

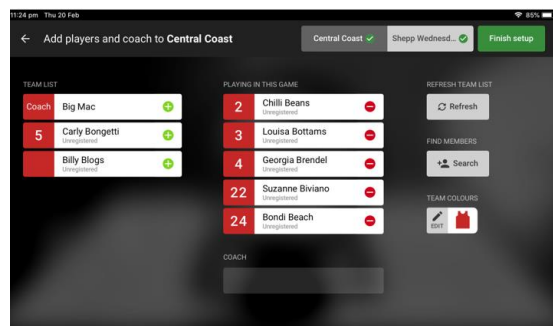
COURTSIDE QUICK USER GUIDE

SELECT A GAME

From the list of games displayed, select the game to be scored.

SELECT MATCH, COACHES AND PLAYERS

1. Add an existing player from the Team List to 'Playing the Game' by selecting their name and then tap on the green button +
2. You may need to edit their player number. To do this, tap on the player's number and type in the new number.
3. If the player does not appear in the "Team List" you need to let the court controller know and they will determine whether the missing player can be added to the team list.
4. Players not already in the team list can be found using the "Search" option. You will need the player's details EXACTLY as they were registered with.



1) Adding points and fouls

- 1) To add scores and fouls to the match select the player's name first and then select +1, +2, +3 or foul second
- 2) This sequence can also be done in reverse, you can select +1, +2, +3 or foul first, then select the player's name second.
- 3) You can allocate Disqualifying Foul, Technical Foul, or Unsportsmanlike Foul by selecting the applicable option below the foul button.
- 4) DO NOT ADD POINTS INTO THE "TEAM" BAR

2) Correcting mistakes

If you discover an error immediately, select the 'Undo last' button to have the last action cancelled
For earlier errors, select 'Action Log'

3) Change team colour or a player number

To change a team colour or a player's number, tap on the Edit option.

- 1) To change a team's shirt and or number colours, select Edit under Team Colours.
- 2) To change a player's number, select the relevant player and tap on his number and overwrite the existing number with the new number

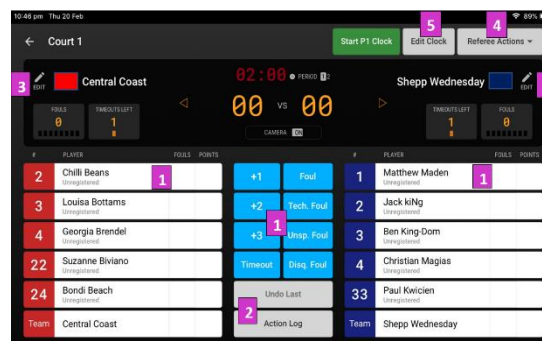
4) Referee Actions

The referee actions button once selected allows a referee to select from one of four actions (Confirm Game, Injury, Incident, Forfeit).

- 1) Select Referee button
- 2) Select action (Confirm Game, Injury, Incident, Forfeit)
- 3) Enter Referee code
- 4) Select confirm

5) Adjusting the Time

- 1) Select 'Stop Clock'
- 2) Select 'Edit Clock'
- 3) Using the arrows, you can adjust the minutes and /or seconds depending on your local competition rules
- 4) Select 'Save'



Score Table Guide for Club Basketball in 2020



*This information has been compiled to assist your parents to perform the scoring duties necessary for the domestic competitions of South West Metro Basketball Inc. at Club level.
One (1) scorer per team is normally required.*

We have a "ZERO TOLERANCE" Policy towards abuse, fighting and/or any conduct which brings the game of basketball into disrepute.

An automatic 2-week player or coach ban may be applied, if necessary, by the South West Metro Referees or Supervisors.

TIP If a player or action is selected in error, select the 'X' in the message box at the bottom of the screen to return to the 'In-Game' screen

General

South West Metro is very lenient when it comes to which team sits on which side of the bench, but if Clubs wish to know the FIBA Rules, then the following is the correct process:

The first team listed is the 'HOME' team (TEAM A), The second team listed is the 'AWAY' team (TEAM B). TEAM A sits on the left-hand side of the bench, TEAM B sits on the right-hand side of the bench (facing the court).

- The Court Supervisor/Referee Supervisor is the controller of the game. Always follow the direction of the supervisors (Red shirts) and referees.
- The South West Metro junior competition games consist of 4 quarters of 10 minutes each and require 2 people on the scoretable: A Scorer and Timer/Visuals operator.
- The clock is only stopped in the last two minutes of the 4th quarter for a whistle.

Substitutions

Request must come from the players to the scoretable personnel

Subs are permitted:

- For both teams after the official has finished signaling a foul, violation or jump ball.
- For both teams after a successful last free throw.
- For both teams during timeouts and during the game stoppages such as floor being wet or injuries.
- For the NON-Scoring team when a field goal is scored in the last two (2) minutes of the fourth quarter or the last two (2) minutes of each overtime.

Fouled out and disqualified players have 30 seconds to make a substitution.

Timeouts:

Five (5) timeouts to each team per game

Two in first half (1st and 2nd quarter) and Three in second half (3rd and 4th quarter)

Timeouts (of 1 minute) are permitted by either team:

- For both teams after an official blows their whistle for any call.
- For both teams after a successful last free throw.
- For the NON-Scoring team when any field goal is scored

The scoring team cannot have a timeout after a basket.

Neither team can have a timeout in quarter 1,2 or 3 if there is less than 3 minutes remaining on the clock. In the 4thquarter, the clock is stopped in the last 2 minutes for any whistle or timeout, so a timeout is allowed with less than 3 minutes remaining on the clock.

Fouls

Types:

- Personal Foul (Free throws if in the act of shooting or if team has 5 fouls)
- Technical Foul (1 Free throw, possession to the team in control at the time of the technical, from where the technical was called)
- Unsportsmanlike Foul (2 Free throws, possession to fouled team, from the throw-in line in the team's frontcourt)
- Disqualifying Foul (2 Free throws, possession to fouled team, from the throw-in line in the team's frontcourt)
- Bench Technical Foul (1 Free throw, possession to the team in control at the time of the technical, from where the technical was called)
- Coach Technical Foul (1 Free throw, possession to the team in control at the time of the technical, from where the technical was called)
- Team fouls are not reset for overtime. The 4th quarter foul counts are carried forward to all overtime periods.

Bench and Coach fouls do not count as team fouls.

TIMER/VISUALS OPERATOR (Clock)

Responsible for:

- Communicating with the referees and with your fellow scoretable official
- Running the game clock and visuals (starting the clock at the start of each quarter, putting up the score, fouls, timeouts etc., starting and stopping the clock in the last two minutes of the game)
- Changing the directional arrow as required. **Remember to switch the arrow during the halftime break** – do not let the referees switch it again if you have already done so (they should ask you and NOT just do it)
- Calling fouls and baskets to the scorer, providing the player's number and team colour
- Accepting and administering requests for substitutions (**from players ONLY**) and timeouts (from Coaches or Assistant Coaches)
- Sound the siren and signal for substitutions and timeouts only when the ball is dead. If the referee is reporting a foul, wait until that has been completed before signaling the substitute or timeout
- Place the team foul indicators (red lights) on the bench after the 4th team foul in each quarter (by making sure the foul indicator on the scoring mechanism shows 4*)
- Notify the Referee if the team is on 5 team fouls as free throws are required after each defensive foul against that team (NOTE: **Offensive** fouls are **not** awarded a free throw

after 5 team fouls are reached). **Sound the siren to get the referee's attention if they are not aware that the team is on 5 team fouls and they attempt to resume play without free throws.**

- Observe the team benches should a fight occur to assist the referees in disqualifying players
- Time the timeouts (1 minute) and press the siren at 50 seconds into the timeout, and again when the full minute is up so the referees can call the teams back to the game

Stop the Game Clock in the last 2 minutes of the game:

- When the whistle is blown by an official
- After a field goal is scored and the NON scoring team has requested a timeout

SCORER (Scoresheet/tablet)

Responsible for:

- Recording all successful baskets made & calling the score aloud to the person on visuals
- Record all personal, team and coach fouls committed & calling to the visuals
- Record timeouts taken – record the minute of playing time only i.e. timeout with 4 mins showing on clock is 6 min of playing time in 10 min quarter (if using the scoresheet)
- Notify the referee if a player has 5 fouls. **Sound the siren to ensure the game does not start with a player with 5 fouls still on the court.** Get the referee's attention – sound the siren until you do if necessary.
- Observe the team benches should a fight occur to assist the referees in disqualifying players
- Ensure that enough time is still on the tablet at the end of the game, so the time does not run out too early (See point #5 Adjusting the Time)
- If a paper scoresheet is being used, ensure that the scoresheet is completed, checked and signed at the end of the game by the referees and scoretable staff.
- iPad/tablet – Input the codes (taped to tablet) after the game has finished or ask the referees to confirm the game.

Finally, thank-you for taking the time to learn about one of the most important roles in the game. Just remember that despite any criticism you may receive on the score table, you are already one step up from those who do not wish to learn. By being at the score table, you are now on the "referee's team" so remember to be impartial, with no clapping, cheering or comment on the game regarding the referee calls. Make sure you enjoy the game from the best seat in the stadium!

For more information and all the rules and their interpretations, see:

<https://www.fiba.basketball/documents>