



SCOREBOARD / TIMING VISUALS

- Task performed by the Home Team or Team A

- * Most junior representative games the scoreboard and electronic timing are all controlled with the one console.
- * All representative games are fully timed - meaning that the clock stops on every whistle including time outs and free throws. Ensure you are aware of timing requirements for the actual competition you are playing.
- * The time/visuals operator is responsible for keeping accurate timing of the game clock, ensuring scores, fouls and timeouts are entered onto scoreboard.
- * Team A (Team listed first) on the scoresheet will be shown as either Home, Light or Team A on the scoreboard and will be to the left of the scoreboard likewise Team B will be the Away, Dark or Team B.

* Game clock starts when.

- At the beginning of the game during the jump ball the ball is legally tapped by jumper
- Start of every other quarter and throw ins from out of bounds when ball touches a player on the court
- After last successful free throw – same as out of bounds
- After last unsuccessful when ball is touched by a player on the court eg: rebounder

* Game clock will stop when.

- On all whistles
- During free throws
- After a successful basket **only** when a time out is requested by team not scoring
- After a successful basket scored in the last two minutes of the fourth quarter or last two minutes of O/T



Tip 1. Priority is always the timing of each quarter as all other details are secondary due to them being recorded by the scorer.

Tip 2. Look to the referee for their signaling especially for “Time on/ball in” signals.

Tip 3. Be alert and repeat the scores, fouls etc. after scorer has called them

Tip 4. It is also the responsibility of the Time/Visual operator to time the 1-minute time outs and signal to the referees when 50 secs have elapsed. This is done on a second timing device such as timer/watch not on game clock.



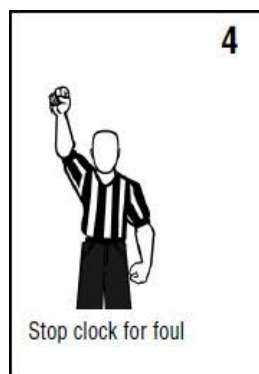
It's very important for the scorer to call the score or number of team fouls and then have these called back to them as verbal confirmation that your scoreboard matches their scoresheet. This is usually witnessed by the chairperson and any discrepancy will be detected and resolved quickly

CLOCK / SCOREBOARD (VISUALS) – cheat sheet



When to start the clock (referee will drop raised hand directly to the floor)

- Game starts with a jump ball and the game clock starts once one of the players jumping have touched the ball. (legally tapped)
- All other quarters game clock starts once a player on the court touches the ball. Note as the game clock starts on touch a deflection of a pass will start the clock
- On any throw ins from out of bounds when a player on the court touches the ball.
- After a final free throw that is missed, when the ball first touches a player that is on the court (this is usually the rebounder”
- After a final free throw that is successful, when the ball in inbounded and has touched a player on the court



When to stop the clock .

- When the whistle is blown by referee
- After a successful basket only if team not scoring has requested a time out
- During the in the last two minutes of the the 4th quarter or last two minutes of any overtime the clock will stop on all successful baskets (Make sure your priority is given to the stopping and starting of the clock in this period. Once ball has been inbounded and clock re started then add your points to the scoreboard