BASKETBALL SCORING RULES

BBA JUNIOR COMPETITION (DOMESTIC)

One scorer is required PER TEAM - One to operate the timekeeping/visuals box and the other to record scores and fouls on the tablet/laptop or sheet.

BEFORE THE GAME:

Referees will set up the apparatus (Set clock to 20 minutes, load game on app)
Team Manager or Coach from each team should confirm players
Scorers confirm with referees what colours they will call for each team (eg. Red and Green)
Scorers request Referees to make calls clearly to scorebench to avoid confusion

DURING THE GAME:

Look at referees on EVERY WHISTLE, ready to receive foul call, if applicable
Communicate with other scorer to reconcile scores/fouls on visual display and scoring app.
Look at referees when SCORES MADE to confirm value (and in case of NO SCORE)
TIMEKEEPER/REFEREE Reset clock on visual display to 20 minutes at HALF-TIME
TIMEKEEPER/REFEREE Reset fouls on visual display at HALF-TIME
REFEREE set scoring app to start 2nd half
Communicate to referees if a TEAM has reached 8 TEAM FOULS in one half
Commnunicate to referees if a PLAYER has reached 5 PERSONAL FOULS in the game

POSESSION ARROW:

At the beginning of the game, the arrow should point in the OPPOSITE DIRECTION to the way the referees run after the ball is in play
Change arrow after every JUMP BALL (referee signal 2 thumbs up)
Change arrow at HALF TIME (and inform referees when complete)
Change arrow after FIRST THROW-IN after half time

END OF GAME:

Please stay at the scorebench until referees approach. Referees will close off scoring app and reset game clock/visual display

TIMEKEEPER/VISUALS DUTIES:

START clock at the beginning of the game (when the ball is tapped by a jumping player)
STOP clock for TIME-OUTS (2 allowed per team, each half. COACH asks for time-out. TIME-OUT is 30 seconds – sound siren at this time) START clock when ball is received on the court at throw-in.
Sound siren to call for SUBS and TIME-OUTS. SUBSTITUTIONS allowed on ANY WHISTLE (signalled after fouls called). PLAYERS ask for subs. TIME-OUT allowed on ANY WHISTLE and OPPOSITION BASKET (Green scores, Red can have TIME-OUT)
In the LAST MINUTE of the 2nd HALF, STOP clock on EVERY WHISTLE. START clock when ball received on court at throw-in.
Record TEAM SCORE TOTAL and TEAM FOULS for visual display. Match teams (LIGHT/DARK) to scoring app for easy checking with other scorer throughout the game.

SCORING TABLET/LAPTOP: (use a buddy to help watch player numbers, scores and fouls, if necessary)

START clock when game clock running (court display)

STOP clock when game clock stopped (leave app clock STOPPED during last minute of 2nd HALF to avoid game program closing)

When BASKET SCORED, tap on PLAYER, then tap either +2 (2 points, referee shows one arm outstretched, 2 fingers) or +3 (3 points, referee shows 2 arms raised overhead, 3 fingers)

When FOULS called, referee should approach the scorebench and verbally indicate player colour and number (also using hand signals), eg Green 12. Tap on correct PLAYER and FOUL

If FREE THROWS awarded and scored, tap on PLAYER and +1

NO SCORE is indicated by cancel motion (2 arms cross horizontally)

Record TIME-OUTS – stop clock and tap on appropriate team TIME-OUT

SCORESHEET:

In emergency situations, such as scoring app not working, the SCORER will record scores and fouls on an approved sheet, provided by the Referees or COURT SUPERVISOR

LIST player numbers for both teams

When SCORES MADE, mark value of score (1, 2 or 3) against PLAYER NUMBER and mark a DIAGONAL LINE through new team total (show free throw made with a dot on new team total)

Mark FOULS against correct player with DIAGONAL LINE through new foul total, add one foul to TEAM FOUL total