



## Stadium

244 - 270 East Parkway  
Lightsview SA 5085

## Office

PO Box 204  
Greenacres SA 5086

## Contact

admin@nabc-rockets.club  
secretary@nabc-rockets.club

## Scoring

### RUNNING THE CLOCK (FULLY TIMED GAMES)

The rules state the home team does the tablet; the away team does the clock. But if you prefer one or the other, often people from other clubs will swap.

The main job of the person on the clock is to time the game and ensure the scoreboard is showing the correct score, fouls and timeouts for each team. The person on the clock is also responsible for telling the referees that there is a sub and time out required.

The official score is the one on the tablet. If the tablet has a different score to the one displayed, the tablet is the one the umpire will take. So, it a good idea to check every time a goal is scored, or a foul is called to ensure the tablet and the scoreboard match.

### Starting and Stopping the Clock

The clock starts when a player on the court touches the ball. At the at the start of the game, that means when a player legally taps the ball after the ball is thrown into the air for the jump ball. At any other time after the clock has been stopped, the clock does not restart until a player on the court touches the ball. If the ball is passed in and goes the length of the court and is not touched by a player, the clock will not start.

In fully timed games the clock stops on every whistle. If you hear the umpires whistle, you stop the clock and restart it when a player has touched the ball on the court.

In a Free throw situation, the clock has stopped and there are 2 possible situations. 1. The last, or only, free throw is successful. In that case the clock does not start until a player on the court touches the ball from the throw in. 2. if the last or only free throw is not successful, the clock starts as soon as a player on the court touched the ball, usually on the rebound.

### SUBS

It is the responsibility of the person on the clock to call the subs. A player must come to the bench and ask to be subbed into the game. Either team can have a substitution on any whistle (after a violation by either team, or a foul by either team, or in a jump ball situation.) The timekeeper must get the attention of the umpire by using the buzzer and indicating that a sub is required. If a foul has been called, there is no need to ring the buzzer as the umpire will be looking at the bench to indicate who has committed the foul. As soon as the umpire has finished indicating the player that the foul has been called on, the timer can call the sub.

## **TIME OUTS**

It is the responsibility of the person on the clock to call timeouts. Coaches should indicate to the bench they would like a time out. At the next time out opportunity, the timekeeper should, stop the clock, sound the buzzer and indicate to the umpire which team has called the time out.

Time out opportunities: Either team can call a time out on any whistle. After any violation, any foul or at a jump ball situation. Team A can also have a time out after team B puts up a successful shot, provided the request has come before the player from Team A has the ball in their hand ready to pass it back into play.

## **Foul Lights**

It is the responsibility of the person on the clock to make sure the foul lights go on when a team is in foul trouble. The foul light should not go on until the ball is back into play after the fourth foul. When the umpire is calling the fifth foul on a team, remind them that 2 penalty shots should be awarded. Try to remember to turn the lights off at the breaks.

## **THE ARROW**

The arrow is the responsibility of the Scoretable. Please discuss it before the game starts and work out who will be responsible. It can be a good idea to have a person from one team responsible for just the arrow (particularly in the younger age groups).

At the beginning of the game, the arrow points away from the bench, towards the centre circle. After the jump ball, one team will gain control. The arrow is then pointed in the direction the other team is shooting.

At each alternating possession situation (jump balls and the start of the 2nd, 3rd and final quarters) the arrow is turned after the ball successfully returns to play.

Please remember the arrow also needs to be changed during the half time break, because the teams change ends.

The most important aspect of sitting on the scoretable is communication with the person from the other club. It is a good idea to check the score constantly to avoid any misunderstandings. After every successful shot, just a simple "that makes 15" or just "15", Check the team fouls as well, to make sure no free throws are missed.

The best thing about scoring is you get to catch up with people from other clubs and have a chat.

