON COURT

+1 +2 +3

+1M +2M +3M

PERSONAL

TECHNICAL

DISQUALIFYING

UNSPORTSMANLIKE

Portside A

T/O Left 2 0 FOULS

Undo

On Court

#	NAME	PTS	F
1	Anthony Hodges	0	0
2	Blake King	0	0
3	Brian Hudson	0	0
4	Edward Marshall	0	0
5	Oliver White	0	0
6	Penelope Wright	0	0
7	Steven Anderson	0	0
8	Warren Peters	0	0

#	NAME	PTS	F
1	Dan Glover	0	0
2	Hannah Tucker	0	0
3	Richard Newman	0	0
4	Ryan Hughes	0	0
5	Sarah McGrath	0	0
6	Sue Churchill	0	0
7	Tim Quinn	0	0
8	Warren Simpson	0	0

25

COURTSIDE SCORING (IPAD)

2:36 pm Tue 31 Jan Thursday 2/3:B/2 MSBL Mini 2023 Port Adelaide

Portside D

T/O Left 2 2 FOULS 12

Undo

14:06 Half 1

START

ON COURT

+1 +2 +3

+1M +2M +3M

PERSONAL

TECHNICAL

DISQUALIFYING

UNSPORTSMANLIKE

Portside A

T/O Left 1 0 FOULS

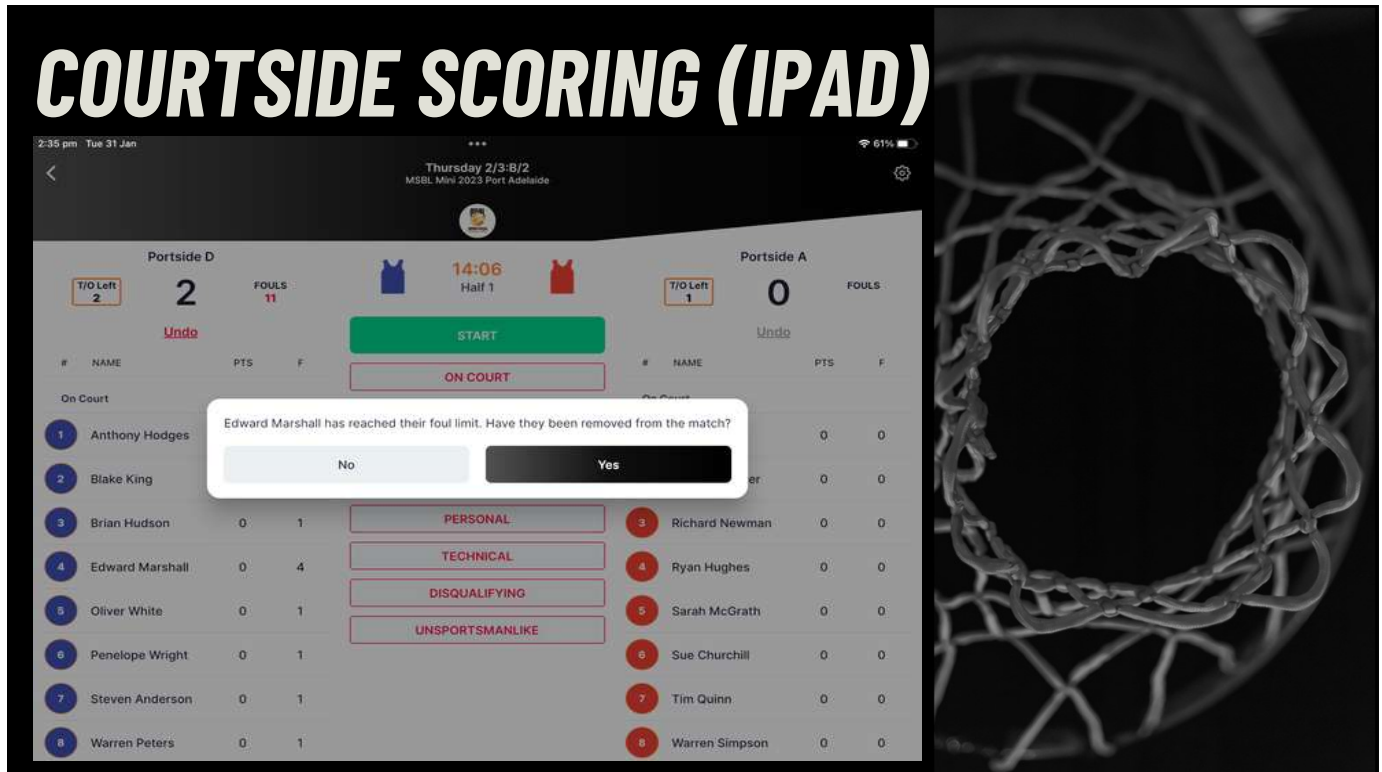
Undo

On Court

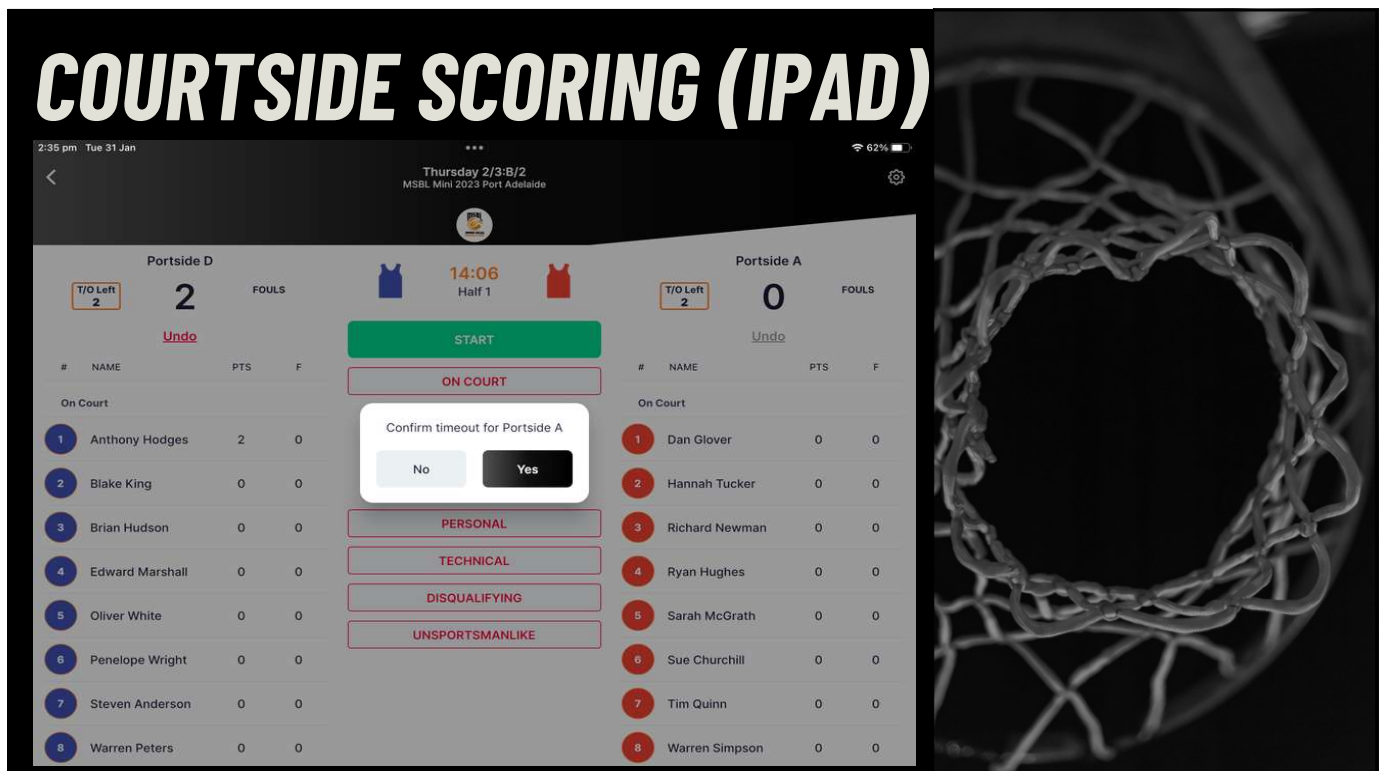
#	NAME	PTS	F
1	Anthony Hodges	2	1
2	Blake King	0	1
3	Brian Hudson	0	1
4	Edward Marshall	0	5
5	Oliver White	0	1
6	Penelope Wright	0	1
7	Steven Anderson	0	1
8	Warren Peters	0	1

#	NAME	PTS	F
1	Dan Glover	0	0
2	Hannah Tucker	0	0
3	Richard Newman	0	0
4	Ryan Hughes	0	0
5	Sarah McGrath	0	0
6	Sue Churchill	0	0
7	Tim Quinn	0	0
8	Warren Simpson	0	0

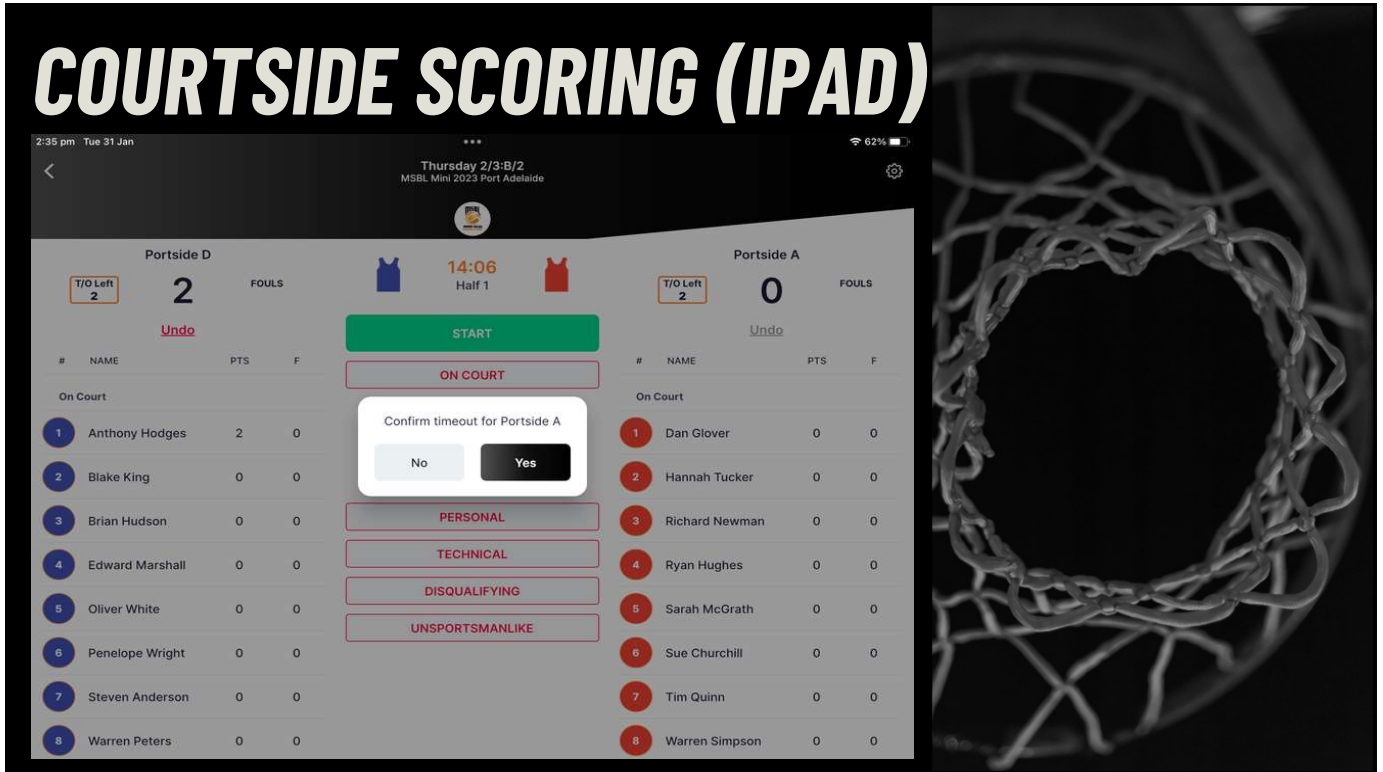
26



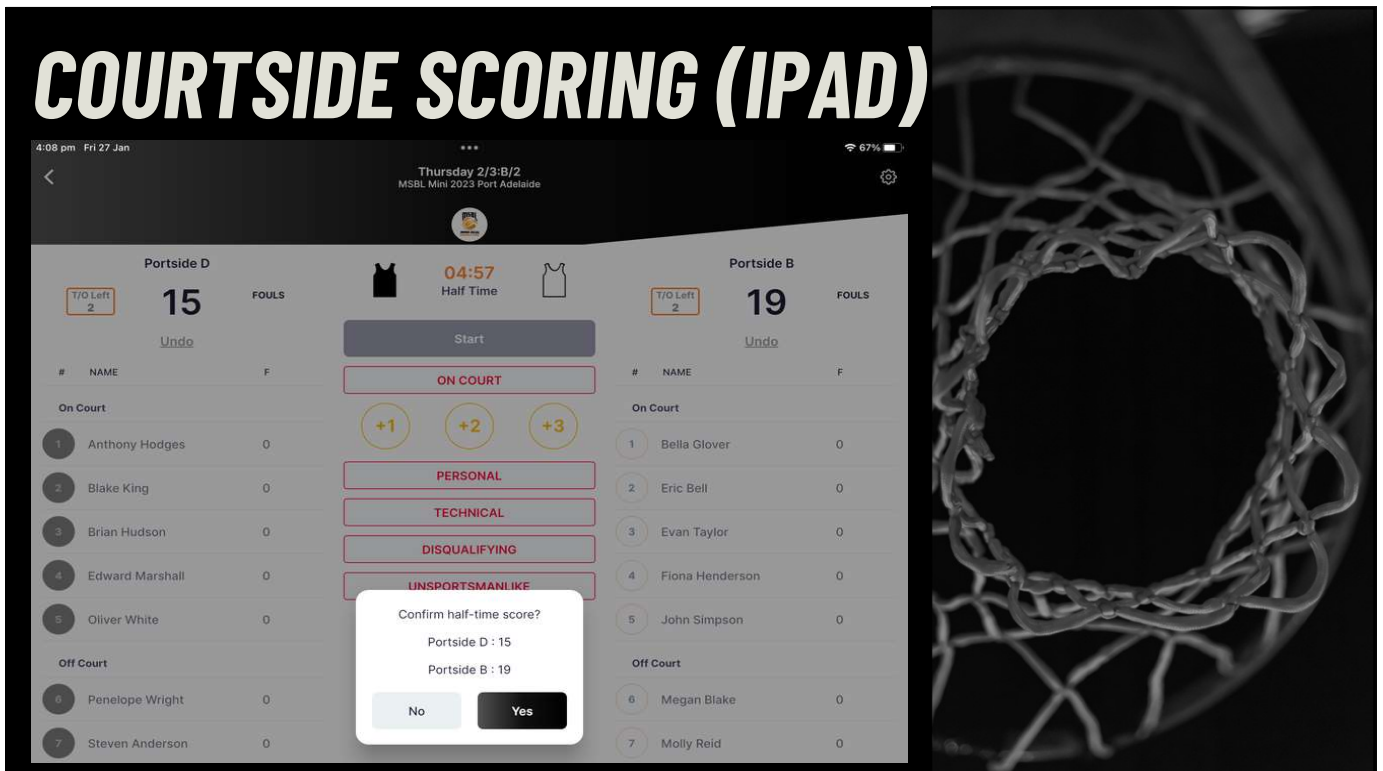
27



28



29



30

COURTSIDE SCORING (IPAD)

2:39 pm Tue 31 Jan *** 61%

Thursday 2/3:B/2
MSBL Mini 2023 Port Adelaide

Portside D

T/O Left 2 **19** FOULS

00:00 Ended

Portside A

T/O Left 2 **22** FOULS

Undo

#	NAME	PTS	F
1	Anthony Hodges	2	1
2	Blake King	2	2
3	Brian Hudson	1	1

ON COURT

+1 +2 +3

+1M +2M +3M

PERSONAL

#	NAME	PTS	F
1	Dan Glover	2	0
2	Hannah Tucker	4	0
3	Richard Newman	6	0

On Court

On Court

31

COURTSIDE SCORING (IPAD)

2:38 pm Tue 31 Jan *** 61%

Action Log

Personal Foul 4-Edward Marshall 18'

Personal Foul 4-Edward Marshall 18'

Personal Foul 8-Warren Peters 18'

Personal Foul 2-Blake King 18'

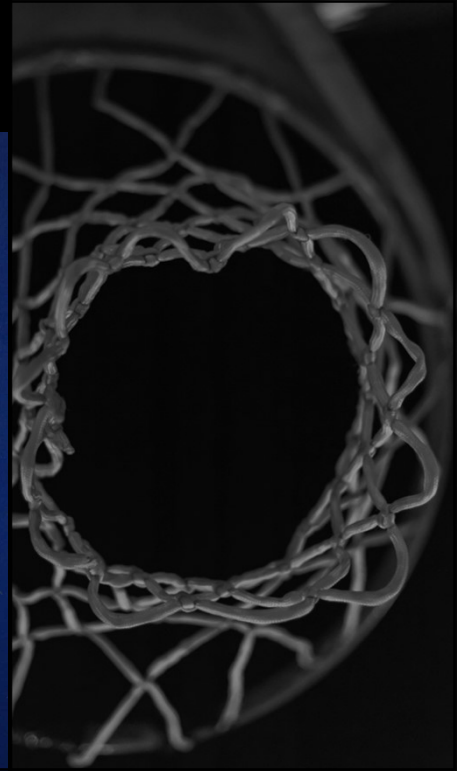
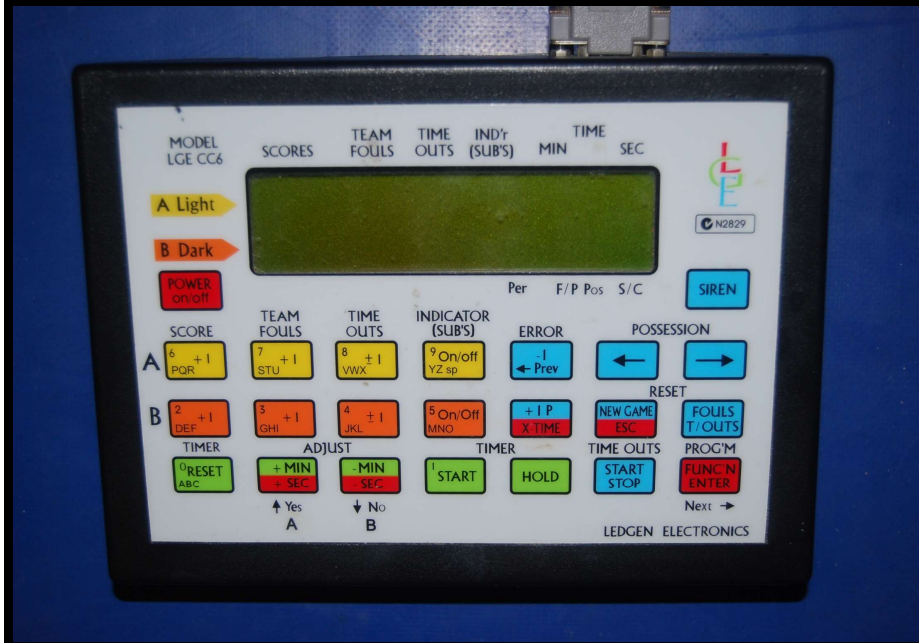
Personal Foul 6-Penelope Wright 18'

Personal Foul 5-Oliver White 18'

Personal Foul 1-Anthony Hodges 18'

32

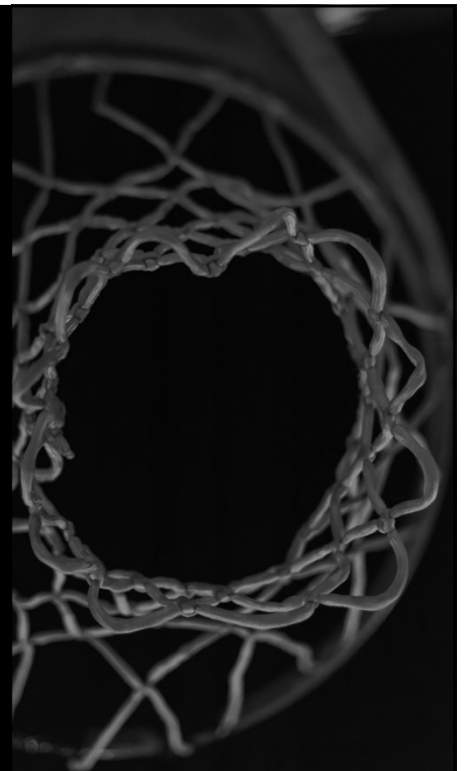
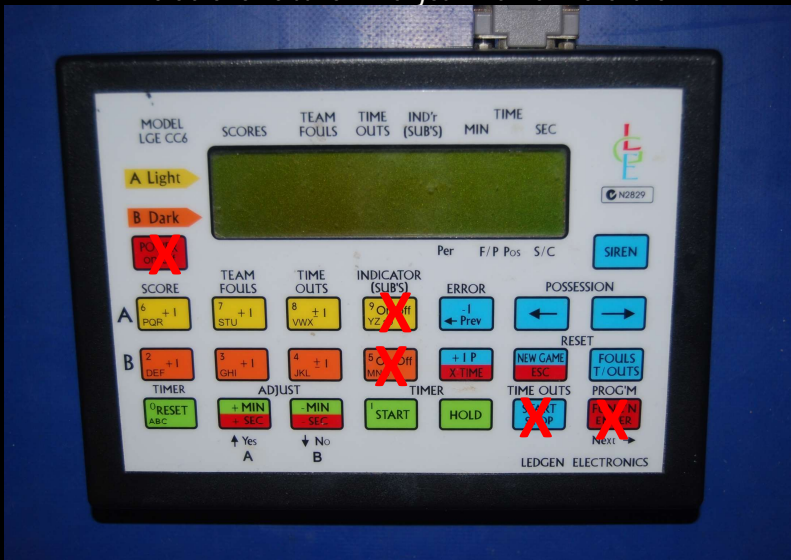
GAME CLOCK



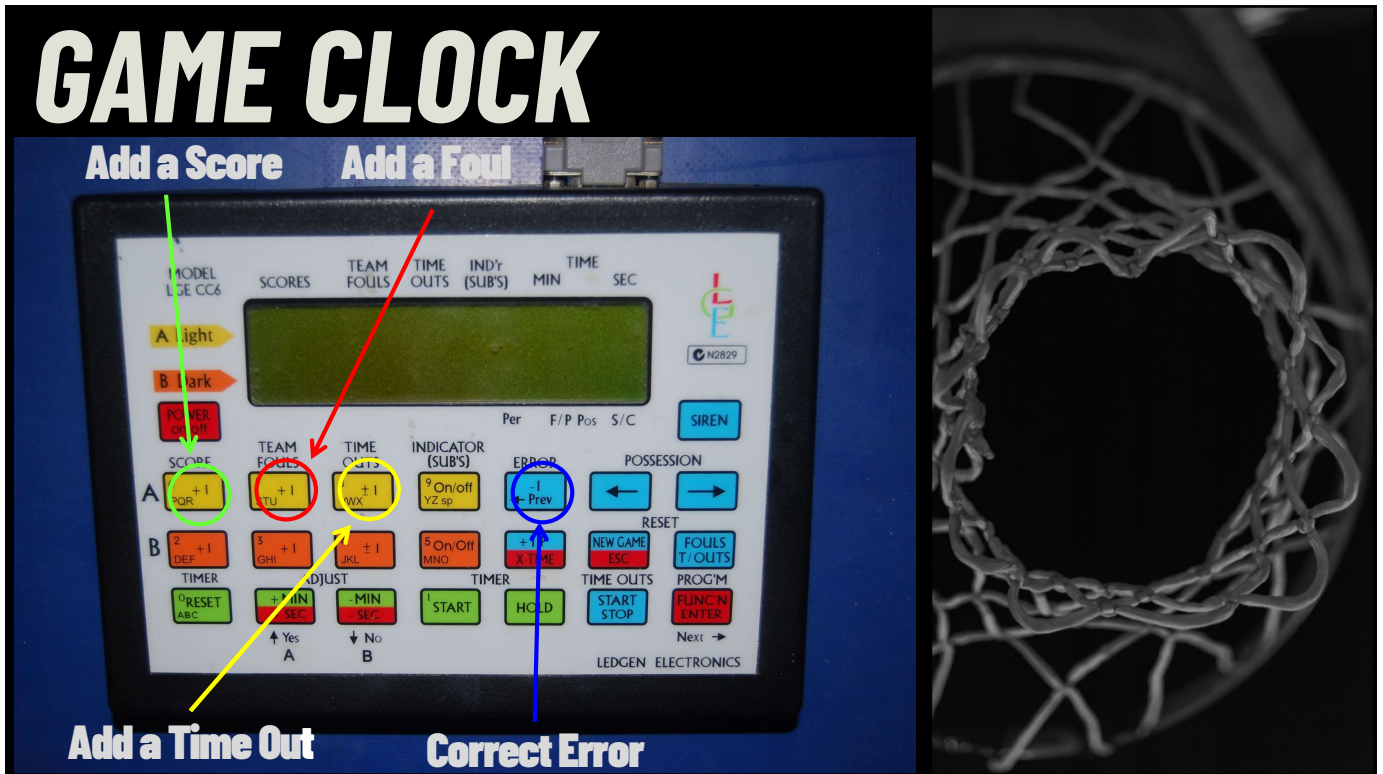
33

GAME CLOCK

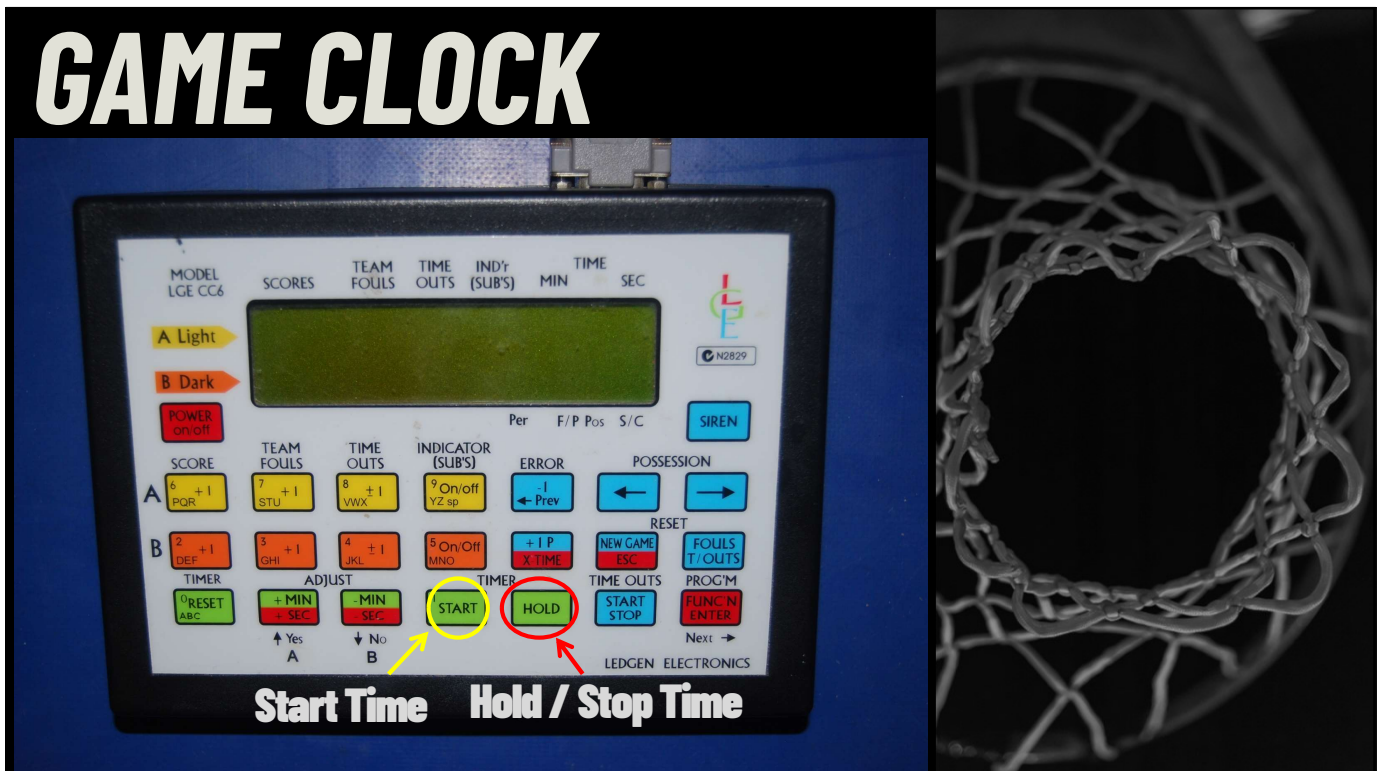
There are some buttons that you will almost never use:



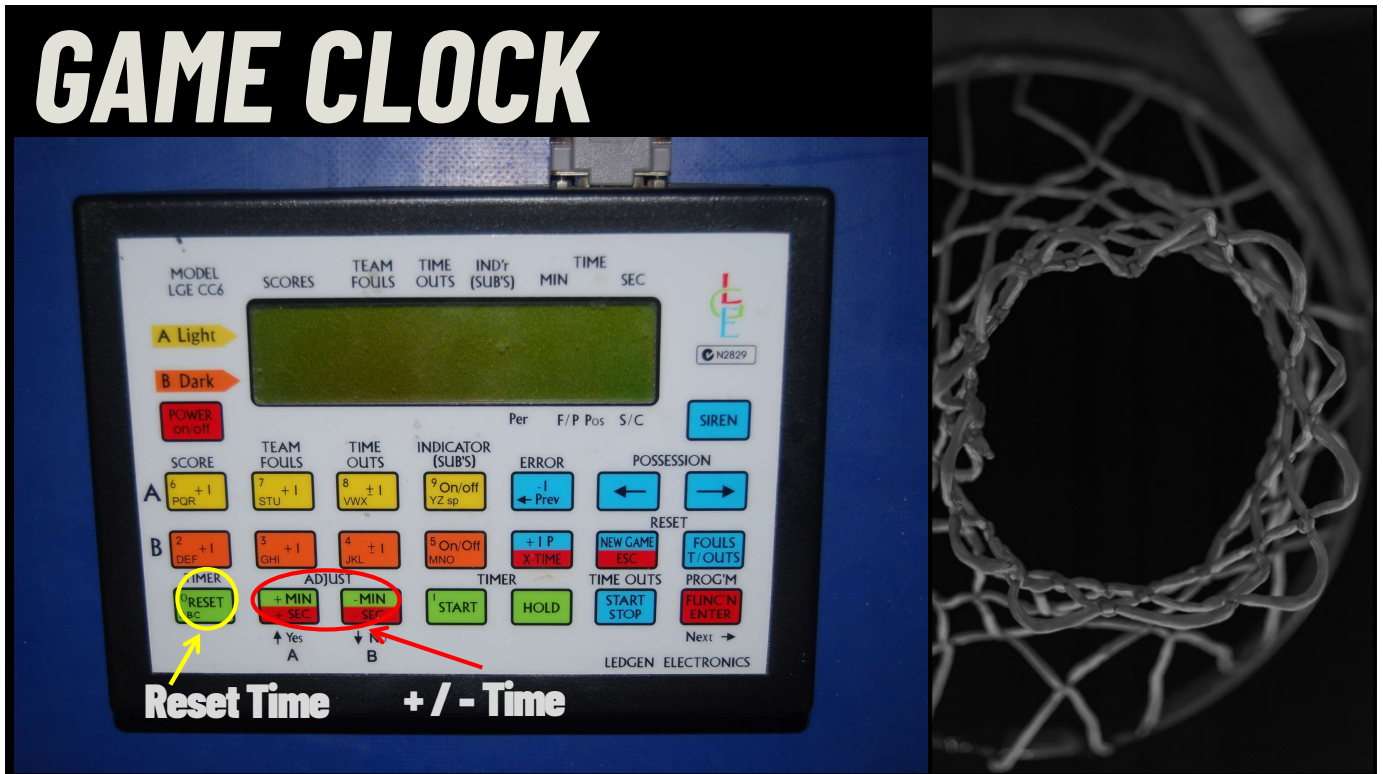
34



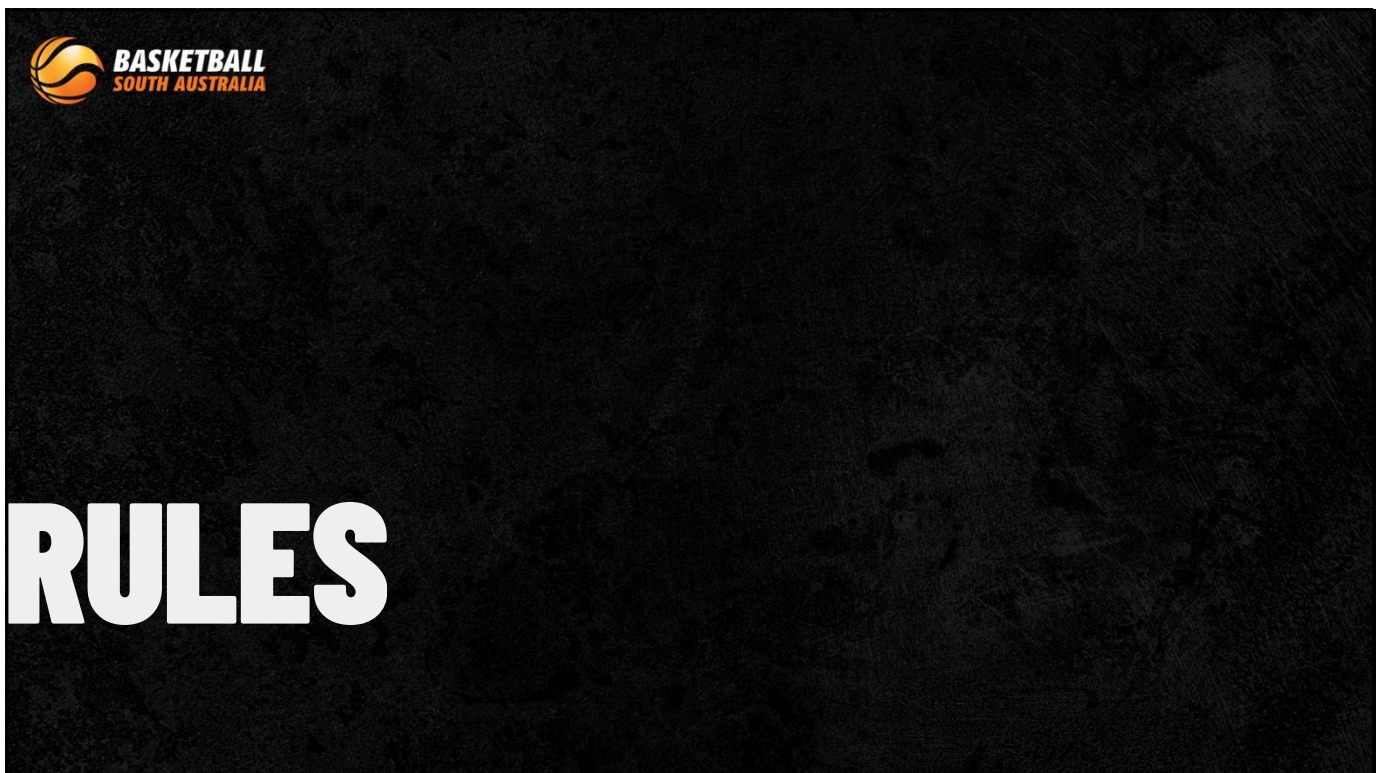
35



36



37



38

DISTRICT LEAGUE

Under 10:

10 Minute Quarters

Not Fully Timed

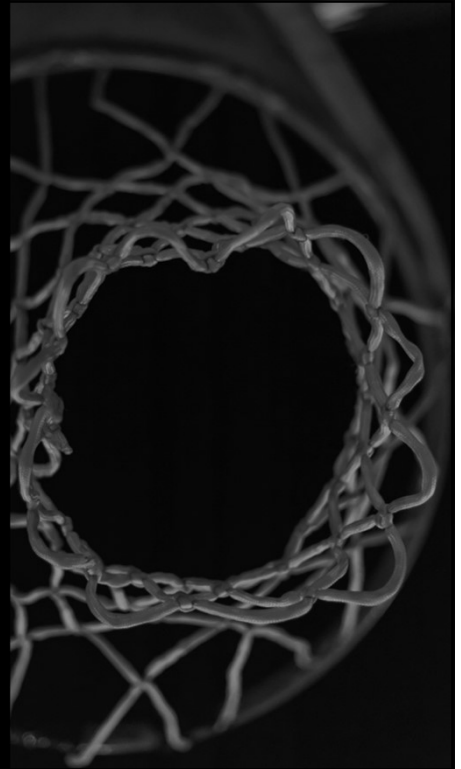
Last 3 Minutes – Fully Timed – Clock Stops On Every Whistle

Under 12:

10 Minute Quarters

Not Fully Timed

Last 3 Minutes – Fully Timed – Clock Stops On Every Whistle



39

DISTRICT LEAGUE

Under 14 – Under 18 Div 1 and Div 2:

8 Minute Quarters

Fully Timed – Clock Stops On Every Whistle

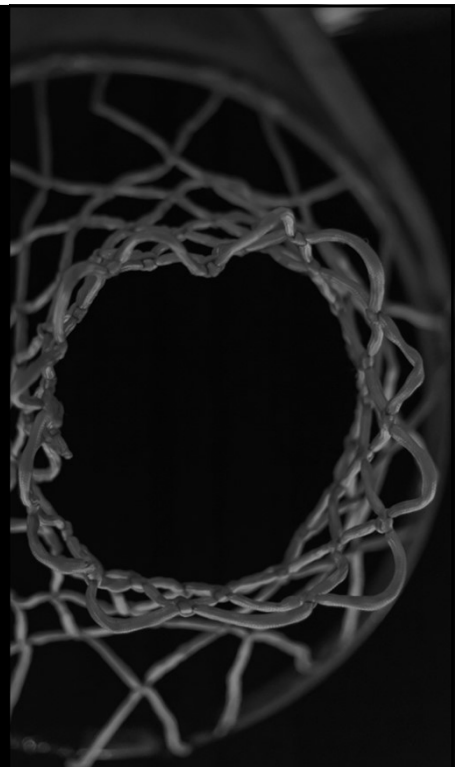
Shot Clock

Under 14 – Under 18 Div 3 And Below:

10 Minute Quarters

Not Fully Timed

Last 3 Minutes – Fully Timed – Clock Stops On Every Whistle



40