

## **INSTRUCTIONS TO SCORERS – Ontario (FIBA RULES)**

**These instructions have been developed in co-operation with Ontario Basketball, the International Association of Approved Basketball Officials (IAABO) and the Ontario Association of Basketball Officials.**

### **PRIOR TO THE GAME**

- Obtain the roster of names, numbers, and starters from each team at least 20 minutes prior to start time.
- Enter names of team members and uniform numbers, in **numerical order**, on the score sheet.
- Ensure Coach and Assistant Coach(s) are listed for each team.
- At least 10 minutes prior to game time, both coaches are to confirm their agreement with the names and numbers of their team members, names of coach, assistant coach, indicate the 5 starters and sign the score sheet

### **ALTERNATING POSSESSION ARROW**

- Jump ball begins 1<sup>st</sup> period only.
- Alternating possession applies to all held balls situations and the beginning of the 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and all extra periods
- Set the initial arrow in the direction of the opponent's basket of the team that doesn't gain first control of a live ball on the playing court.
- Thereafter, the arrow is reversed immediately after the alternating possession throw-in ends
- A foul occurring before the beginning of a period or during the AP throw-in results in the arrow not being reversed (changed)

### **SCORING**

- Keep a running summary of points scored.
- Mark the running score first and then mark the appropriate points for the individual player.
- The running score and total of the individual player's points should equal each other.
- All field goals are 2 points unless the official(s) demonstrate the successful 3 point signal.
- End of each period, tally the individual player point totals, indicate and block off that period from further entries.
- Indicate the running score at the end of the period i.e. by circling the last running score entry and/or adding a line separating it from the next numeral.

### **FOULS**

- Keep a running summary of fouls committed.
- Mark the team total foul first and then mark the foul against the appropriate player.
- The total of the individual player fouls should equal the team running foul count.
- Resist the temptation to start recording fouls until the officials report them to the table. Obtain eye contact with the reporting official and then maintain focus until the report is complete and then record.
- All player personal, technical, unsportsmanlike and disqualifying fouls are 1) recorded against the player and count towards the player's 5 fouls and 2) against the team total in the period towards penalty.
- Technical Fouls committed by Coach, Assistant Coach, Substitute, Excluded Player or Team Follower do not count as a team foul to reach the penalty situation in each period.
- Inform reporting official when a player has committed 1) a total of 5 fouls or 2) 2 technical fouls or 3) 2 unsportsmanlike fouls
- Record fouls as: P (personal), T (technical), U (unsportsmanlike), D (disqualifying), C (direct to Head Coach) and B (bench personnel or other technical not direct to head coach)

### **SUBSTITUTIONS**

A substitution opportunity begins when ball is dead, clock is stopped and an official has stopped communicating with the table. The opportunity ends when the ball becomes live/at the disposal of a player for a throw-in or a first or only free throw.

Administer player substitutions as follows:

- Only the substitute (not Coach or Assistant Coach) may request substitution.
- Substitutes are to wait at the scorer's table until beckoned by an official
  - Exception: Substitutes at a time-out or interval of play are to report to the scorer then may go to the bench or huddle and need not be beckoned on by an official when play resumes
- Sound the horn at the first substitution opportunity and indicate the substitution request to the officials by making the substitution signal and pointing to the appropriate team bench. A time-out opportunity exists
  - for both teams when the ball is dead, the clock is stopped and an official has ended any communication with the table including a successful last or only free throw and
  - for the non-scoring team if scored upon with 2:00 or less remaining in the 4<sup>th</sup> and any extra period(s).
- A disqualified player or player who has committed 5 fouls must be substituted immediately (within approximately 30 seconds).
- An injured or bleeding player must be substituted if not immediately (within approximately 15 seconds) ready to play unless a time-out is taken by either team and he/she is ready to play at the end of the time-out and has not yet been substituted.

### TIME OUTS

Notify the officials of a requested time-out by only a head or assistant coach at the first proper opportunity by sounding the horn, making the time-out signal and pointing to the team bench.

A time-out opportunity exists for:

- both teams when the ball is dead, the clock is stopped and an official has ended any communication to the table including after a successful last or only free throw
  - Exception to above:
    - Aren't permitted to the scoring team when the game clock is stopped following a successful field goal with 2:00 or less showing on the game clock of the 4<sup>th</sup> period and any extra period unless
      - an official has interrupted the game,
      - the non-scoring team has been granted a time-out or substitution.
- the non-scoring team when scored upon

Keep track of the time-outs by marking the appropriate spot on the scoresheet when a time out is granted and as follows:.

- Each team is permitted:
  - two (2) 60- second timeouts in the first half
  - and three (3) 60-second time-out in the second half (see below)
  - **Note: rule change for 2014 – if a team does not use a time-out before 2:00 showing on the game clock in the 4<sup>th</sup> period, the timer is to 'X-out' the first time-out for that team for the 2<sup>nd</sup> half when the game clock shows 2:00 if a team hasn't taken one yet (in essence, a team loses a time-out, they can only take 2 time-outs with 2:00 or less showing on the game clock in the 4<sup>th</sup> period)**
  - Each team may be granted one (1) 60-second time-out in each overtime period.
- Unused time-outs do NOT carry over to the next half or extra period.
- If request is made by either team after the ball is at disposal of free thrower for the first or only free throw, time-out shall be granted if the last or only free throw is successful, the free throw is followed by a throw-in from center line extended, a foul is ruled between the free throws, or a foul or violation is ruled before the ball becomes live after the last or only free throw

Notify an official when a team has no time-outs left in a half or extra period.

### AT COMPLETION OF THE GAME

- Do a final tally and verify the score. Bring any discrepancy to the attention of the officials.
- Have the officials sign the score sheet after verifying it.
- Sign the score sheet

## **SCOREKEEPING ERROR**

A scorekeeping error can be corrected at any time until the referee signs the scoresheet at the end of the game. If a scorekeeping error is recognized during the game, wait until the first deadball, sound horn and bring it to the attention of the officials.

### **REMINDERS and RECOMMENDATIONS**

- Introduce yourself to the officials and have a pre-game meeting to review your duties
- Sit together with the Timer, Shot Clock Operator and Commissioner (if present).
- Work as a team to ensure each other's accuracy.
  - Ask for help identifying the player scoring as needed
  - Repeat the score after baskets with the Timer operating the score board so the score on the score sheet and score board match. .
- Good administration is vital to the game. Be attentive, accurate and maintain focus during the entire game. Minimize distractions i.e. turn cell phone off and keep table area as neat and organized as possible.
- Maintain impartiality throughout the game.
- Inform the officials at first opportunity if:
  - coach, assistant or other bench personnel are occupying/distracting you or not communicating with you in a professional manner.
  - if there is a discrepancy or a problem with the score
- Have spare pens and score sheets at the table