FIBA
We Are Basketball

FIBA MANUAL FOR TABLE OFFICIALS

version 7.0

This Manual is based on
FIBA Official Basketball Rules 2026.

Whenever the role of "Commissioner" is referenced, it also applies to the role of "Technical Delegate".

In case of discrepancy between different language editions on the meaning or interpretation of a word or phrase, the English text prevails.

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FOREWORD

FIBA continues its commitment to facilitate and supervise the development of all FIBA family members.

Together with Referees, Referees Instructors, Technical Delegates and Commissioners, Table Officials are an important part of the Officiating Team family. The role of Table Officials is worldwide crucial in ensuring the smooth running of basketball games.

Modern basketball is constantly evolving in all aspects, in and around the game. Naturally, all the participants must constantly improve their skills and knowledge in order to meet basketball's ever-changing requirements.

The objective of this latest edition of the FIBA Table Officials' Manual is to upgrade the practical working tool for Table Officials, based on the new FIBA Basketball Rules and Interpretations, valid as of 1st October 2026. Please note, whenever the role of "commissioner" is referenced, it also applies to the role of "technical delegate".

Same as previously, this Manual is intended to serve FIBA Competitions and National level Competitions alike. We hope it will be helpful and useful in your day-to-day basketball officiating activities.

FIBA would like to thank everyone for their contribution and would like to encourage Table Officials to provide profitable feedback in the future.

For any suggestions or if you spot a mistake, please send your comments to competitions.education@fiba.basketball. Thank you for your contribution in striving for excellence in worldwide basketball officiating.

VERSION CONTROL

Version	Date	Updates
7.0	OCT 2026	Revised text in Chapters 2, 4, 6 and 7.
6.6a	JAN 2026	Revised text in Chapter 6
6.6	OCT 2025	Revised text and updated diagrams in Chapters 4 and 8
6.5	MAR 2025	Revised text in Chapters 3.6, 3.7 and 4.5 Updated diagrams in Chapter 8

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INTRODUCTION

Chapter 1

INTRODUCTION

Basketball is a constantly evolving sport. Conceived by Mr. Naismith as an indoor school activity played during the winter, is now played in more than 200 countries. In many of these countries basketball is played at a professional level.

The increasing technical level of teams / leagues must be accompanied by an increase in the technical level of the officiating team (referees and Table Officials), to ensure the smooth running of each game.

An increase in electronic media presence means the work of Table Officials is constantly in the public eye, for example, by showing the running score, the time left to play for a shot.

This Table Officials Manual aims to standardise, unify, and prepare a high-level table official.

The Manual is based on new technologies and techniques to help beginners and experienced Table Officials. The use of the video clips will provide for a better understanding of these concepts. At the same time, this Manual is intended as a tool to promote the unification of criteria (method of work, communication, performance standards, signals etc.), for the more experienced Table Officials.

The globalisation of basketball requires the creation of this document to standardise the collaborative dynamics of the Game Officials Team (Table Officials and referees), and to prepare high-level Table Officials for the modern game and competitions. This Manual will promote one methodology for Table Officials in all countries, thus minimising any confusion and maximising consistency.

It is important to adopt the same principles that were used to create other FIBA teaching philosophies, for example, the Mechanics for Referees. The goal is that everybody must "speak" the same basketball language and everybody should "perform" in the same way, regardless of their country.

The mechanics and guidance in the Table Officials Manual are to be understood and followed as fundamental principles in ensuring some uniform and consistent criteria for action, whilst adapting to other cases which do not appear in the Manual. Furthermore, the Manual promotes teamwork among the Table Officials as being a key to success, thus requiring all four Table Officials to work as a seamless and effective team. For this reason, in this new version, we have incorporated more information about communication and the protocols to follow. We have also corrected small errors detected in the text

ONE GAME – ONE LANGUAGE – ONE METHOD – ONE FIBA

REFEREES, TABLE OFFICIALS AND COMMISSIONER

Chapter 2

REFEREES, TABLE OFFICIALS AND COMMISSIONER

2.1 WHO ARE THEY?

The referees shall be a Crew Chief and 2 Umpires. They shall be assisted by the Table Officials and a Commissioner, if present.

The Table Officials shall be the scorer, an assistant scorer, a timer and a shot clock operator. The Table Officials shall sit at the centre of the table on one side of the court, between the team benches. They are responsible for recording the actions that occur during the game and operating the different electronic devices necessary for the proper management of a basketball game.

The Commissioner shall sit between the scorer and the timer. Commissioner's primary duty during the game is to supervise the work of the Table Officials and to assist the Crew Chief and Umpires in the smooth running of the game.

- In international FIBA competitions with four Table Officials they will be seated as shown in the photo and diagram below.

The Table Officials and their main duties are described below.

Scorer: Recording all actions that occur during the game on the scoresheet.

Timer: Measuring playing time, time-outs and intervals of play.

Shot clock operator: Operating the shot clock and applying the correct shot clock rules.

Assistant scorer: Operating the scoreboard and assisting the scorer.

In the current game of basketball, the responsibility of the table official has acquired a growing importance in the officiating team. However, it must be remembered that they have no executive powers and only the Crew Chief has the power to make final decisions where necessary. The action of the Table Officials must not put either playing team at a disadvantage. Therefore, they must:

- know the FIBA official rules, interpretations and competition regulations correctly
- have a general technical knowledge of refereeing (referees' mechanics on the court, movements, signalling etc.)
- know exactly what to do in each of the roles indicated above, and in every moment of the game. They should coordinate and help colleagues (be decisive or not procrastinate) so that the table officiating team can act quickly and efficiently
- always be good FIBA representatives.

2.2 PERSONAL ATTRIBUTES

There are other qualities that excellent Table Officials should have if they want to avoid putting either team at any disadvantage. These qualities will also ensure that Table Officials are a part of the larger officiating team at a game of basketball.

- **CONCENTRATION:** To successfully perform any task in life, you should be focused and aware of what is happening. Table Officials require a high degree of concentration that must be maintained all through the game.
- **CALM AND SELF-CONTROL:** It is the only way to rationalise situations and resolve any issues that may happen. An excellent table official shall strive to set aside a domino effect where a whole series of negative and irrational thoughts lead to a decrease in performance, concentration, and of course, enjoyment.
- **TEAM WORK:** Basketball is a team sport. Only by working as a team can the officiating crew perform at their best for the game. No one in the game can be perfect by themselves; we win and lose together as a team. During the game, we help and support each other. If there are any problems during the game, we work together as a team to solve them – not just one person on their own. We should never say: "that is your job and this is mine", because at any time we may need help from our co-officials. Two eyes are not enough to check what is happening on the court. We must use common sense to make the correct decisions at the correct time, working as a team, for the good of the game.
- **ACKNOWLEDGMENT:** If the work of the referee is rarely publicly acknowledged, the work of the table official is even less so. The satisfaction of a job well done; the thanks received from our teammates (other Table Officials and referees); the joy from doing a good job, knowing that each member has contributed to the successful management of the game: this must be enough. Moreover, being a part of the basketball family means that we meet new officiating colleagues, learn from each other and develop long-lasting friendships across many countries. Officiating in basketball is about more than just turning up to a game, doing a job and then going home again.
- **MOTIVATION:** The very best officials are motivated to do the best job that they can in each game, for the benefit of the players and those watching the game. They are also self-motivated, continually working hard to keep up-to-date with changes and to learn from their officiating partners.
- **ASSERTIVENESS:** Assertiveness is a communication skill which is defined as the capacity to acknowledge our own rights while respecting the rights of others, without being manipulated or manipulating others, and without ever being aggressive. The key to a friendly but highly professional approach is often to listen properly and to smile.

- **EMPATHY:** Empathy is the ability to put oneself in someone else's place, emotionally speaking; to imagine how they must be feeling at a particular moment, and to react accordingly. A table official must be able to show empathy, and to understand that in some situations, other people might react in a way that is driven by their emotions. We must not take things personally and we must be professional at all times.
- **HUMILITY AND RESPECT:** The task of the table official is not the same as that of the referee. It does not matter how old we are, how much experience we have or how well qualified we are. We all play an equal part in the officiating team. We must never consider ourselves superior or inferior to our co-officials. At the same time, we must have the same respect for our co- officials as we have for all those who participate in the game.

2.3 BEHAVIOUR – CODE OF CONDUCT

Any person who plays a role within the officiating team must have an ability to relate to their co-officials. There are other groups of people that Table Officials must also be able to relate to. In the context of a basketball game, from the time the Table Officials arrive at the arena until they leave after the game, they will relate to different people as follows:

- **FANS AND TEAM MEMBERS:** We must be professional and neutral at all times. We should not engage in excessive conversation, especially if someone or a team express a grievance. We must not show, either in our actions or in our conversations, any bias for one group over another. This includes our use of social media.
- **PLAYERS AND COACHES:** We need to use our empathy in these situations. Coaches and players may be unkind or aggressive towards us, but we must behave professionally about this. We must not be aggressive or threatening in responding to these situations; we must remain calm and focused. Where appropriate, and at the right time, Table Officials should talk to the referee discreetly about any behaviour that concerns them.
- **THEIR CO-OFFICIALS:** There must be mutual respect, collaboration, a sense of team, and an acceptance of each role that has been assigned. If we need to call the attention of the referees about something that has occurred on or off the court, we should do this discreetly to avoid putting them in a difficult situation.

TABLE OFFICIALS COMMON DUTIES

Chapter 3

TABLE OFFICIALS COMMON DUTIES

3.1 NOMINATION

The pre-game begins when a table official receives the nomination for the game. At this time, you should commence your preparation by analysing your journey options to the arena and understanding who will be your teammates, the importance of the game (age, category, regular season or play-off, etc.), checking and ensuring that you have all the necessary equipment and uniform prepared well before the day you travel.

3.2 ARRIVAL AT THE VENUE

It is essential that all Table Officials make their travel arrangements to arrive at their destination in good time. Punctuality is an essential aspect of the officiating team.

- In FIBA competitions, all officials are required to arrive at the arena at least 90 minutes before the game is scheduled to begin.
- You should plan the journey well in advance, anticipating things such as traffic congestion, bad weather conditions and so on. This is especially important if you have not been to the arena before.
- It is important to bring a list with the telephone numbers of your co-officials, to notify them of any unexpected delays.
- On arriving at the venue, you should let the organisers and the Commissioner (if present) know that you have arrived. You should then meet with the rest of the officiating team.

VIDEO

3.3 DRESS CODE

Personal appearance is very important. Table Officials should take care of their image, maintaining a professional appearance in themselves and their work; thus, obtaining respect from all.

Remember that you, like the referees, are a representative on court of your leagues, federations, and country.

Your words, your attire and your behaviour will be observed attentively by all participants.

Table Officials should arrive at the venue in smart business clothing and be prepared to change into their table officiating uniform. Table Officials should change at the end of the game and leave the venue in smart business clothing.

It is not acceptable to go to the venues wearing sportswear, shorts and sports shoes. You must take care of your appearance, ensuring you are clean and tidy, including your hair and facial hair.

The Table Officials' uniform should be in good condition, clean and properly ironed.

3.4 TABLE OFFICIALS' MEETING

It is important for the Table Officials team to have a talk and prepare properly for the game in a pre-game meeting.

This will form a strong team. It should take place in your designated room and away from other people at the arena.

In the pregame meeting, you should discuss at least the following points:

- Confirmed game start time.
- Recent changes in rules and interpretations.
- Game context: level of difficulty, external and internal factors of the game, situation in the league (regular season, finals, play-offs, etc.). This means officiating all games with equal seriousness, regardless of their status.
- Coordination of the procedures to follow in different critical situations: baskets scored, time-outs, substitutions, end of the quarter/game, change in team in control of the ball, team fouls, alternating possession procedure, etc.
- Special considerations about this arena: location of the game/shot clocks, what to do in special conditions or malfunctions, team benches, when to do a full check of all devices.
- Eye contact.
- Communication methods with the referees and the other Table Officials, including communication in unexpected situations.
- How to solve any problems that might arise.
- Special conditions for the game such as TV time-outs, minute of silence, presentations, tributes, etc.
- During the half-time, the Table Officials can leave the table and have to come back 5 minutes before the beginning of the 2nd half-time. But there should always be one of them staying at the table to watch the teams.

3.5 PRE-GAME DUTIES

- Identify the Commissioner, or court manager of the game (if any).
- Check the table equipment and electronic devices (game clock, shot clock, acoustic signals, and electronic scoreboard), and share any unusual features with your co-officials . VIDEO
- Conduct two meetings with the referees, if necessary, together with the TD or commissioner: the first one on a mandatory basis, and a possible second meeting which will be conducted if it is requested by the CC during the first (The protocols are described on page 109 of this manual).
- Request the team lists: each team must give its list of players at least 40 minutes before the game is scheduled to begin.
- Notify the Commissioner (if present) or the Crew Chief of any potential issues with the team lists or any other documentation needed to play the game
- Prepare the scoresheet according to the rules. In the case of a FIBA Digital Scoresheet (DSS), the prepared scoresheet should be printed out at least 20 minutes before the scheduled tip off for the game.
- Table Officials must be at the table before the referees enter the court. VIDEO
- Keep the game ball safe and secure.
- Measure the 20 minute interval of play before the start of the game (with the referees present on court). In the event of team presentations, the timer will inform the referees when 7, 8, or 9 minutes (the Local Organising Committee (LOC) will generally decide this), remain prior to the start of the game, depending on whether national anthems must be played. In any case, the timer will stop the clock when 3 minutes remain until the start of the game, if the presentation is not finished. In the event of a minute of silence being observed, this is done just before the start of the game, with the starting players on the court.
- Assist in checking how many people are seated in the team bench areas.
- The shot clock operator will run the shot clock down when the referees are present on court so that they can hear the sound of the device when a shot clock period expires.
- If a whistle-controlled time system is used, the timer has to check that it works well also with the referees on the court, before the game starts.
- Request from the Head Coach of each team confirmation of the names and corresponding numbers of their team members, the names of the Head Coach and first Assistant Coach and the starting 5 players and get the Head Coach to sign the scoresheet. This should be done at least 10 minutes before the beginning of the game (Team A Head Coach first, then Team B). The

scorer will share this information with the statisticians and court announcer, if present.

- In the event of having to observe a 1-minute silence for any reason, it will be conducted with the starting five players and referees, on the court, and the timekeeper must time the duration of the silence. It should be organised with sufficient advance notice to begin the game at the scheduled time.

VIDEO

- The timer will sound the signal 3' before the start of the game and then again 1'30" before the start of the game. The Crew Chief will indicate 3' by showing three fingers in the usual manner and then will blow the whistle when 1'30" remain to indicate to the teams that they are to go to their own team bench areas.

3.6 DUTIES DURING THE GAME

- Maintain high levels of concentration, particularly towards the end of quarters of play and in the final two minutes of the game.
- In the event of any special situation or possible error, do not allow the game to start. Make gestures to attract the attention of the referees, clearly raising the hand.

VIDEO

- Apply the rules correctly.
- Collaborate with table co-officials and referees.
- Speak professionally with the members of both playing teams.
- Table Officials should watch the flow of the game carefully, anticipating possible requests for substitutions and time-outs, paying special attention to time-out requests after scored baskets.
- Remember that the Table Officials must be discreet in the use of acoustic signals. In exceptional cases the whistle can be used in certain situations to attract the attention of the referees.
- Do not ever put the referees in a no-win situation. Table officials must know exactly what happened before they call the referee to the table to report any actions by bench personnel.
- It is strictly forbidden to make any signals that can compromise the decisions of the referees.
- Give information and support to any member of the officiating team who requests it, but in a discreet way.
- Clarify the procedure if a request by the referees is made following an unclear situation (end of a quarter, goal made etc.). Never use a gesture or speak loudly. Only give information if the referee requests it, and assign only one speaker from the Table Officials crew.
- Record separately the minutes and the participants in fouls.
- Procedures during a fight and / or team bench personnel leaving the bench area. Should a fight break out on court, and / or the team bench personnel leave the bench area, the Table Officials must remain focused. The assistant scorer must observe the visiting team bench, the shot clock operator the local team

bench and the scorer and the timer must observe the playing court. They are to note the events unfolding on court and in the team bench areas, recording any actions of players, coaches and team followers, in order to assist the referees and Commissioner.

- Inform the referees about any malfunction of the devices whenever the rules provide the opportunity.

3.7 POST-GAME DUTIES

- Avoid discussions or comments with any non-member of the officiating team.
- The scorer should complete the scoresheet as indicated in the rules and in this Manual.
- Observe and record any incident that occurred after the end of the game.
- Help the Crew Chief to write a report to the organising body of the competition, if they need assistance.
- Check (print in the case of the DSS) the scoresheet and sign before giving it to the referees for final approval and signatures.
- Procedure in case of protest. If a team decides to file the protest, they must follow the procedure described in the FIBA Official Basketball Rules. Teams as well as referees, Commissioner and Table Officials must comply with the timeline requirements related to the protest procedure. Immediately after the end of the game, the scorer must indicate in the column "The game ended at" the exact time when the game has ended. The referees must not rush to sign the scoresheet. Instead, the Crew Chief together with the Commissioner shall verify that that the scorer has entered the time in the "Game ended" column. The referees shall then go to their dressing room and wait for the allocated 15 minutes after the end of the game.

  The Table Officials and the Commissioner shall not leave the scorer's table during the 15 minutes after the end of the game.

  Once the team captain signs the scoresheet in the column "Captain's signature in case of protest", the scorer and the FIBA Commissioner shall go the referees' dressing room and present the scoresheet to the Crew Chief. After the verification of the scoresheet, the Crew Chief shall sign the scoresheet, write down the captain signature time, and the FIBA Commissioner will distribute the copies of the scoresheet to both teams.

  The protesting team, however, must submit in writing the reasons for the protest no later than 1 hour following the end of the game. The FIBA Commissioner, the referees and the Table Officials must stay in the sport hall at least 1 hour and under no circumstances may they leave the sport hall until all the paperwork is finalised and the confirmation of the completed procedure has been received from FIBA / FIBA Regional Office. The Crew Chief must report in writing the incident which led to the protest and submit it to the FIBA Commissioner and the respective FIBA Regional Office.
- Give back to the teams a copy of the scoresheet and any license cards or other documents.
- Ask the Crew Chief or the Commissioner (if present) for permission to leave the arena.
- Use the post-game meeting in the changing area to ask about any situations in the game where a misunderstanding took place, or where any unusual situations happened.

PROTEST PROCEDURE

1. A team may file a protest if its interests have been adversely affected by:
   a. an error in scorekeeping, time-keeping or shot clock operations, which was not corrected by the officials.
   b. a decision to forfeit, cancel, postpone, not resume or not play the game.
   c. a violation of the applicable eligibility rules.
2. In order to be admissible, a protest shall comply with the following procedure:
   a. The captain (CAP) of that team shall, no later than 15 minutes following the end of the game, inform the Crew Chief that the team is protesting against the result of the game and sign the scoresheet in the 'Captain's signature in case of protest' column.
   b. The team shall submit the protest reasons in writing no later than 1 hour following the end of the game.
   c. A fee of CHF 1,500 shall be applied to each protest and shall be paid in case the protest is rejected.
3. The Crew Chief shall, following receipt of the protest reasons, report the incident which leads to the protest to the FIBA representative or the competent body in writing.
4. The competent body shall issue any procedural requests which it deems appropriate and shall decide on the protest as soon as possible, and in any case no later than 24 hours following the end of the game. The competent body shall use any reliable evidence and can take any appropriate decision, including, without limitation, partial or full replay of the game. The competent body may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised.
5. The decision of the competent body is also considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, decisions on eligibility may be appealed as provided for in the applicable regulations.
6. Special rules for FIBA competitions or competitions which do not provide otherwise in their regulations:
   a. In case the competition is in tournament format, the competent body for all protests shall be the Technical Committee (see FIBA Internal Regulations, Book 2).
   b. In case of home and away games, the competent body for protests relating to eligibility issues shall be the FIBA Disciplinary Panel. For all other issues giving rise to a protest, the competent body shall be FIBA acting through one or more persons with expertise on the implementation and interpretation of the Official Basketball Rules (see FIBA Internal Regulations, Book 2).

PROTEST PROCEDURE CHECKLIST

GAME PARTICIPANTS INVOLVED

TIMELINE

PROTESTING TEAM	OPPONENT TEAM	REFEREES	COMMISSIONER	TABLE OFFICIALS	COMPETENT BODY
END OF GAME					
The captain signs the scoresheet no later than 15 minutes after the end of the game.		Immediately after the end of the game the Crew Chief verifies that the scorer enters the time in the «Game ended» column. Referees go to the dressing room.	Commissioner (COM) verifies that the scorer enters the time in the «Game ended» column. TD or COM remains at the scorer´s table.	The scorer enters the time in the «Game ended» column. Table Officials remain at the scorer´s table until the Crew Chief gives them permission to leave.	
15 MIN AFTER END OF GAME					
No later than 1 hour following the end of the game the team submits the protest reason(s) in writing to the TD or COM.	The opponent team receives the copy of the scoresheet.	Crew Chief verifies and signs the scoresheet.	Following the Crew Chief's signature, the TD or COM distribute the copies of the scoresheet to both teams.	The scorer brings the scoresheet to the referees' dressing room for verification and signature. Table officials still remain in the sport hall until the Crew Chief or TD/COM give them permission to leave.	
1 HOUR AFTER END OF GAME					
If the written report is not submitted within 1 hour following the end of the game the protest shall be considered withdrawn.	TD or COM informs the team whether the opponent team submits the written report or the protest is withdrawn.	Following the receipt of the protest reasons, the Crew Chief shall send the written report to the competent body.	Following the receipt of the protest reasons, the TD or COM shall send the written report to the competent body OR note on the score-sheet and in their report that the protest was considered withdrawn.	Table Officials' involvement in the game ends.	It may ask for additional information from all game participants: teams, referees, TD or COM, Table Officials.
24 HOURS AFTER END OF GAME					
Team is informed regarding the decision of the competent body.	Team is informed regarding the decision of the competent body.				It issues the decision no later than 24 hours following the end of the game.

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THE SCORER

Chapter 4

THE SCORER

4.1 SCORER'S DUTIES

The scorer shall keep a record of:

- **Teams**, by entering the names and numbers of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the five players to start the game, substitutions or numbers of players, the nearest referee should be notified as soon as possible.
- **Running summary of points scored**, by entering the field goals and the free throws made.
- **Fouls charged**. The scorer shall record the all the fouls charged against players, the Head Coach and First Assistant Coach. The Scorer must notify the referees immediately when a player has fouled out, and a player or a Head Coach shall be game disqualified.
- **Time-outs**. The scorer shall notify the Head Coach through a referee when the Head Coach has no more time-outs left in a half or overtime.
- **The next alternating possession**, by operating the alternating possession arrow. The scorer shall reverse the direction of the alternating possession arrow immediately after the end of the first half as the teams shall exchange baskets for the second half.
- **Head coach's challenge** confirmed by the referees. The scorer shall inform the referees when a Head Coach requests erroneously a challenge for the second time.

4.2 SCORER'S EQUIPMENT AND NECESSARY MATERIALS

For the game, the scorer must have the following equipment.

From the local team or organisation:

- Scoresheet or a computer with DSS
- Alternating possession arrow

In addition, the following are required:

- Dark pens (blue or black) and red pens
- A ruler
- A whistle (for special cases)
- Spare scoresheets (regardless of LOC or home team duties)
- Notice paper to take note of incidents (can be useful if required to make a report to the organising body of the competition), alternating possession arrow changes and players on the court.
- Clips to attach the scoresheet to a clip board, if necessary.

It is also mandatory that the scorer brings the rulebook, interpretations and the Table Officials Manual in paper or digital format.

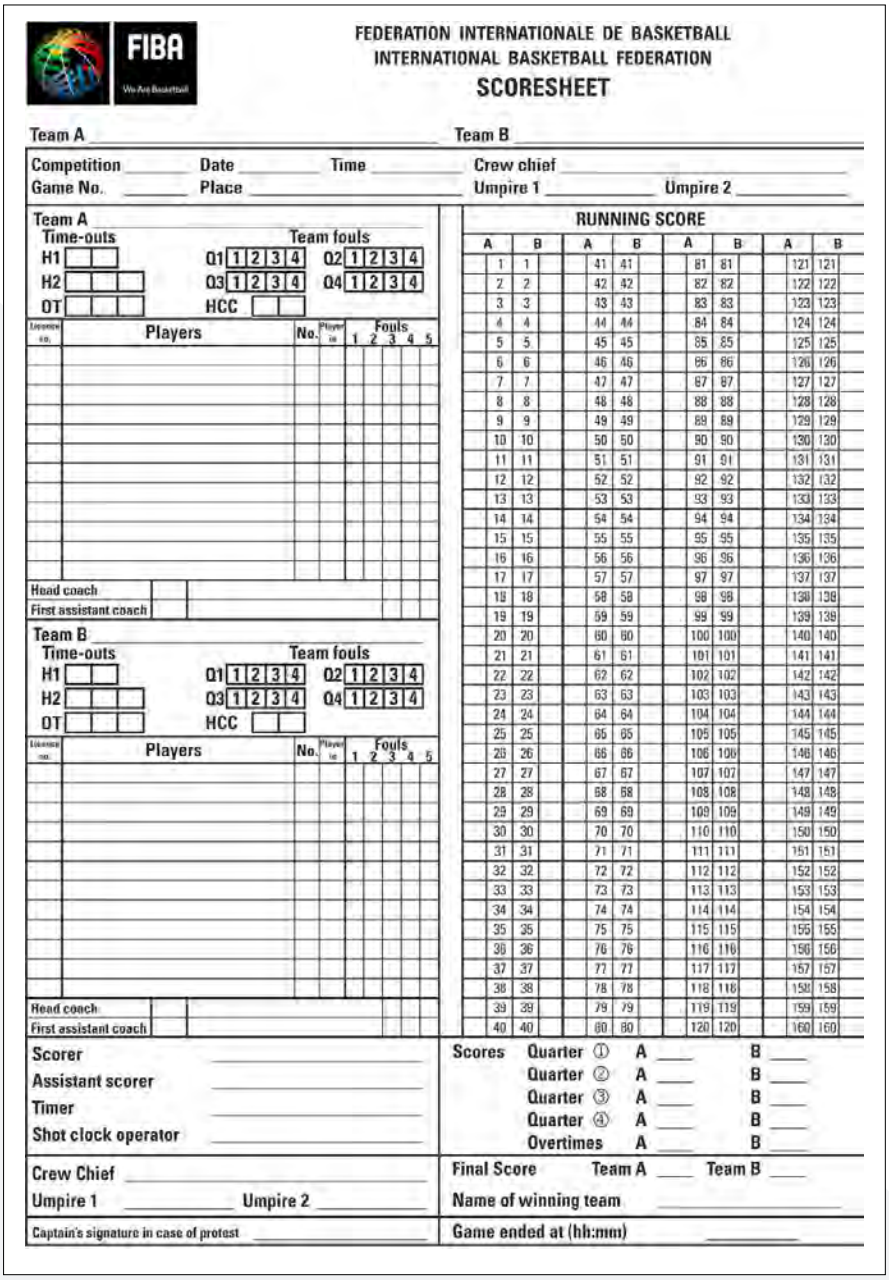
4.3 THE OFFICIAL SCORESHEET

The scoresheet is the official record of the game. The information contained shall reflect the activities of the game.

The scoresheet keeps a record of the teams, running summary of points scored, fouls charged against each player and coach, and time-outs granted.

After the game, the teams receive a copy of the original, so they have an official document which records the important actions of the game.

The scorer is the main table official responsible for recording the actions of the game on the scoresheet, according to the rules. The scorer should write neatly and clearly to ensure high readability of this official document.



FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A _____ Team B _____

Competition _____ Date _____ Time _____ Crew chief _____
Game No. _____ Place _____ Umpire 1 _____ Umpire 2 _____

Team A _____
Time-outs: H1 [ ][ ] H2 [ ][ ][ ] OT [ ][ ][ ]
Team fouls: Q1 1 2 3 4 Q2 1 2 3 4 Q3 1 2 3 4 Q4 1 2 3 4 HCC [ ][ ]

Licence no.	Players	No.	Player id	Fouls 1	2	3	4	5
Head coach								
First assistant coach								

Team B _____
Time-outs: H1 [ ][ ] H2 [ ][ ][ ] OT [ ][ ][ ]
Team fouls: Q1 1 2 3 4 Q2 1 2 3 4 Q3 1 2 3 4 Q4 1 2 3 4 HCC [ ][ ]

Licence no.	Players	No.	Player id	Fouls 1	2	3	4	5
Head coach								
First assistant coach								

RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	41	41	81	81	121	121
2	2	42	42	82	82	122	122
3	3	43	43	83	83	123	123
4	4	44	44	84	84	124	124
5	5	45	45	85	85	125	125
6	6	46	46	86	86	126	126
7	7	47	47	87	87	127	127
8	8	48	48	88	88	128	128
9	9	49	49	89	89	129	129
10	10	50	50	90	90	130	130
11	11	51	51	91	91	131	131
12	12	52	52	92	92	132	132
13	13	53	53	93	93	133	133
14	14	54	54	94	94	134	134
15	15	55	55	95	95	135	135
16	16	56	56	96	96	136	136
17	17	57	57	97	97	137	137
18	18	58	58	98	98	138	138
19	19	59	59	99	99	139	139
20	20	60	60	100	100	140	140
21	21	61	61	101	101	141	141
22	22	62	62	102	102	142	142
23	23	63	63	103	103	143	143
24	24	64	64	104	104	144	144
25	25	65	65	105	105	145	145
26	26	66	66	106	106	146	146
27	27	67	67	107	107	147	147
28	28	68	68	108	108	148	148
29	29	69	69	109	109	149	149
30	30	70	70	110	110	150	150
31	31	71	71	111	111	151	151
32	32	72	72	112	112	152	152
33	33	73	73	113	113	153	153
34	34	74	74	114	114	154	154
35	35	75	75	115	115	155	155
36	36	76	76	116	116	156	156
37	37	77	77	117	117	157	157
38	38	78	78	118	118	158	158
39	39	79	79	119	119	159	159
40	40	80	80	120	120	160	160

Scorer _____
Assistant scorer _____
Timer _____
Shot clock operator _____

Scores: Quarter ① A ____ B ____
Quarter ② A ____ B ____
Quarter ③ A ____ B ____
Quarter ④ A ____ B ____
Overtimes A ____ B ____

Crew Chief _____
Umpire 1 _____ Umpire 2 _____

Final Score Team A ____ Team B ____
Name of winning team _____

Captain's signature in case of protest _____

Game ended at (hh:mm) _____

4.4 RECORDS – BEFORE THE GAME

4.4.1 SCORESHEET HEADER

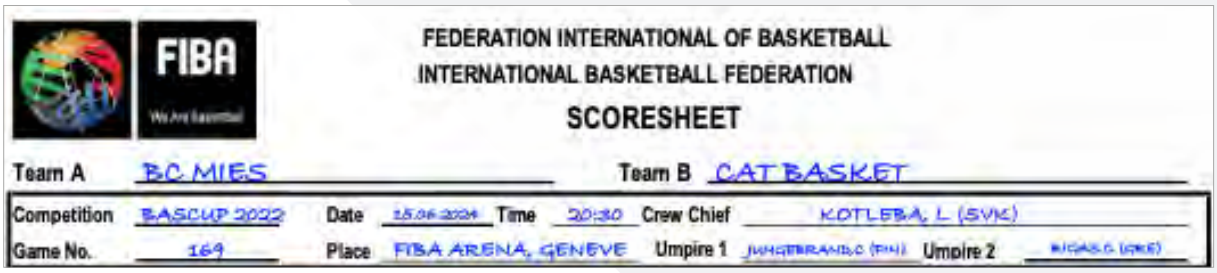
Using the dark pen colour (black/blue), the scorer shall then enter in BLOCK CAPITALS:

- The names of the teams. First team "A" (the home team or in the case of tournaments or games on a neutral playing court, the first team named in the programme), and second team "B". If the names of the teams contain sponsors or nicknames, they should be included.
- The name of the competition.
- The game number.
- The date in the correct format (2 digits for the day, 2 digits for the month and 4 digits for the year, for example 02.05.2014)
- The official time that the game begins. Format: 24 hour digital clock, always using local time.
- The place (city and venue) of the game.
- The names of the Crew Chief and the Umpire(s). Format: last name in full, followed by the initial of the first name. For international competitions, the three-letter code (International Olympic Committee (IOC), https://en.wikipedia.org/wiki/List_of_IOC_country_codes) for the referee's country shall be added after in brackets, for example BARTOW, K. (SWE).

4.4.2 RECORDING TEAMS: PLAYERS AND COACHES

The scorer shall then enter the names of the members of each team, using the list of team members as provided by the Head Coach or team´s representative at least 40 minutes before the game is scheduled to begin.

In the header, the scorer shall indicate the venue and the city where the game takes place.


FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A BC MIES Team B CAT BASKET

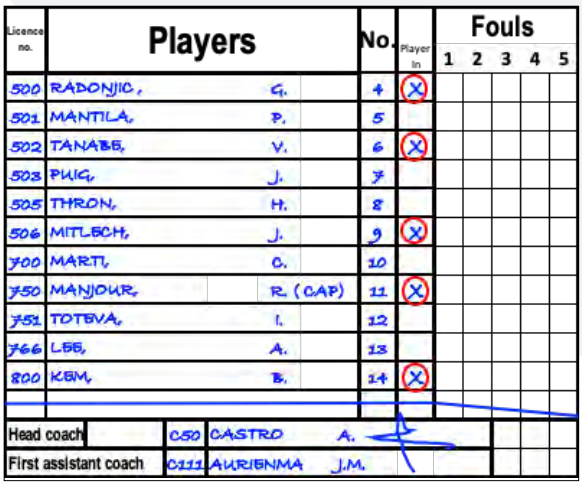
Competition BASCUP 2022 Date 15.06.2024 Time 20:30 Crew Chief KOTLEBA, L (SVK)

Game No. 169 Place FIBA ARENA, GENEVE Umpire 1 JUNGEBRAND,C (FIN) Umpire 2 BIGAS,C (GRE)

Team 'A' shall occupy the upper part of the scoresheet, and team 'B' the lower part.

In the first column, the scorer shall enter the number (last three digits) of each player's license. For tournaments, the players´ license numbers shall only be indicated for the first game played by the team.

In the second column, the scorer shall enter each player's name and initials, all in BLOCK CAPITAL letters. Each player's shirt number shall be written in the third column. The captains of the teams shall be indicated by entering (CAP) immediately after their name.



Licence no.	Players		No.	Player in	Fouls 1	2	3	4	5
500	RADONJIC,	G.	4	X					
501	MANTILA,	P.	5						
502	TANABE,	V.	6	X					
503	PUIG,	J.	7						
505	THRON,	H.	8						
506	MITLECH,	J.	9	X					
700	MARTI,	C.	10						
750	MANJOUR,	R. (CAP)	11	X					
751	TOTEVA,	I.	12						
766	LEE,	A.	13						
800	KEM,	B.	14	X					
Head coach		C50	CASTRO	A.					
First assistant coach		C111	AURIENMA	J.M.					

At the bottom of each team's section, the scorer shall enter (in BLOCK CAPITAL letters) the names of the team's Head Coach and first Assistant Coach, and their license numbers. For tournaments, the coaches´ license number shall only be indicated for the first game played by the team.

To make foul recording easier, the names of players shall be entered in increasing order of their shirt number (00, 0,1,2…99).

If a team presents fewer than twelve players, when the game starts, the scorer shall draw a line(s) through the last blank entry(ies). If there are more than one player blank entries, the horizontal line may reach the first box of players' fouls and continue diagonally to the last box (see example above). Such lines should not be ruled until after the Head Coach has signed.

4.4.3 STARTING FIVE AND HEAD COACHES' SIGNATURES

At least ten minutes before the game is scheduled to begin both Head Coaches shall confirm their agreement with the names and the corresponding numbers of their team members and the names of the Head Coach and first Assistant Coach.

Then the Head Coach shall indicate the five players to start the game by marking a small 'x' beside the players' number in the 'Player in' column, and will finally sign the scoresheet. The Head Coach of team 'A' shall be the first to provide the above information.

At the beginning of the game, the scorer shall circle the small 'x' of the 5 players in each team to start the game (using the red pen). If there are any discrepancies the scorer must notify the Crew Chief immediately. During the game, the scorer shall draw a small 'x' (not circled) in the 'Player in' column when a substitute enters the game for the first time as a player.

Head coach	C001	CANUT	A.		
First assistant coach	C120	BRAZAUSKAS,	C.		

Players who have been designated by the Head Coach to start the game may be substituted in the event of an injury. In this case, the opponents are also entitled to substitute the same number of players, if they so wish.

If anyone (coaches, Table Officials, referees etc.) notice an error before the game, for example, that the number of a player recorded on the scoresheet is not the same as the number displayed on the shirt, or the name of a player is omitted on the scoresheet, the error must be immediately corrected. In particular, the wrong shirt number will be corrected or the name of the player will be added in the scoresheet without any sanction. If this kind of error is discovered when the game has already started, the Table Officials shall notify the referees, and the referee will stop the game at a convenient moment so as not to disadvantage either team. The wrong shirt number will be corrected without any sanction. However, the name of any player omitted from the scoresheet cannot be added to the scoresheet once the game has begun.

In the case of a team having no coach, the team's captain becomes responsible and shall sign the scoresheet in the box reserved for the Head Coach. In this case, the scorer shall also record the name of the captain in the Head Coach's box and then write after the word "CAP" (as shown).

Head coach	260	MARTINEZ, J. (CAP)			
First assistant coach					

4.4.4 PROCEDURE IN CASE OF GAME LOST BY FORFEIT

Game lost by forfeit

Remember, a team shall lose the game by forfeit if:

- The team is not present or is unable to field 5 players ready to play 15 minutes after the scheduled time to begin.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the Crew Chief.

If a team is not present at the venue, the scorer should complete the scoresheet in the usual way and in the boxes of the team players write "ABSENT" diagonally, over the players' names boxes. If both teams are not present, this procedure would be repeated in the boxes for each team. In any case, the pertinent explanations should be written on the back of the scoresheet.

Procedure:

- The scorer must register at least 5 players of the team that are present for the game.
- The Head Coach that is present, must give 5 starting players and sign the scoresheet.
- After waiting the prescribed time (15 minutes after the scheduled time to begin the game), and after being instructed by the Crew Chief, the scorer must disable the boxes where players register by writing: "ABSENT" as described above, for the team that is not present.
- The referees and Table Officials should also sign the scoresheet.
- The Crew Chief must write a brief report on the back of the scoresheet and must score 20-0 on the final score of the game, for the team present.

Team A

Licence no.	Players		No.	Player in	Fouls 1	2	3	4	5
250	MAYER,	F.	0	X					
252	MANOS	J Jr.	3	X					
253	JONES,	M	4	X					
254	KENT,	Q.	5						
255	MARTINEZ,	C.	6						
256	LOPEZ,	J. (CAP)	7	X					
257	HEMEL,	D.	8						
265	OBRADOVIC,	C.	9						
266	AGUILAR,	V.	10						
268	RIMKUS,	T.	12						
300	PEROTTI,	R.	15	X					
301	VIDOT,	A.	20	X					
Head coach	C001	CANUT	J.						
First assistant coach	C80	SERRAT	A.						

Team B

Licence no.	Players	No.	Player in	Fouls 1	2	3	4	5
Head coach								
First assistant coach								

ABSENT

Final Score	Team A 20	Team B 0
Name of winning team	BC MIES	

4.5 THE RUNNING SCORE – DURING THE GAME

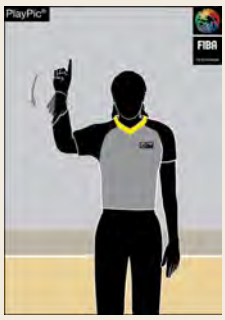
4.5.1 SCORES

The scorer shall keep a chronological running summary of points scored, by entering the field goals and the free throws made by each team.

There are four columns on the scoresheet for the running score. The two on the left are for team 'A' and the two on the right for team 'B'. The centre two columns are for the running score (160 points) for each team.

The scorer must use RED pen during the 1st and 3rd quarters, and DARK (blue or black) pen for the 2nd and 4th quarters and all overtimes (since overtimes are considered an extension of the 4th quarter).

When points are scored from field goals or free throws, the scorer shall record this as shown below.



One point: a filled circle (●) and beside it write the number of the player who scored the free throw.

In these examples, A8 and B14 each scored free throws.

VIDEO

A		B	
6	~~50~~	~~50~~	4
8	~~51~~	~~51~~	14
	52	52	
	53	53	

Two points: a diagonal line (/) for right-handed and (\ ) for left-handed, and beside it write the number of the player who scored the field goal.

In this example, A10 scored a two-point field goal.

VIDEO

VIDEO

A		B	
8	~~51~~	~~51~~	14
	52	52	
10	~~53~~	53	

A		B	
8	~~51~~	~~51~~	14
	52	52	
10	~~53~~	53	

Three points: a diagonal line (/ or \ ) and by drawing a circle (O) around the player's number.

In this example, A8 scored a three-point field goal.

VIDEO

A		B	
8	~~55~~	~~55~~	14
	56	56	
	57	57	
8	~~58~~	58	

- A field goal accidentally scored by a player in team's own basket shall be recorded as having been scored by the captain of the opposing team on the playing court. VIDEO
- Points scored when the ball does not enter the basket (Art. 31 Goaltending and Interference) shall be recorded as having been scored by the player who attempted the field goal.

- At the beginning of each quarter the scorer shall continue to keep a chronological running summary of the points scored from the point of interruption (changing the pen's colour). All overtimes shall be written in the DARK colour (blue or black).

Closures: end of the quarter

At the end of each quarter, if there is no pending IRS situation, the scorer shall draw with the pen used in the quarter a thick circle (O) around the latest number of points scored by each team, followed by a thick horizontal line under those points and under the number of each player who scored those last points. If there is an IRS situation, the scorer cannot close the quarter until the referees make their final decision.
In addition, the scorer shall enter the score of that quarter in the proper section in the lower part of the scoresheet (using the colour of the quarter)

Scores				
	Quarter ①	A 24	B 20	
	Quarter ②	A	B	
	Quarter ③	A	B	
	Quarter ④	A	B	
	Overtimes	A	B	

The scorer shall check the running score, foul counts and time-out counts with the visual scoreboard. If there is a discrepancy, and the score in scoreheet is correct, the scoreboard should be corrected immediately. If in doubt or if one of the teams raises an objection to the correction, the scorer shall inform the referees as soon as possible, but must wait for the first dead ball when the game clock is stopped before sounding the signal.

A		B	
6	~~16~~	~~16~~	4
8	~~17~~	~~17~~	14
	18	18	
10	~~19~~	~~19~~	14
	20	20	4
8	~~21~~	21	
	22	~~22~~	14
	23	~~23~~	10
8	~~24~~	24	
	25	25	
6	~~26~~	~~26~~	6

Overtime

In the case of overtimes the scorer shall draw, with the DARK pen, a thick circle (O) around the last number of points scored by each team, followed by a thick horizontal line under those points and under the number of each player who scored those last points.

In addition, the scorer shall enter the score of that quarter in the proper section in the lower part of the scoresheet.

Scores				
	Quarter ①	A 24	B 20	
	Quarter ②	A 20	B 31	
	Quarter ③	A 19	B 19	
	Quarter ④	A 31	B 24	
	Overtimes	A	B	

A		B	
	90	~~90~~	14
8	~~91~~	91	
	92	92	
	93	~~93~~	4
8	~~94~~	~~94~~	4
	95	95	

The end of game or the overtime

If at the end of the overtime the score is still tied, the scorer shall circle the final score of that overtime and draw a single thick horizontal line under those points and under the number of each player who scored those last points.

The partial score should not be recorded in the lower section of the scoresheet. This procedure shall be repeated for each overtime played until there is a winner.

Once the game is finished, the scorer shall circle the final scores of the last overtime and draw two thick horizontal lines under the final number of points scored by each team and the numbers of the players who scored those last points. A diagonal line shall also be drawn to the bottom of the column to obliterate the remaining numbers (running score) for each team. This is to be done in the DARK colour pen. The scorer shall then enter the TOTAL points scored in the overtimes in the lower section of the scoresheet.

At the end of the game, the scorer shall enter the final score and the name of the winning team.

Scores				
	Quarter ①	A 24	B 20
	Quarter ②	A 20	B 31
	Quarter ③	A 19	B 19
	Quarter ④	A 31	B 24
	Overtimes	A 8	B 6

A		B	
	93	93	4
8	94	94	4
	95	95	
	96	96	
8	97	97	5
	98	98	
	99	99	
8	100	100	5
	101	101	
12	102	102	
	103	103	
	104	104	
	105	105	
	106	106	
	107	107	
	108	108	
	109	109	

4.5.2 POSSIBLE MISTAKES AND SOLUTIONS

Mistakes can be corrected at any time before the Crew Chief signs the scoresheet at the end of the game, even if this correction influences the result of the game. The Crew Chief must sign next to the correction and report the error to the organisers of the game, by recording this on the back of the scoresheet.

Corrections on the scoresheet must be done clearly to preserve its readability and by using common sense according to the true sequence of the events.

If a mistake is discovered by the scorer:

- During the game, the scorer must wait for the first dead ball when the game clock is stopped, before sounding the signal and reporting the error to the referees. It is important to note that the Crew Chief is to be advised prior to any correction occurring. When the correction is complete the Crew Chief shall check it with a little signature with DARK pen as shown in the following examples.
- After the game, the Crew Chief will have to write a report at the back of the scoresheet, where all the mistakes have to be explained and validated.

The following mistakes could be made:

Case 1: Less points recorded

Three-point goal (scored by A8) recorded as two points.

The scorer shall draw a horizontal line to cancel the error and then record the correct score in the usual way.

A		B	
6	~~50~~	~~50~~	4
8	~~51~~	~~51~~	14
	52	52	
~~8~~	~~53~~	53	
8	~~54~~	54	
	55	55	

Case 2: More points recorded

Two-point goal (scored by A8) recorded as three points

The scorer shall record immediately the correct score, but not draw a horizontal line to cancel the incorrect recording. Beside the incorrect score, a little dot (●) should be drawn to remember the error.

If a free throw is scored next by the team then this can be clearly indicated, as shown in the diagram.

A		B	
6	~~50~~	~~50~~	4
8	~~51~~	~~51~~	14
	52	52	
8	~~53~~	53	
● 8	~~54~~	54	
	55	55	

Case 3: Recorded points for the incorrect team.

For the third case, we should follow the same procedure used for incorrectly awarded / recorded points.

The scorer shall record immediately the correct score, but not draw a horizontal line to cancel the incorrect recording. Beside the incorrect score, a little dot (●) should be drawn to remember the error.

A		B	
6	~~50~~	~~50~~	4
8	~~51~~	~~51~~	14
	52	52	
	53	53	
● 8	~~54~~	~~54~~	8
	55	55	

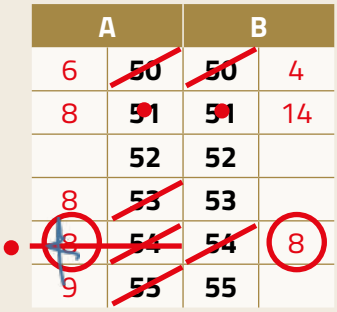
The scorer must continue recording the points scored and use the blank spaces, if after the correction A8 scores a field goal followed by a free throw.

A		B	
6	~~50~~	~~50~~	4
8	~~51~~	~~51~~	14
	52	52	
8	~~53~~	53	
● 8	~~54~~	~~54~~	8
	55	55	

Case 3: ...continues

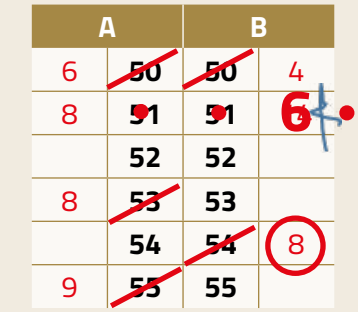
Only when the wrong score is passed (2 and 2 or 2 and 3 points), the scorer must draw a horizontal line across the incorrect fields.

In the example after the correction A9 scores a 2 points field goal twice.



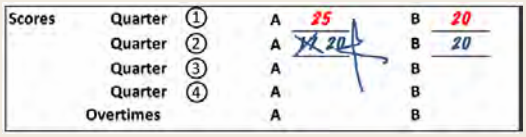
Case 4: Wrong player's number for a made goal

If the scorer enters the wrong player's number after a made goal, the correct number should be written over the wrong one. Next to the corrected number, a little dot (●) should be drawn to remember the error.



Case 5: Wrong quarter score

This shall be simply corrected as shown in the diagram.

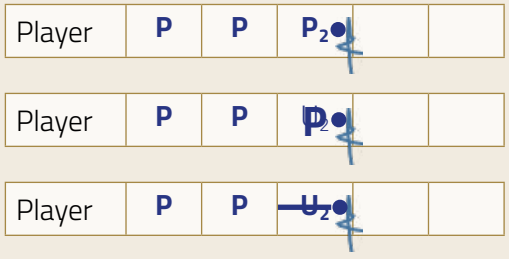


Case 6: Wrong type of foul

If the scorer enters a wrong type of foul, the correct type of foul should be written over the wrong one. Next to the foul, a little dot (●) should be drawn to remember the error.

Case 7: Foul entered to the wrong player

If the scorer enters a foul to the wrong player, the foul should be entered to the right player. Next to the wrong foul noted, a little dot (●) should be drawn to remember the error. Three different situations can occur:
- If this player commits the same type of foul later, the inscription will remain the same with the dot.
- if another type of foul is committed, the scorer will write it over the former one.
- if no other foul is committed, the scorer will strike a line on it.



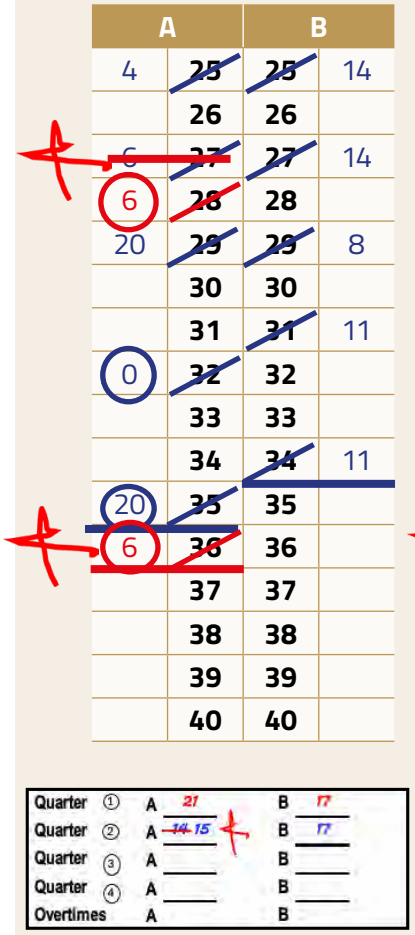
4.5.3 POSSIBLE ERRORS DISCOVERED WITHIN THE TIME-FRAME OF ART 45 CORRECTABLE ERRORS

The following principles should be followed:

- Where the error occurs, it should be corrected according to the guidelines of Table Officials Manual (TOM).
- The Crew Chief must sign in that action.
- The rest of the RUNNING SCORE should not be corrected.
- In all cases, the referee must write a report to the organisation after the game.

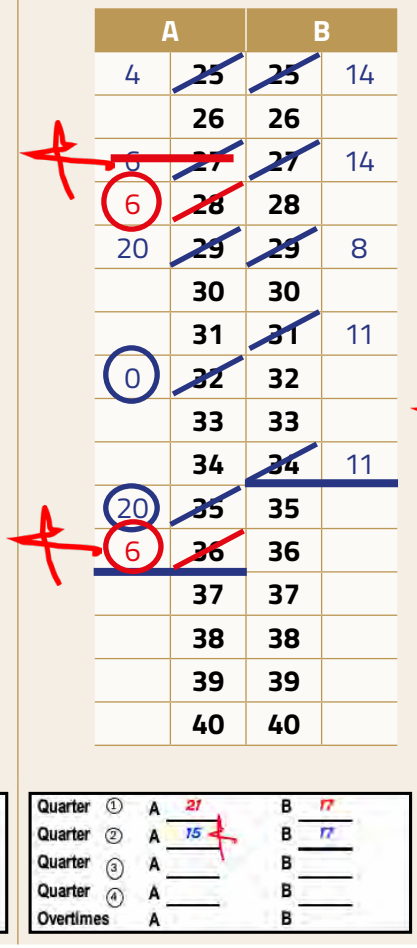
Case 1
Error in the 2Q discovered after closing the quarter

If the quarter in which the error occurred is already closed, the RUNNING SCORE should be corrected, the quarter re-closed, and the partial score adjusted in the SCORE box for the quarters, with a referee's signature.



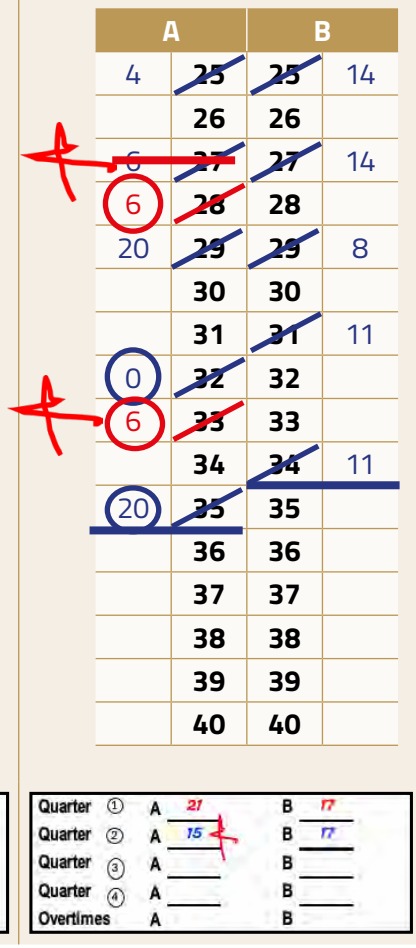
Case 2
Error in the 2Q discovered before closing the quarter

If the quarter in which the error occurred is not closed, the RUNNING SCORE should be corrected, the quarter closed, and the partial score noted in the SCORE box for the quarters, with a referee's signature.



Case 3
Error in the 2Q discovered during the quarter

If the error is discovered during an ongoing quarter, the RUNNING SCORE should be updated, with the Crew Chief signing both actions, and the scores should continue to be recorded as usual. Additionally, the partial score in the SCORE box should also have the Crew Chief's signature.



4.5.4 CLASSIFICATION OF THE FOULS

Player fouls may be personal, technical, flagrant, disruptive or disqualifying and shall be recorded against the player.

Fouls committed by first Assistant Coach, substitutes, excluded players and accompanying delegation members may be technical or disqualifying and shall be recorded against the Head Coach. The scorer shall record fouls using the pen colour of the quarter.

Each time a new foul is recorded, the scorer must call out loud the personal foul reached by the player and team fouls (team fouled – and A-B team fouls), so the Table Officials crew is updated about records on the scoresheet **(eg. 14B 4th personal – 3rd team foul – 2 – 3 team fouls)**, and with the help of colleagues (assistant scorer and/or timer) may check fouls recorded on the visible scoreboard.

All fouls shall be recorded, in the players and coach's boxes, as follows:

4.5.5 HOW TO RECORD THE DIFFERENT FOULS

Classification of the fouls

P	PERSONAL FOUL
T	CATEGORY 1 TECHNICAL FOUL ON A PLAYER
T	CATEGORY 2 TECHNICAL FOUL ON A PLAYER
FL	FLAGRANT FOUL
DI	DISRUPTIVE FOUL
D	DISQUALIFYING FOUL FOR PLAYER, HEAD COACH, FIRST ASSISTANT COACH, SUBSTITUTE &EXCLUDED PLAYER
F	DISQUALIFYING FOUL FOR FIGHTING ART. 40
C	TECHNICAL FOUL ON THE HEAD COACH FOR PERSONAL BEHAVIOUR
B	TECHNICAL FOUL ON THE HEAD COACH FOR BEHAVIOUR OF ANY OTHER PERSON PERMITTED TO SIT ON THE TEAM BENCH

Note: If there is an IRS situation, the scorer shall wait for the referees' final decision before entering the corresponding fouls.

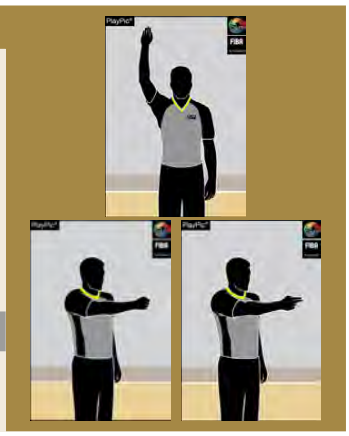
4.5.5.1 RECORDING AND DESCRIPTION OF THE PLAYERS FOULS

PERSONAL FOUL, WITHOUT FREE-THROWS

Player	P				

A personal foul shall be indicated by entering a 'P'.

VIDEO



PERSONAL FOUL, WITH 1, 2 or 3 FREE-THROWS

Player	P_1	P_2	P_3		

Any foul involving a free throw(s) shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'P'.

VIDEO

FOULS WITH PENALTIES CANCELLED ACCORDING TO ART 43

Team A

Player	P	P_2	D_C		

Team B

Player	P	FL_C			

All fouls against both teams involving penalties of the same severity and cancelled according to Art. 43 (Special situations) shall be indicated by adding a small 'c' beside the 'P', 'T', 'C', 'B', 'DI', 'FL' or 'D'.

DOUBLE FOUL

Team A

Player	P				

Team B

Player	FL_2	P			

A double foul is a situation in which 2 opponents commit personal or flagrant/disqualifying fouls on each other at approximately the same time.

CATEGORY 1 TECHNICAL FOULS & COMBINATION

Player 1	T 1	T 1	GD			
Player 2	T 1	FL 1	GD			
Player 3	T 1	P	P	P_2	T 1	GD

A category 1 technical foul against a player shall be indicated by entering a circled T followed by the corresponding number of free throw (1) beside T. A second category 1 technical foul shall also be indicated by entering a circled T, followed by a 'GD' for the game disqualification in the following space.

A category 1 technical foul against a player with an earlier flagrant foul or a flagrant foul against a player with an earlier category 1 technical foul shall also be indicated by entering T or FL followed by a 'GD' in the next following space.

VIDEO

FLAGRANT FOULS & COMBINATION

Player 1	FL 2	U 2	GD			
Player 2	T 1	FL 2	GD			
Player 3	FL 2	P	P	P_2	FL 2	GD

A flagrant foul against a player shall be indicated by entering a circled FL. If it involves free throws they shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the circled FL.

A second flagrant foul shall also be indicated by entering a circled FL, followed by a 'GD' in the next following space.

A flagrant foul against a player with an earlier category 1 technical foul or a category 1 technical foul against a player with an earlier flagrant foul shall also be indicated by entering FL or T followed by a 'GD' in the next following space.

DISQUALIFYING FOULS

Player	D_2					

A disqualifying foul shall be indicated by entering a 'D'. If it involves free throws they shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'D'.

VIDEO

4.5.5.2 RECORDING AND DESCRIPTION OF SUBSTITUTE & EXCLUDED PLAYER FOULS

TECHNICAL FOUL BY A SUBSTITUTE OR AN EXCLUDED PLAYER

Head coach	B 1			
Head coach	C 1	B 1	B 1	GD
Head coach	B 1	B 1	B 1	GD

A technical foul against a substitute or a excluded player for unsportsmanlike behaviour shall be indicated by entering circled Ⓑ in the Head Coach box, and adding the 1 free throw beside circled Ⓑ.

After a combination of the (3) technical fouls has been charged to the first Assistant Coach, substitute, excluded player or accompanying delegation members, a 'GD' shall be recorded against the Head Coach.

DISQUALIFYING FOUL BY A SUBSTITUTE

Substitute	D				
Head coach			B 2		

A disqualifying foul shall be indicated by entering a 'D' against the player. In addition, a bench technical foul for the Head Coach shall be entered. This foul does not count towards team fouls.

DISQUALIFYING FOUL BY AN EXCLUDED PLAYER

Excluded player	P	P	P_2	P_2	P	D
Head coach			B 2			

A disqualifying foul shall be indicated by entering a 'D' against the player. In addition, a bench technical foul for the Head Coach shall be entered. This foul does not count towards team fouls.

4.5.5.3 RECORDING AND DESCRIPTION OF HEAD COACH, FIRST ASSISTANT COACH & ACCOMPANYING DELEGATION MEMBERS FOULS

All fouls charged against the Head Coach do not count as team fouls. You will find below examples of disqualifying fouls because of fighting (Art. 40), with different penalties, whether the persons enter the court or actively participate in the fight etc.

TECHNICAL FOULS

Head coach	C 1		
Head coach	C 1	C 1	GD

A technical foul against the Head Coach for personal unsportsmanlike behaviour shall be indicated by entering a circled Ⓒ. A second similar technical foul shall also be indicated by entering a circled Ⓒ, followed by a "GD" in the following space.

Technical fouls during an interval of play are considered to be committed in the next quarter, using the pen colour of the quarter that follows, so it must be recorded as:

- A circled Ⓑ if the foul was committed by a first Assistant Coach, substitute, excluded player or an accompanying delegation member.
- A circled Ⓒ if the foul was committed by the Head Coach.

VIDEO

TECHNICAL FOUL BY FIRST ASSISTANT COACH, SUBSTITUTE, EXCLUDED PLAYER OR ACCOMPANYING DELEGATION MEMBER

Head coach	B 1			
Head coach	C 1	B 1	B 1	GD
Head coach	B 1	B 1	B 1	GD

A technical foul against a first Assistant Coach, substitute, excluded player and accompanying delegation member for unsportsmanlike behavior shall be indicated by entering a circled Ⓑ in the Head Coach box, and adding the 1 free throw beside circled Ⓑ.

After a combination of the (3) technical fouls has been charged to the first Assistant Coach or accompanying delegation members, a 'GD' shall be recorded against the Head Coach.

DISQUALIFYING FOUL

Head coach	D_2		

A disqualifying foul against **the Head Coach** for personal unsportsmanlike behaviour shall be indicated by entering a 'D', adding the 2 free throws beside the 'D'.

DISQUALIFYING FOUL BY FIRST ASSISTANT COACH, SUBSTITUTE, EXCLUDED PLAYER OR ACCOMPANYING DELEGATION MEMBER

Head coach	B_2		
First Assistant Coach	D		

A disqualifying foul against **a first Assistant Coach** for personal unsportsmanlike behaviour shall be indicated by entering a 'D'. Also, a bench technical foul recorded as circled Ⓑ and adding the 2 free throws beside the 'B' should be entered in the Head Coach`s box.

Head coach	BD_2		

A disqualifying foul against **an accompanying delegation member** for personal unsportsmanlike behaviour shall be indicated by entering a circled ⒷⒹ and adding the 2 free throws beside the 'BD' should be entered in the Head Coach`s box.

4.5.5.4 RECORDING AND DESCRIPTION DISQUALIFYING FOUL ART. 40 FIGHTS

DISQUALIFYING FOUL FOR FIGHTING ART 40 BY A SUBSTITUTE OR AN EXCLUDED PLAYER

Substitute 1	P	P	D	F	F	
Substitute 2	P	P	P_2	P_2	D	F
Head coach			B $_2$			
Excluded player	P	P	P_2	P_2	P	DF
Head coach			B $_2$			

If the substitute has fewer than four fouls, then an 'F' shall be entered in all remaining foul spaces. If the player already has five fouls, then 'F' shall be written immediately after the last foul box (as shown above).

In addition, and regardless of the number of persons who leave the team bench area, only one technical foul shall be entered for the Head Coach recorded as circled Ⓑ, and adding the 2 free throws beside 'B'. Technical or disqualifying fouls according to Art. 40 shall not count as team fouls.

DISQUALIFYING FOUL FOR FIGHTING ART 40 BY A SUBSTITUTE OR AN EXCLUDED PLAYER ACTIVELY INVOLVED IN THE FIGHT

Substitute 1	P	D_2	F	F	F	
Head coach			B $_2$			
Excluded player	P	P	P_2	P_2	P	D_2F
Head coach			B $_2$			

A disqualifying foul shall be indicated by entering a 'D', against the substitute or excluded player adding the 2 free throws beside 'D'.
If the substitute has fewer than four fouls, then an 'F' shall be entered in all remaining foul spaces.

If an excluded player is actively involved in a fight, then a 'D' shall be entered, adding the 2 free throws beside 'D'. Also, an 'F' shall be written immediately after and next to the last foul box (as shown above).

In addition, and regardless of the number of persons who leave the team bench area, only one technical foul shall be entered for the Head Coach recorded as circled Ⓑ, and adding the 2 free throws beside 'B'.

DISQUALIFYING FOUL FOR FIGHTING ART 40 BY A HEAD COACH, FIRST ASSISTANT COACH OR ACCOMPANYING DELEGATION MEMBERS

If only the Head Coach is disqualified

Head coach	D_2	F	F

If only the first Assistant Coach is disqualified

Head coach	B_2		
First Assistant Coach	D	F	F

If both the Head Coach and the first Assistant Coach are disqualified

Head coach	D_2	F	F
First Assistant Coach	D	F	F

If an accompanying delegation member is disqualified

Head coach	B_2	BD	

If two accompanying delegation members are disqualified

Head coach	B_2	BD	BD

Disqualifying fouls against Head Coaches, first Assistant Coaches and accompanying delegation members for leaving the team bench area (Art. 40), shall be recorded as shown above. In all remaining foul spaces of the disqualified person an 'F' shall be entered.

DISQUALIFYING FOUL FOR FIGHTING (DF) ART 40 BY A HEAD COACH, FIRST ASSISTANT COACH OR ACCOMPANYING DELEGATION MEMBERS ACTIVELY INVOLVED IN THE FIGHT

If only the Head Coach is disqualified

Head coach	D_2	F	F

If only the first Assistant Coach is disqualified

Head coach	B_2		
First Assistant Coach	D_2	F	F

A disqualifying foul for first Assistant Coach, shall be indicated by entering a 'D', and adding the 2 free throws beside the 'D', then an 'F' shall be entered in all remaining foul spaces.

Also, a bench technical foul recorded as circled Ⓑ and adding the 2 free throws beside the 'B' should be entered in the Head Coach`s box

If both the Head Coach and the first Assistant Coach are disqualified

Head coach	D_2	F	F
First Assistant Coach	D_2	F	F

If an accompanying delegation member is disqualified

Head coach	B_2	BD_2	

If two accompanying delegation members are disqualified

Head coach	B_2	BD_2	BD_2

Each disqualification of an accompanying delegation member shall be charged against the Head Coach, recorded as 'BD2', but shall not count to the three technical fouls for disqualification.

In addition, and regardless of the number of persons who leave the team bench area, only one technical foul shall be entered for the Head Coach recorded as circled Ⓑ, and adding the 2 free throws beside 'B'.

Is important to note that:

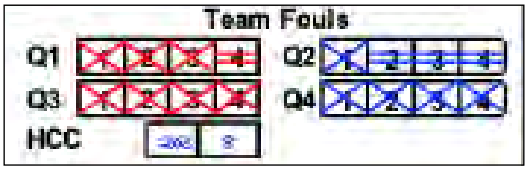
- During an interval of play, all team members entitled to play are considered as players (Art. 4.1.4).
- All team fouls committed in an interval of play shall be considered as being committed in the following quarter or overtime (Art. 42.1.2).
- All team fouls committed in an overtime shall be considered as being committed in the fourth quarter (Art. 42.1.3).

4.5.6 TEAM FOULS

For each quarter, four spaces are provided on the scoresheet (immediately below the team's name and above the players' names) to enter the team fouls.

Whenever a player commits a personal, technical, disruptive, flagrant or disqualifying foul, the scorer shall record the foul against the team of that player by marking a large 'X' in the designated spaces in turn.

At the end of each quarter, unmarked spaces will be ruled out with two lines as shown below.



When a team reaches **its fourth team foul the team foul** marker shall be positioned on the scorer's table.

Where – at the end nearest to the bench of the team in a team foul penalty situation.

When – the ball becomes live following the fourth team foul in a quarter.

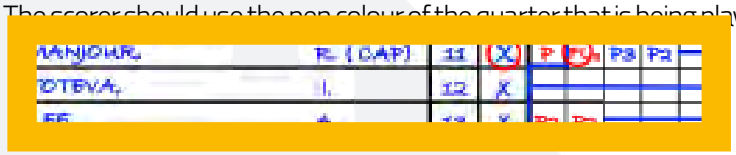
Who – The team marker may be lifted up by the table official nearest the bench of the team in a team foul penalty situation (e.g. assistant scorer, timer, shot clock operator)

Why – If the scorer lifts up the team marker and passes it to a colleague, this could distract the officials from the game that is about to restart. This could mean that there are fewer Table Officials watching the court and could result, for example, in the game clock being erroneously started later than it should be.

4.5.7 WHEN SUBSTITUTES ENTER THE GAME FOR THE FIRST TIME

During the game, the scorer shall draw a small 'x' (not circled) in the 'Player in' column, beside the number of a player when that player enters the game for the first time.

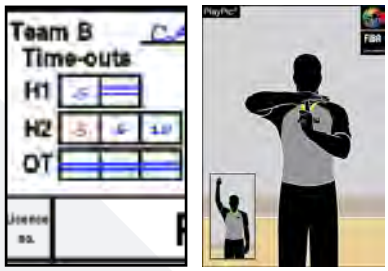
The scorer should use the pen colour of the quarter that is being played.



4.5.8 TIME-OUTS

Each team may be granted:

- 2 time-outs during the first half,
- 3 time-outs during the second half with a maximum of 2 of these time-outs in the last 2 minutes of the second half,
- 1 time-out during each overtime.



Time-outs granted shall be recorded on the scoresheet by entering the minute of the playing time of the quarter or overtime in the appropriate boxes below the team's name. For example, if 3:44 minutes are left to the end of the first quarter, the scorer shall record 7, because 10-3 =7.

Unused time-outs may not be carried over to the next half or overtime. At the end of each half, (1st and 2nd quarter, 3rd and 4th quarter), unused time-outs will be ruled out with two horizontal lines as shown above.

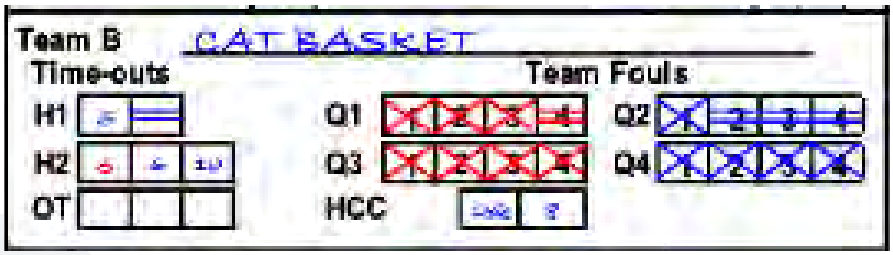
Should the team not be granted its first time-out before the last 2 minutes of the second half, the scorer shall mark 2 horizontal lines in the first box for the team's second half.

4.5.9 HEAD COACH'S CHALLENGE

In games using the Instant Replay System (IRS), a Head Coach's Challenge (HCC) is available to each team and may be requested at any time during the game.

The Head Coach requesting the challenge shall make eye contact with the nearest referee and clearly say loudly in English "challenge" while showing the Head Coach challenge signal (No. 59, drawing a box, like a TV screen). The request shall be final and irreversible.

If granted, the HCC shall be recorded on the scoresheet, below the team name, in the boxes next to HCC. In the first box, the scorer shall enter the quarter or overtime (Q1, Q2, Q3, Q4 or OT) and in the second box the minute of playing time of the quarter or overtime.



4.5.10 END OF QUARTER OR INTERVAL PLAY

- Recording the partial scores, fouls and unused time-outs.
- With two horizontal parallel lines (as described above):
  - At the end of each quarter unmarked team foul spaces (below)
  - At the end of each half unused time-outs (above)

At the end of 2nd quarter (first half), the scorer shall draw a thick line between the spaces that have been used and those that have not been used in the players' foul boxes and the coach's foul boxes. These lines shall be drawn in the DARK colour (blue or /black).

The scoresheet should be made available to the Commissioner and Crew Chief whenever they request to see it.

4.5.11 PROCEDURE IN CASE OF GAME LOST BY DEFAULT

Game lost by default

A team shall lose a game by default if, during the game, the team has fewer than two players on the playing court ready to play.

- If the team to which the game is awarded is ahead, the final score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour.
- The referees and Table Officials should also sign the scoresheet. The Crew Chief should also make a record on the back of the scoresheet for the organising body.
- The Crew Chief must write the report for the organization on the back of the scoresheet, and will also write either current result of the game or 2-0, depending on who has run out of players to play.

4.6 AT THE END OF THE GAME

4.6.1 RECORDING THE FINAL SCORE

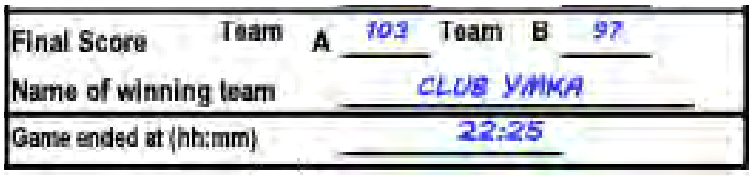
At the end of the game (4th quarter or the last overtime), the scorer shall draw 2 thick horizontal lines under the final number of points scored by each team and the numbers of the players who scored those last points as shown.

A diagonal line should also be drawn to the bottom of the column from left to right to cancel the remaining numbers (running score) for each team as shown.

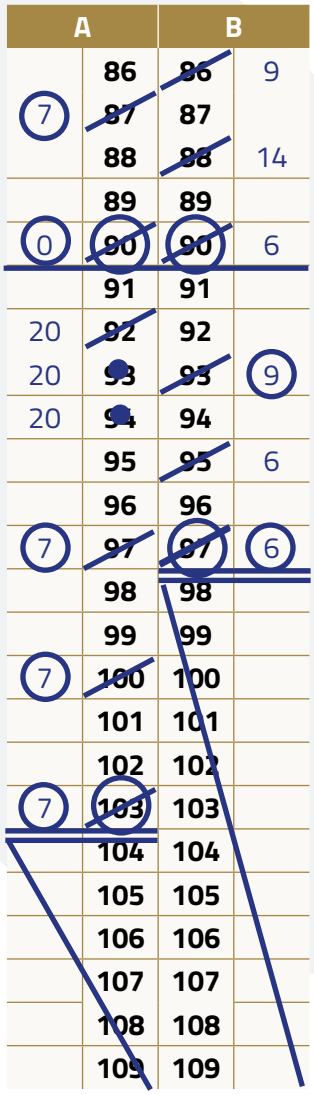
The partial score of that quarter has to be recorded, as well as the final score and the name of the winning team (including any sponsors name).

The official time when the game ended has to be recorded. Format: 24-hour digital clock, always using local time.

Scores					
Quarter	1	A	25	B	17
Quarter	2	A	16	B	27
Quarter	3	A	24	B	30
Quarter	4	A	25	B	16
Overtimes		A	13	B	7



Final Score	Team	A	103	Team B	97
Name of winning team			CLUB YMKA		
Game ended at (hh:mm)			22:25		



A		B	
	86	86	9
7	87	87	
	88	88	14
	89	89	
0	90	90	6
	91	91	
20	92	92	
20	93	93	9
20	94	94	
	95	95	6
	96	96	
7	97	97	6
	98	98	
	99	99	
7	100	100	
	101	101	
	102	102	
7	103	103	
	104	104	
	105	105	
	106	106	
	107	107	
	108	108	
	109	109	

4.6.2 FINISH THE FOOTER AND SIGNATURE OF THE CREW

At the end of the game, the scorer will review the scoresheet and draw a line through each team's unused boxes as shown. There is no difference made between players who did not show up and those who were on the bench but did not enter the court.

Time-outs				Team Fouls					
H1	2	8		Q1	1	2	3	4	
H2	9	10	10	Q3	1	2	3	4	
OT				HCC	32	5			

Licence no.	Players		No.	Player In	Fouls 1	2	3	4	5
250	MAYER,	F.	0	X	P3	P	P		
252	MANOS	J. Jr.	3	X	P	P			
253	JONES,	M.	4	X					
254	KENT,	S.	5	X					
255	MARTINEZ,	C.	6	X	P1				
256	LOPEZ,	J. (CAP)	7	X	P1	P			
257	HEMEL,	D.	8						
265	OBRADOVIC,	C.	9						
266	AGUILAR,	V.	10						
268	RIMKUS,	T.	12	X					
300	PEROTTI,	R.	15	X	P1	P2	P	P2	
301	VIDOT,	A.	20	X	P2	P2	P		
Head coach	C001	CANUT	J.				C		
First assistant coach	C80	SERRAT	A.						

The scorer shall then enter his/her surname on the scoresheet in block capital letters and then sign. After this, the assistant scorer, timer and the 24 second operator, shall enter their details, as shown. The scorer shall draw a horizontal line through each of the 'Captain's signature in case of protest' boxes.

During the waiting period for a possible case of protest, and after all table officials have signed, the scoresheet will be reviewed and signed following this protocol:

1. The commissioner, if present, will take the opportunity to review the scoresheet.
2. Once the waiting period has elapsed, the umpires will sign.
3. The Crew Chief will review the scoresheet again and proceed to sign it.

The Crew Chief's signature, terminates the officials' administration and connection with the game, except if one of the captains signs the scoresheet under protest (using the space marked 'Captain's signature in case of protest'). If this occurs, the Table Officials and the Umpire(s) shall remain at the disposal of the referee and the Commissioner (if present) until the Crew Chief gives them permission to leave.

Scorer	ISOLA,	D.
Assistant scorer	ONNA,	M.
Timer	FERNANDEZ,	P.
Shot clock operator	PATTON,	M.

4.7 SUMMARY OF PEN COLOURS

Two colours will be used to fill the scoresheet: DARK blue / black and red.

Blue or Black Colour

Scoresheet Header

- Teams´ full names.
- Competition.
- Date (day.month.year: dd.mm.yyyy, for example 24.08.2007)
- Game starting time.
- Game number.
- Place of the game.
- Referee's surnames, initials of their names and their home countries.

Teams

- Teams´ names.
- Players and coaches' surnames and initials of their names.
- Players' shirt numbers.
- Last three digits of the players and coaches' license numbers.
- The cross ("X") corresponding to the starting five players from each team.
- The coaches' signatures confirming their agreement with the names and corresponding numbers of their team members and the coaches' names.
- The line drawn through the spaces for the license number, name, number, etc. when a team presents fewer than twelve players (line drawn after the game has begun).
- Fouls committed by players in the 2nd and 4th quarter (and overtimes).
- Time-outs and Head Coach's Challenges of the 2nd and 4th quarter (and overtimes).
- Team fouls of the 2nd and 4th quarter (and overtimes).
- Players who enter the court to play for the first time in the 2nd and 4th quarter (and overtimes).
- The thick line drawn at the end of the 2nd quarter between the foul spaces that have been used and those that have not been used.
- The thick diagonal line drawn at the end of the playing time obliterating the remaining spaces.

Scoresheet footer

- The score of 2nd quarter and 4th quarter.
- The final score of the game.
- The name of the winning team.
- The captain's signature in case of protest or the thick line drawn if it was not used.
- Table Officials' surnames, initials of their names and their license numbers.
- The signatures of the officiating crew members (referees and Table Officials)

Running score

- The running score during the 2nd and 4th quarter.
- The running score of the overtime(s).

Red Colour

Teams

- Time-outs and Head Coach's Challenges of the 1st and 3rd quarter.
- Fouls committed by players in the 1st and 3rd quarter.
- Team fouls of the 1st and 3rd quarter.
- Players who enter the court to play for the first time in the 1st and 3rd quarter.
- The circle around the cross of the starting five players of both teams as they enter the court to start the game.

Running score

- The running score of the 1st and 3rd quarter .

Scoresheet footer

- The score of 1st quarter and 3rd quarter.

4.8 EXAMPLES OF SCORESHEETS

4.8.1 BEFORE THE GAME

FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A: BC MIES Team B: CAT BASKET

Competition: BASCUP 2022 Date: 15.08.2024 Time: 20:30 Crew Chief: KOTLEBA, L. (SVK)
Game No.: 169 Place: FIBA ARENA, GENEVE Umpire 1: JUNGBRANDO (PHI) Umpire 2: RIGAS (GRE)

Team A: BC MIES

Time-outs: H1 ___ H2 ___ OT ___

Team Fouls: Q1 1 2 3 4 Q2 1 2 3 4 Q3 1 2 3 4 Q4 1 2 3 4 HCC

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
250	MAYER,	F.	0						
252	MANOS	J. Jr.	3						
253	JONES,	M.	4						
254	KENT,	R.	5						
255	MARTINEZ,	C.	6						
256	LOPEZ,	J. (CAP)	7						
257	HEMEL,	D.	8						
265	DIBRADOVIC,	C.	9						
266	AGUILAR,	V.	10						
268	RIMKUS,	T.	12						
300	PEROTTI,	R.	15						
301	VIDOT,	A.	20						
Head coach	0002	CANUT	J.						
First assistant coach	030	SERRAT	A.						

Team B: CAT BASKET

Time-outs: H1 ___ H2 ___ OT ___

Team Fouls: Q1 1 2 3 4 Q2 1 2 3 4 Q3 1 2 3 4 Q4 1 2 3 4 HCC

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
500	RADONJIC,	G.	4						
501	MANTILA,	P.	5						
502	TANABE,	V.	6						
503	PUIG,	J.	7						
505	THEDN,	H.	8						
506	MITLECH,	J.	9						
950	MARTI,	C.	10						
950	MANJDUR,	R. (CAP)	11						
951	TOTEVA,	I.	12						
960	LEE,	A.	13						
800	KEM,	B.	14						
Head coach	030	CASTRO	A.						
First assistant coach	0111	AUREUMA	J.M.						

RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	41	41	81	81	121	121
2	2	42	42	82	82	122	122
3	3	43	43	83	83	123	123
4	4	44	44	84	84	124	124
5	5	45	45	85	85	125	125
6	6	46	46	86	86	126	126
7	7	47	47	87	87	127	127
8	8	48	48	88	88	128	128
9	9	49	49	89	89	129	129
10	10	50	50	90	90	130	130
11	11	51	51	91	91	131	131
12	12	52	52	92	92	132	132
13	13	53	53	93	93	133	133
14	14	54	54	94	94	134	134
15	15	55	55	95	95	135	135
16	16	56	56	96	96	136	136
17	17	57	57	97	97	137	137
18	18	58	58	98	98	138	138
19	19	59	59	99	99	139	139
20	20	60	60	100	100	140	140
21	21	61	61	101	101	141	141
22	22	62	62	102	102	142	142
23	23	63	63	103	103	143	143
24	24	64	64	104	104	144	144
25	25	65	65	105	105	145	145
26	26	66	66	106	106	146	146
27	27	67	67	107	107	147	147
28	28	68	68	108	108	148	148
29	29	69	69	109	109	149	149
30	30	70	70	110	110	150	150
31	31	71	71	111	111	151	151
32	32	72	72	112	112	152	152
33	33	73	73	113	113	153	153
34	34	74	74	114	114	154	154
35	35	75	75	115	115	155	155
36	36	76	76	116	116	156	156
37	37	77	77	117	117	157	157
38	38	78	78	118	118	158	158
39	39	79	79	119	119	159	159
40	40	80	80	120	120	160	160

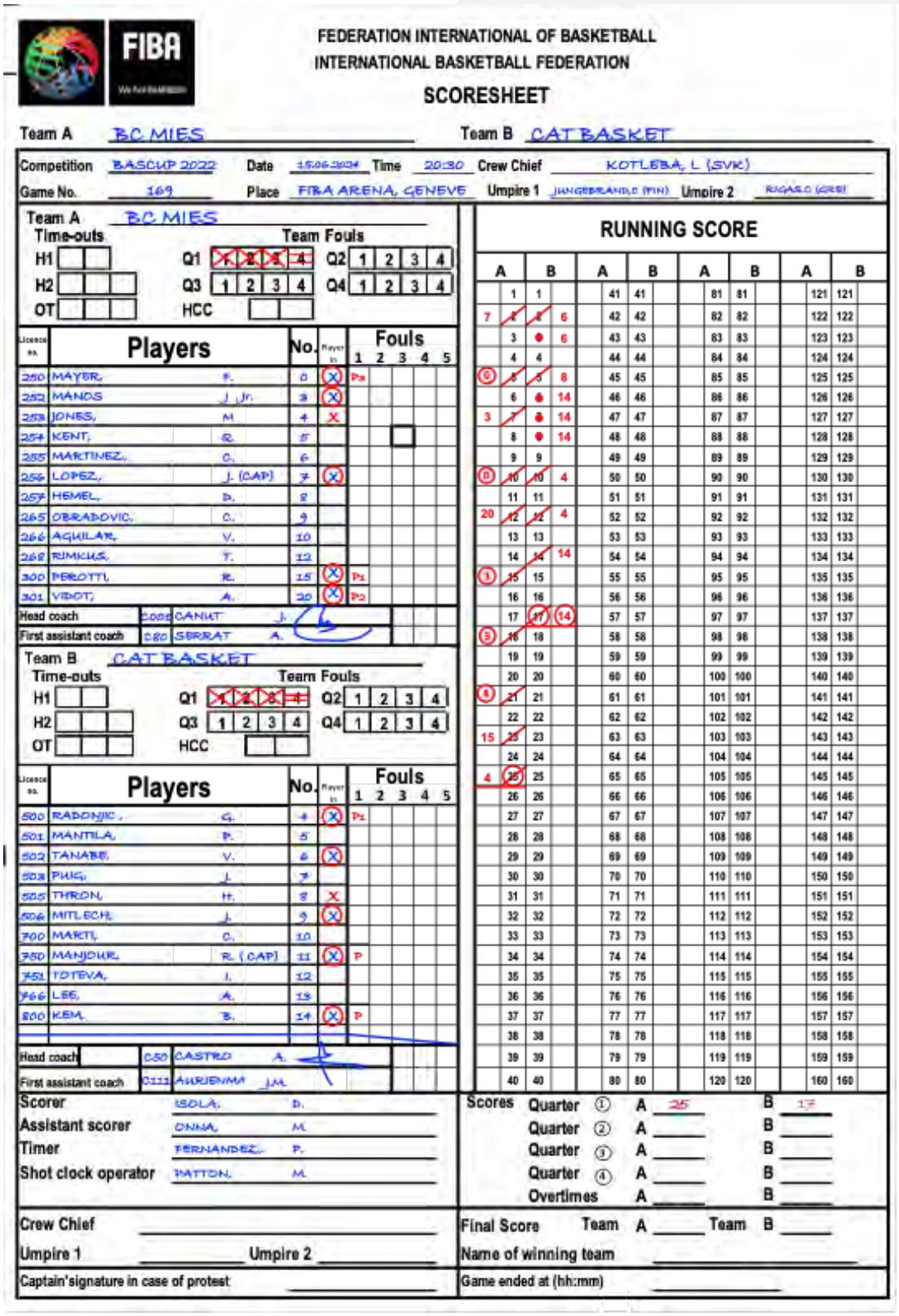
Scorer: ISOLA, D.
Assistant scorer: ONNA, M.
Timer: FERNANDEZ, P.
Shot clock operator: PATTON, M.

Scores: Quarter ① A ___ B ___; Quarter ② A ___ B ___; Quarter ③ A ___ B ___; Quarter ④ A ___ B ___; Overtimes A ___ B ___

Crew Chief ___
Umpire 1 ___ Umpire 2 ___
Captain's signature in case of protest ___

Final Score: Team A ___ Team B ___
Name of winning team ___
Game ended at (hh:mm) ___

4.8.2 END OF 1ST QUARTER



FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION

SCORESHEET

Team A: BC MIES — Team B: CAT BASKET

Competition: BASCUP 2022 — Date: 15.06.2024 — Time: 20:30 — Crew Chief: KOTLEBA, L. (SVK)
Game No.: 169 — Place: FIBA ARENA, GENEVE — Umpire 1: JANGEBRANDLO (FIN) — Umpire 2: RAGASLO (GRE)

Team A: BC MIES

Time-outs: H1, H2, OT — Team Fouls: Q1 ~~1 2 3 4~~, Q2 1 2 3 4, Q3 1 2 3 4, Q4 1 2 3 4, HCC

Licence no.	Players		No.	Player in	Fouls 1	2	3	4	5
250	MAYER,	F.	0	X	P2				
252	MANOS	J. Jr.	3	X					
253	JONES,	M.	4	X					
254	KENT,	Q.	5						
255	MARTINEZ,	C.	6						
256	LOPEZ,	J. (CAP)	7	X					
257	HEMEL,	D.	8						
265	OBRADOVIC,	C.	9						
266	AGUILAR,	V.	10						
268	RIMKUS,	T.	12						
300	PEROTTI,	R.	15	X	P1				
301	VIDOT,	A.	20	X	P2				
Head coach	2008	CANUT	J.						
First assistant coach	080	SERRAT	A.						

Team B: CAT BASKET

Time-outs: H1, H2, OT — Team Fouls: Q1 ~~1 2 3 4~~, Q2 1 2 3 4, Q3 1 2 3 4, Q4 1 2 3 4, HCC

Licence no.	Players		No.	Player in	Fouls 1	2	3	4	5
500	RADONJIC,	G.	4	X	P1				
501	MANTILA,	P.	5						
502	TANABE,	V.	6	X					
503	PUIG,	J.	7						
505	THRON,	H.	8	X					
506	MITLECH,	J.	9	X					
700	MARTI,	C.	10						
750	MANJOUR,	R. (CAP)	11	X	P				
751	TOTEVA,	I.	12						
766	LEE,	A.	13						
800	KEM,	B.	14	X	P				
Head coach	050	CASTRO	A.						
First assistant coach	0111	AHUENMA	J.M.						

RUNNING SCORE

A	B	A	B	A	B	A	B
	1 1	41 41	81 81	121 121
7	~~2~~ ~~2~~ 6	42 42	82 82	122 122
	3 ● 6	43 43	83 83	123 123
	4 4	44 44	84 84	124 124
0	~~5~~ ~~5~~ 8	45 45	85 85	125 125
	6 ● 14	46 46	86 86	126 126
3	~~7~~ ● 14	47 47	87 87	127 127
	8 ● 14	48 48	88 88	128 128
	9 9	49 49	89 89	129 129
0	~~10~~ ~~10~~ 4	50 50	90 90	130 130
	11 11	51 51	91 91	131 131
20	~~12~~ ~~12~~ 4	52 52	92 92	132 132
	13 13	53 53	93 93	133 133
	14 ~~14~~ 14	54 54	94 94	134 134
1	~~15~~ 15	55 55	95 95	135 135
	16 16	56 56	96 96	136 136
	17 ~~17~~ 14	57 57	97 97	137 137
3	~~18~~ 18	58 58	98 98	138 138
	19 19	59 59	99 99	139 139
	20 20	60 60	100 100	140 140
6	~~21~~ 21	61 61	101 101	141 141
	22 22	62 62	102 102	142 142
15	~~23~~ 23	63 63	103 103	143 143
	24 24	64 64	104 104	144 144
4	~~25~~ 25	65 65	105 105	145 145
	26 26	66 66	106 106	146 146
	27 27	67 67	107 107	147 147
	28 28	68 68	108 108	148 148
	29 29	69 69	109 109	149 149
	30 30	70 70	110 110	150 150
	31 31	71 71	111 111	151 151
	32 32	72 72	112 112	152 152
	33 33	73 73	113 113	153 153
	34 34	74 74	114 114	154 154
	35 35	75 75	115 115	155 155
	36 36	76 76	116 116	156 156
	37 37	77 77	117 117	157 157
	38 38	78 78	118 118	158 158
	39 39	79 79	119 119	159 159
	40 40	80 80	120 120	160 160

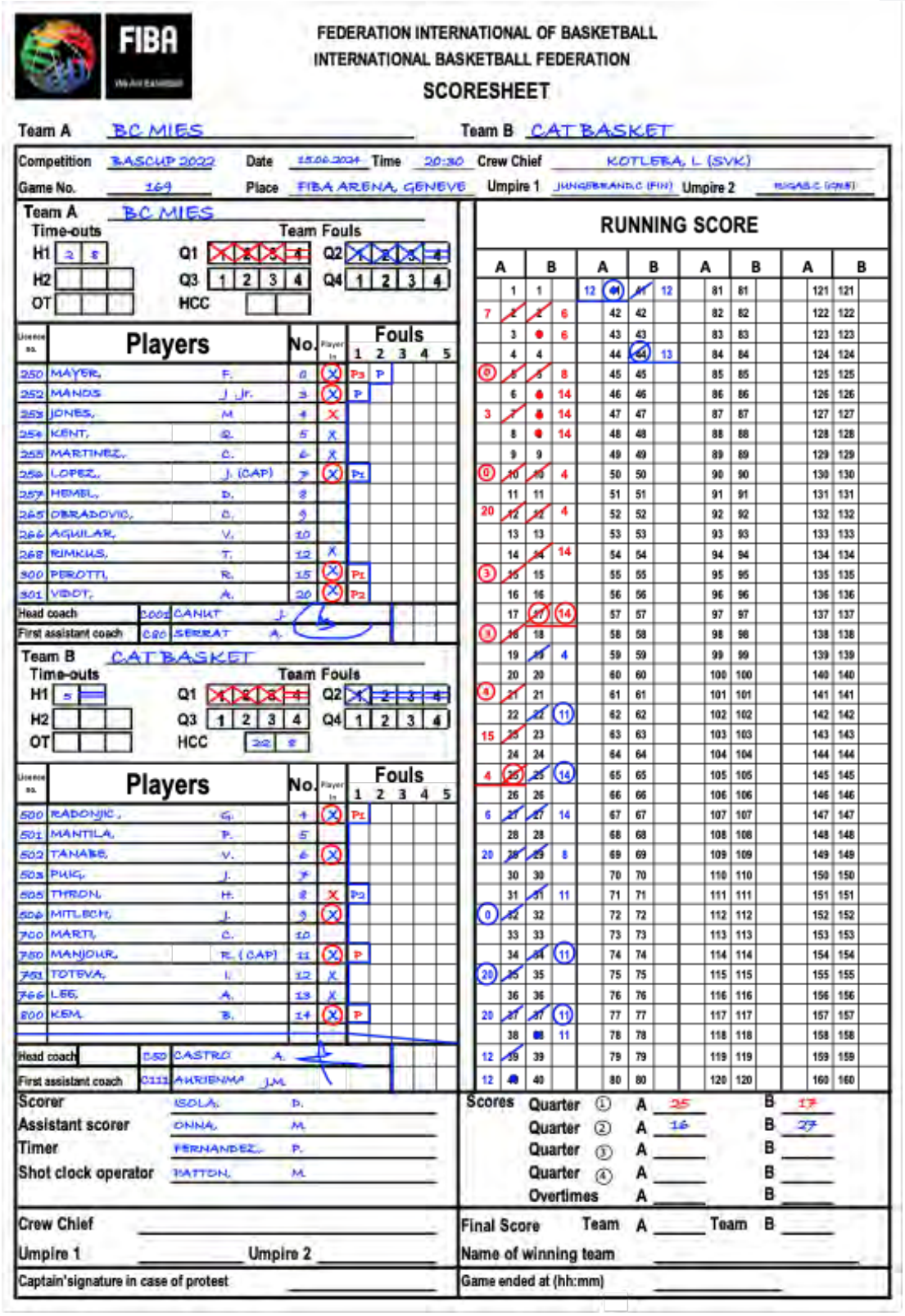
Scorer: ISOLA, D.
Assistant scorer: ONNA, M.
Timer: FERNANDEZ, P.
Shot clock operator: PATTON, M.

Scores: Quarter ① A 25 B 17; Quarter ② A B; Quarter ③ A B; Quarter ④ A B; Overtimes A B

Crew Chief
Umpire 1 — Umpire 2
Captain's signature in case of protest

Final Score: Team A — Team B
Name of winning team
Game ended at (hh:mm)

4.8.3 END OF 2ND QUARTER



FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A: BC MIES — Team B: CAT BASKET

Competition: BASCUP 2022 — Date: 15.09.2024 — Time: 20:30 — Crew Chief: KOTLEBA, L. (SVK)
Game No.: 169 — Place: FIBA ARENA, GENEVE — Umpire 1: JUNGBERANDC (FIN) — Umpire 2: [illegible]

Team A: BC MIES
Time-outs: H1 2 8; H2; OT
Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4; HCC

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
250	MAYER,	F.	0	X	P3	P			
252	MANDS	J. Jr.	3	X	P				
253	JONES,	M.	4	X					
254	KENT,	Q.	5	X					
255	MARTINEZ,	C.	6	X					
256	LOPEZ,	J. (CAP)	7	X	P1				
257	HEMEL,	D.	8						
265	OBRADOVIC,	O.	9						
266	AGUILAR,	V.	10						
268	RIMKUS,	T.	12	X					
300	PEROTTI,	R.	15	X	P1				
301	VIDOT,	A.	20	X	P2				
Head coach	3001	CANUT	J.						
First assistant coach	080	SERRAT	A.						

Team B: CAT BASKET
Time-outs: H1 5; H2; OT
Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4; HCC 20 8

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
500	RADONJIC,	G.	4	X	P1				
501	MANTILA,	P.	5						
502	TANABE,	V.	6	X					
503	PUIG,	J.	7						
505	THRON,	H.	8	X	P2				
506	MITLBCH,	J.	9	X					
700	MARTI,	C.	10						
750	MANJOUR,	R. (CAP)	11	X	P				
761	TOTEVA,	I.	12	X					
766	LEE,	A.	13	X					
800	KEM,	B.	14	X	P				
Head coach	050	CASTRO	A.						
First assistant coach	0111	AKRIENMA	J.M.						

RUNNING SCORE

A		B		A		B		A		B		A		B
	1	1		12	41	41	12		81	81			121	121
7	2	2	6		42	42			82	82			122	122
	3	4	6		43	43			83	83			123	123
	4	4			44	44	13		84	84			124	124
0	5	5	8		45	45			85	85			125	125
	6	6	14		46	46			86	86			126	126
3	7	6	14		47	47			87	87			127	127
	8	6	14		48	48			88	88			128	128
	9	9			49	49			89	89			129	129
0	10	10	4		50	50			90	90			130	130
	11	11			51	51			91	91			131	131
20	12	12	4		52	52			92	92			132	132
	13	13			53	53			93	93			133	133
	14	14	14		54	54			94	94			134	134
3	15	15			55	55			95	95			135	135
	16	16			56	56			96	96			136	136
	17	17	14		57	57			97	97			137	137
3	18	18			58	58			98	98			138	138
	19	19	4		59	59			99	99			139	139
	20	20			60	60			100	100			140	140
4	21	21			61	61			101	101			141	141
	22	22	11		62	62			102	102			142	142
15	23	23			63	63			103	103			143	143
	24	24			64	64			104	104			144	144
4	25	25	14		65	65			105	105			145	145
	26	26			66	66			106	106			146	146
6	27	27	14		67	67			107	107			147	147
	28	28			68	68			108	108			148	148
20	29	29	8		69	69			109	109			149	149
	30	30			70	70			110	110			150	150
	31	31	11		71	71			111	111			151	151
0	32	32			72	72			112	112			152	152
	33	33			73	73			113	113			153	153
	34	34	11		74	74			114	114			154	154
20	35	35			75	75			115	115			155	155
	36	36			76	76			116	116			156	156
20	37	37	11		77	77			117	117			157	157
	38	38	11		78	78			118	118			158	158
12	39	39			79	79			119	119			159	159
12	40	40			80	80			120	120			160	160

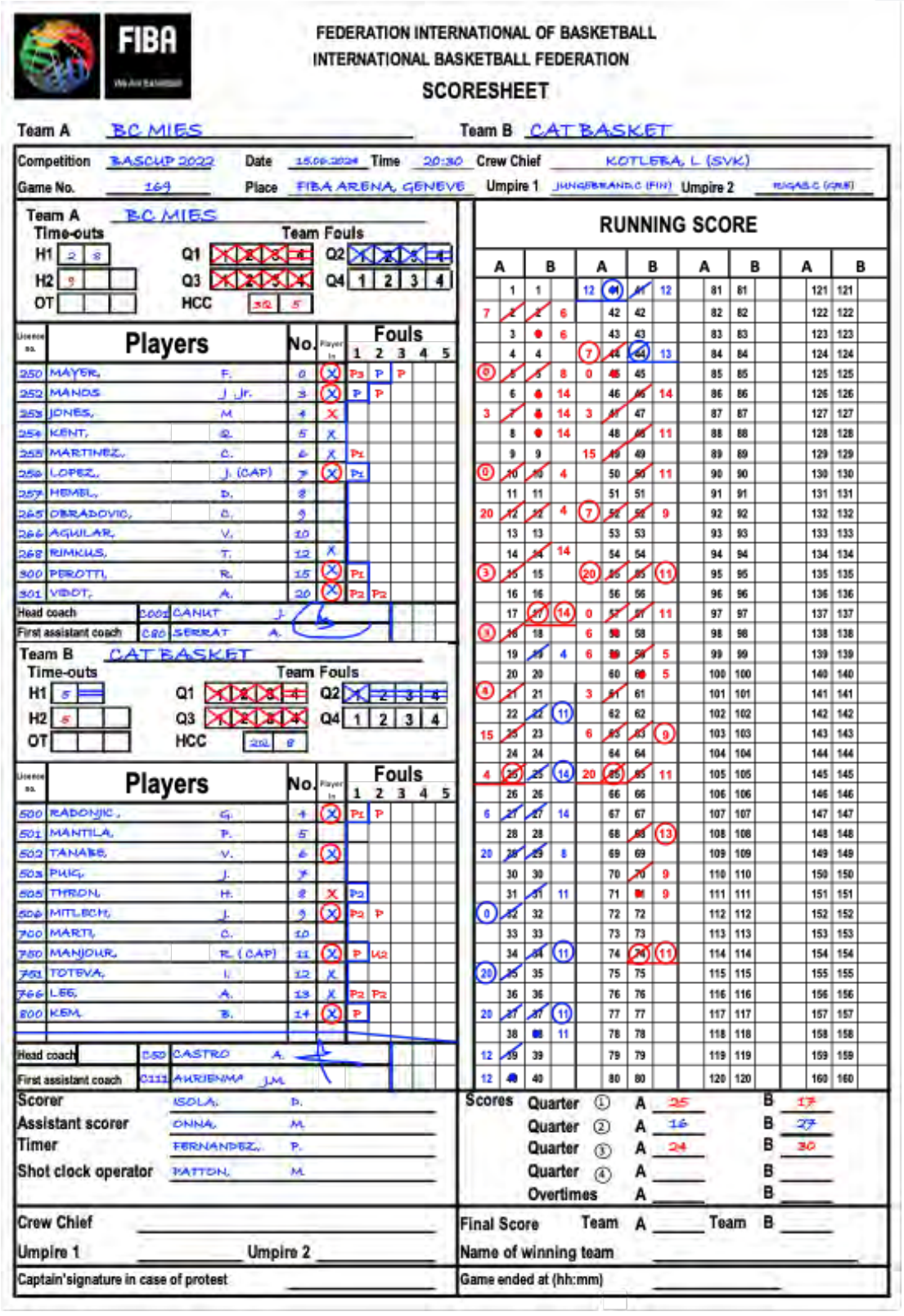
Scorer: ISOLA, D.
Assistant scorer: ONNA, M.
Timer: FERNANDEZ, P.
Shot clock operator: HATTON, M.

Scores: Quarter 1 A 25 B 17; Quarter 2 A 16 B 27; Quarter 3 A B; Quarter 4 A B; Overtimes A B

Crew Chief
Umpire 1 — Umpire 2
Captain's signature in case of protest

Final Score: Team A — Team B
Name of winning team
Game ended at (hh:mm)

4.8.4 END OF 3RD QUARTER



FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A: BC MIES — Team B: CAT BASKET

Competition: BASCUP 2022 — Date: 15.09.2024 — Time: 20:30 — Crew Chief: KOTLEBA, L (SVK)
Game No.: 169 — Place: FIBA ARENA, GENEVE — Umpire 1: JUNGEBRANDT (FIN) — Umpire 2: RIGAS (GRE)

Team A: BC MIES
Time-outs: H1 2 8; H2 9; OT
Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4; HCC 30 5

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
250	MAYER,	F.	0	X	P3	P	P		
252	MANOS	J. Jr.	3	X	P	P			
253	JONES,	M.	4	X					
254	KENT,	Q.	5	X					
255	MARTINEZ,	C.	6	X	P1				
256	LOPEZ,	J. (CAP)	7	X	P1				
257	HEMEL,	D.	8						
265	OBRADOVIC,	C.	9						
266	AGUILAR,	V.	10						
268	RIMKUS,	T.	12	X					
300	PEROTTI,	R.	15	X	P1				
301	VIDOT,	A.	20	X	P2	P2			

Head coach: C001 CANUT J.
First assistant coach: C80 SERRAT A.

Team B: CAT BASKET
Time-outs: H1 5; H2 5; OT
Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4; HCC 20 8

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
500	RADONJIC,	G.	4	X	P1	P			
501	MANTILA,	P.	5						
502	TANABE,	V.	6	X					
503	PUIG,	J.	7						
505	THRON,	H.	8	X	P2				
506	MITLBCH,	J.	9	X	P2	P			
700	MARTI,	C.	10						
750	MANJOUR,	R. (CAP)	11	X	P	U2			
761	TOTEVA,	I.	12	X					
766	LEE,	A.	13	X	P2	P2			
800	KEM,	B.	14	X	P				

Head coach: C50 CASTRO A.
First assistant coach: C111 AKIRENMA J.M.

Scorer: ISOLA, D.
Assistant scorer: ONNA, M.
Timer: FERNANDEZ, P.
Shot clock operator: PATTON, M.

Crew Chief
Umpire 1 — Umpire 2
Captain's signature in case of protest

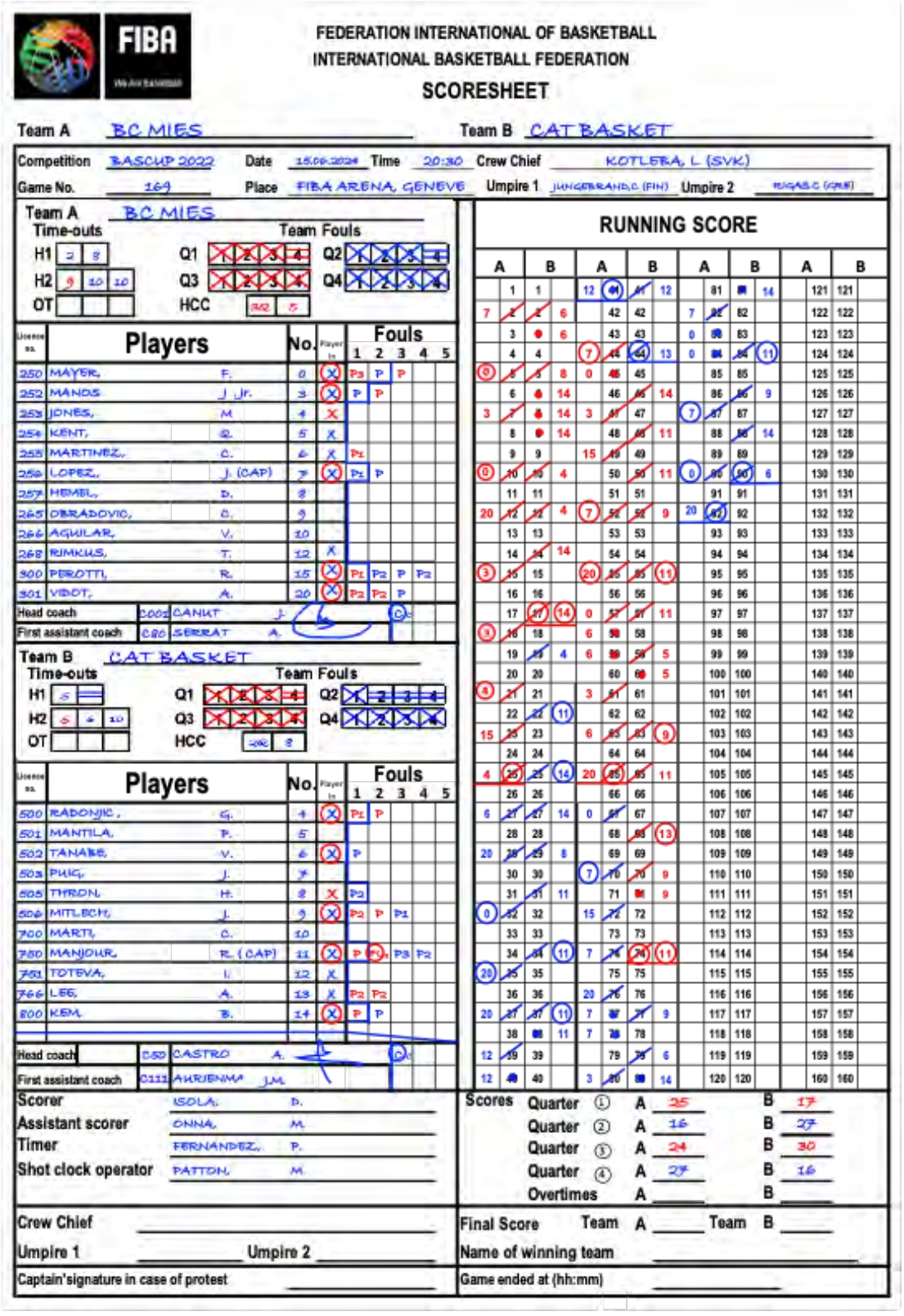
RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	12	12	81	81	121	121
2	2	42	42	82	82	122	122
3	3	43	43	83	83	123	123
4	4	44	44	84	84	124	124
5	5	45	45	85	85	125	125
6	6	46	46	86	86	126	126
7	7	47	47	87	87	127	127
8	8	48	48	88	88	128	128
9	9	49	49	89	89	129	129
10	13	50	50	90	90	130	130
11	11	51	51	91	91	131	131
12	12	52	52	92	92	132	132
13	13	53	53	93	93	133	133
14	14	54	54	94	94	134	134
15	15	55	55	95	95	135	135
16	16	56	56	96	96	136	136
17	17	57	57	97	97	137	137
18	18	58	58	98	98	138	138
19	19	59	59	99	99	139	139
20	20	60	60	100	100	140	140
21	21	61	61	101	101	141	141
22	22	62	62	102	102	142	142
23	23	63	63	103	103	143	143
24	24	64	64	104	104	144	144
25	25	65	65	105	105	145	145
26	26	66	66	106	106	146	146
27	27	67	67	107	107	147	147
28	28	68	68	108	108	148	148
29	29	69	69	109	109	149	149
30	30	70	70	110	110	150	150
31	31	71	71	111	111	151	151
32	32	72	72	112	112	152	152
33	33	73	73	113	113	153	153
34	34	74	74	114	114	154	154
35	35	75	75	115	115	155	155
36	36	76	76	116	116	156	156
37	37	77	77	117	117	157	157
38	38	78	78	118	118	158	158
39	39	79	79	119	119	159	159
40	40	80	80	120	120	160	160

Scores: Quarter 1 A 25 B 17; Quarter 2 A 16 B 27; Quarter 3 A 24 B 30; Quarter 4 A B; Overtimes A B

Final Score: Team A — Team B
Name of winning team
Game ended at (hh:mm)

4.8.5 END OF 4TH QUARTER



FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A: BC MIES — Team B: CAT BASKET

Competition: BASCUP 2022 — Date: 15.09.2024 — Time: 20:30 — Crew Chief: KOTLEBA, L (SVK)
Game No.: 169 — Place: FIBA ARENA, GENEVE — Umpire 1: JUNGBERAND,C (FIN) — Umpire 2: RIGAS,C (GRE)

Team A: BC MIES
Time-outs: H1 2 8; H2 9 10 10; OT
Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4; HCC 102 5

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
250	MAYER,	F.	0	X	P3	P	P		
252	MANOS	J. Jr.	3	X	P	P			
253	JONES,	M.	4	X					
254	KENT,	Q.	5	X					
255	MARTINEZ,	C.	6	X	P1				
256	LOPEZ,	J. (CAP)	7	X	P1	P			
257	HEMEL,	D.	8						
265	OBRADOVIC,	C.	9						
266	AGUILAR,	V.	10						
268	RIMKUS,	T.	12	X					
300	PEROTTI,	R.	15	X	P1	P2	P	P2	
301	VIDOT,	A.	20	X	P2	P2	P		
Head coach	C001	CANUT	J.				C		
First assistant coach	C80	SERRAT	A.						

Team B: CAT BASKET
Time-outs: H1 5 —; H2 5 8 10; OT
Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4; HCC 102 8

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
500	RADONJIC,	G.	4	X	P1	P			
501	MANTILA,	P.	5						
502	TANABE,	V.	6	X	P				
503	PUIG,	J.	7						
505	THRON,	H.	8	X	P2				
506	MITLBCH,	J.	9	X	P2	P	P1		
700	MARTI,	C.	10						
750	MANJOUR,	R. (CAP)	11	X	P	P2	P3	P2	
751	TOTEVA,	I.	12	X					
766	LEE,	A.	13	X	P2	P2			
800	KEM,	B.	14	X	P	P			
Head coach	C50	CASTRO	A.				C		
First assistant coach	C111	AKUBENMA	J.M.						

RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	12	12	81	14	121	121
2	6	42	42	82		122	122
3	6	43	43	83		123	123
4	4	7	13	84	11	124	124
5	8	0	45	85		125	125
6	14	46	14	86	9	126	126
7	14	3	47	87		127	127
8	14	48	11	88	14	128	128
9	9	15	49	89		129	129
10	4	50	11	90	6	130	130
11	11	51	51	91		131	131
12	4	7	9	92		132	132
13	13	53	53	93		133	133
14	14	54	54	94		134	134
15	15	20	11	95		135	135
16	16	56	56	96		136	136
17	14	0	11	97		137	137
18	18	6	58	98		138	138
19	4	6	5	99		139	139
20	20	60	5	100		140	140
21	21	3	61	101		141	141
22	11	62	62	102		142	142
23	23	6	9	103		143	143
24	24	64	64	104		144	144
25	14	20	11	105		145	145
26	26	66	66	106		146	146
27	14	0	67	107		147	147
28	28	68	13	108		148	148
29	8	69	69	109		149	149
30	30	7	9	110		150	150
31	11	71	9	111		151	151
32	32	15	72	112		152	152
33	33	73	73	113		153	153
34	11	7	11	114		154	154
35	35	75	75	115		155	155
36	36	20	76	116		156	156
37	11	7	9	117		157	157
38	11	7	78	118		158	158
39	39	79	6	119		159	159
40	40	3	14	120		160	160

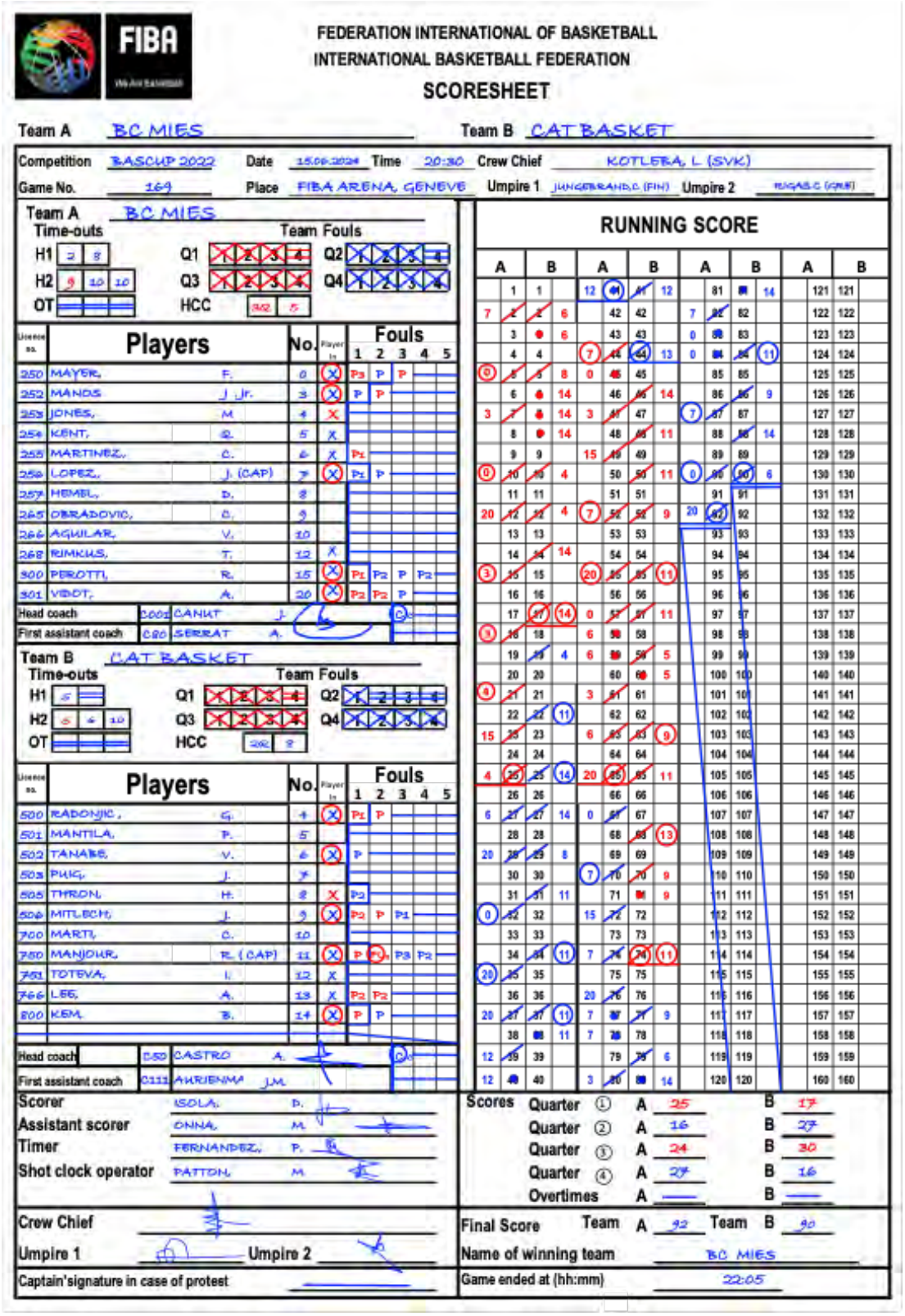
Scorer: ISOLA, D.
Assistant scorer: ONNA, M.
Timer: FERNANDEZ, P.
Shot clock operator: PATTON, M.

Scores: Quarter 1 A 25 B 17; Quarter 2 A 16 B 27; Quarter 3 A 24 B 30; Quarter 4 A 27 B 16; Overtimes A B

Crew Chief
Umpire 1 — Umpire 2
Captain'signature in case of protest

Final Score: Team A — Team B
Name of winning team
Game ended at (hh:mm)

4.8.6 END OF THE GAME



FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A: BC MIES — Team B: CAT BASKET

Competition: BASCUP 2022 — Date: 15.09.2024 — Time: 20:30 — Crew Chief: KOTLEBA, L. (SVK)
Game No.: 169 — Place: FIBA ARENA, GENEVE — Umpire 1: JUNGEBRANDS, C. (FIN) — Umpire 2: RUGAS, C. (GRE)

Team A: BC MIES

Time-outs: H1 2 8; H2 9 10 10; OT

Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4; HCC 302 5

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
250	MAYER,	F.	0	X	P3	P	P		
252	MANDS	J. Jr.	3	X	P	P			
253	JONES,	M.	4	X					
254	KENT,	Q.	5	X					
255	MARTINEZ,	C.	6	X	P1				
256	LOPEZ,	J. (CAP)	7	X	P1	P			
257	HEMEL,	D.	8						
265	OBRADOVIC,	G.	9						
266	AGUILAR,	V.	10						
268	RIMKUS,	T.	12	X					
300	PEROTTI,	R.	15	X	P1	P2	P	P2	
301	VIDOT,	A.	20	X	P2	P2	P		

Head coach: 3001 CANUT J. — C
First assistant coach: C80 SERRAT A.

Team B: CAT BASKET

Time-outs: H1 5; H2 5 6 10; OT

Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4; HCC 202 2

License no.	Players		No.	Player in	Fouls 1	2	3	4	5
500	RADONJIC,	G.	4	X	P1	P			
501	MANTILA,	P.	5						
502	TANABE,	V.	6	X	P				
503	PUIG,	J.	7						
505	THRON,	H.	8	X	P2				
506	MITLBCH,	J.	9	X	P2	P	P1		
700	MARTI,	C.	10						
750	MANJOUR,	R. (CAP)	11	X	P	P2	P3	P2	
751	TOTEVA,	I.	12	X					
766	LEE,	A.	13	X	P2	P2			
800	KEM,	B.	14	X	P	P			

Head coach: C50 CASTRO A. — C
First assistant coach: C111 AKRIENMA J.M.

Scorer: ISOLA, D.
Assistant scorer: ONNA, M.
Timer: FERNANDEZ, P.
Shot clock operator: PATTON, M.

Crew Chief
Umpire 1 — Umpire 2
Captain's signature in case of protest

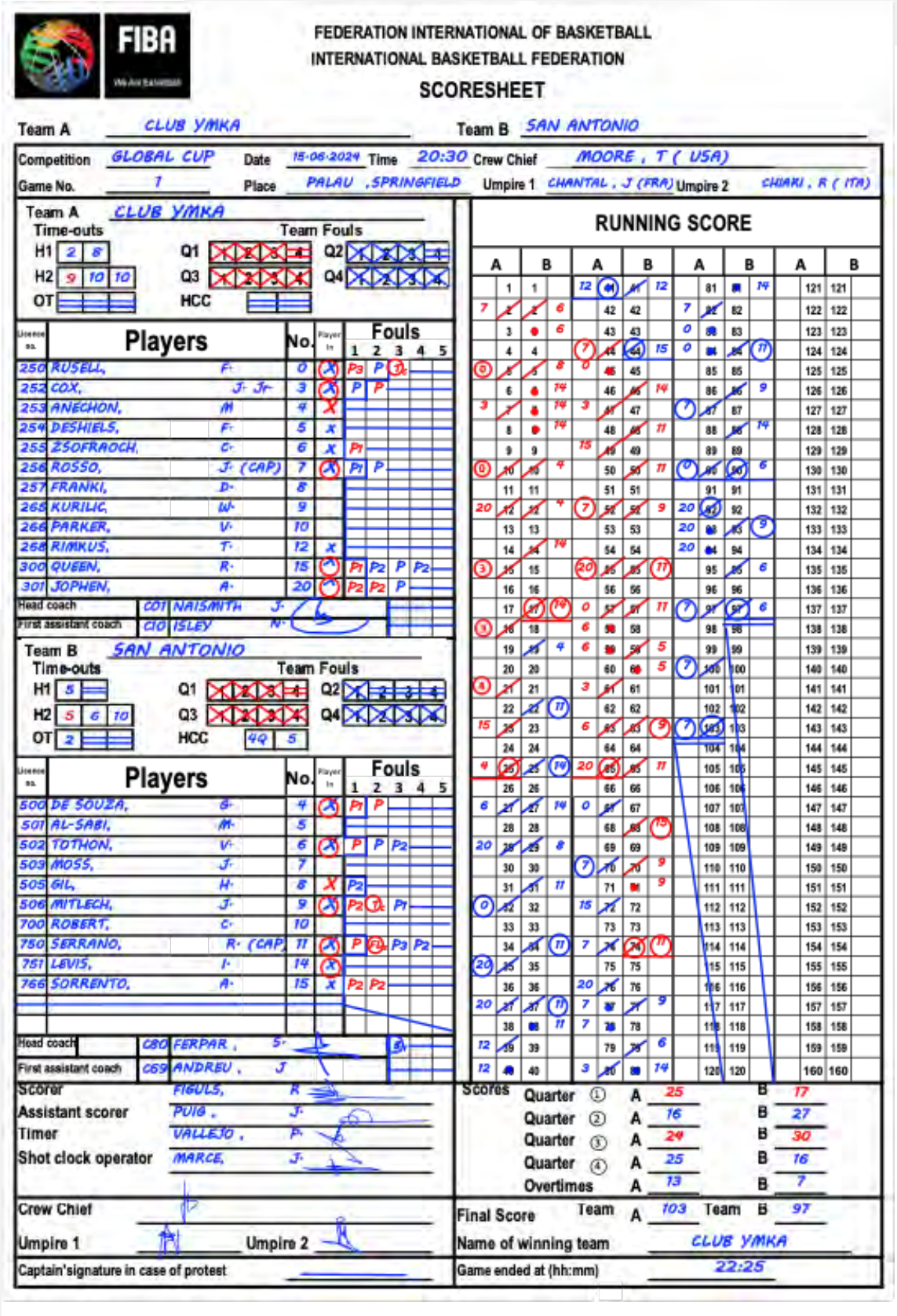
RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	12	41	81	14	121	121
2	6	42	42	82		122	122
3	6	43	43	83		123	123
4	4	7	44	84	11	124	124
5	8	0	45	85		125	125
6	14		46	86	9	126	126
7	14	3	47	87		127	127
8	14		48	88	14	128	128
9		15	49	89		129	129
10	4		50	90	6	130	130
11			51	91		131	131
12	4	7	52	92		132	132
13			53	93		133	133
14	14		54	94		134	134
15		20	55	95		135	135
16			56	96		136	136
17	14	0	57	97		137	137
18		6	58	98		138	138
19	4	6	59	99		139	139
20			60	100		140	140
21		3	61	101		141	141
22	11		62	102		142	142
23		6	63	103		143	143
24			64	104		144	144
25	14	20	65	105		145	145
26			66	106		146	146
27	14	0	67	107		147	147
28			68	108		148	148
29	8		69	109		149	149
30		7	70	110		150	150
31	11		71	111		151	151
32		15	72	112		152	152
33			73	113		153	153
34	11	7	74	114		154	154
35			75	115		155	155
36		20	76	116		156	156
37	11	7	77	117		157	157
38	11	7	78	118		158	158
39			79	119		159	159
40		3	80	120		160	160

Scores:
Quarter 1: A 25 — B 17
Quarter 2: A 16 — B 27
Quarter 3: A 24 — B 30
Quarter 4: A 27 — B 16
Overtimes: A — B

Final Score: Team A 92 — Team B 90
Name of winning team: BC MIES
Game ended at (hh:mm): 22:05

4.8.7 END OF OVERTIME



FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A: CLUB YMKA — Team B: SAN ANTONIO

Competition: GLOBAL CUP — Date: 15-06-2024 — Time: 20:30 — Crew Chief: MOORE, T (USA)
Game No.: 1 — Place: PALAU, SPRINGFIELD — Umpire 1: CHANTAL, J (FRA) — Umpire 2: CHIARI, R (ITA)

Team A: CLUB YMKA

Time-outs: H1 2 8; H2 9 10 10; OT; HCC

Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4

License no.	Players		No.	Player In	Fouls 1	2	3	4	5
250	RUSELL,	F.	0	X	P3	P	T		
252	COX,	J. Jr.	3	X	P	P			
253	ANECHON,	M	4	X					
254	DESHIELS,	F.	5	X					
255	ZSOFRAOCH,	C.	6	X	P1				
256	ROSSO,	J. (CAP)	7	X	P1	P			
257	FRANKI,	D.	8						
265	KURILIC,	W.	9						
266	PARKER,	V.	10						
268	RIMKUS,	T.	12	X					
300	QUEEN,	R.	15	X	P1	P2	P	P2	
301	JOPHEN,	A.	20	X	P2	P2	P		
Head coach	C01	NAISMITH	J.						
First assistant coach	C10	ISLEY	N.						

Team B: SAN ANTONIO

Time-outs: H1 5; H2 5 6 10; OT 2; HCC 4Q 5

Team Fouls: Q1 1 2 3 4; Q2 1 2 3 4; Q3 1 2 3 4; Q4 1 2 3 4

License no.	Players		No.	Player In	Fouls 1	2	3	4	5
500	DE SOUZA,	G.	4	X	P1	P			
501	AL-SABI,	M.	5						
502	TOTHON,	V.	6	X	P	P	P2		
503	MOSS,	J.	7						
505	GIL,	H.	8	X	P2				
506	MITLECH,	J.	9	X	P2	T	P1		
700	ROBERT,	C.	10						
750	SERRANO,	R. (CAP)	11	X	P	U	P3	P2	
751	LEVIS,	I.	14	X					
766	SORRENTO,	A.	15	X	P2	P2			
Head coach	C80	FERPAR,	S.						
First assistant coach	C69	ANDREU,	J						

Scorer: FIGULS, R
Assistant scorer: PUIG, J.
Timer: VALLEJO, P.
Shot clock operator: MARCE, J.

Crew Chief: ____
Umpire 1: ____ Umpire 2: ____
Captain's signature in case of protest: ____

RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	12	12	81	14	121	121
2	6	42	42	82		122	122
3	6	43	43	83		123	123
4	4	44	15	84	11	124	124
5	8	45	45	85		125	125
6	14	46	14	86	9	126	126
7	14	47		87		127	127
8	14	48	11	88	14	128	128
9	9	49		89		129	129
10	4	50	11	90	6	130	130
11	11	51	51	91		131	131
12	4	52	9	92		132	132
13	13	53	53	93	9	133	133
14	14	54	54	94		134	134
15	15	55	11	95	6	135	135
16	16	56	56	96		136	136
17	14	57	11	97	6	137	137
18	18	58	58	98		138	138
19	4	59	5	99		139	139
20	20	60	5	100		140	140
21	21	61	61	101		141	141
22	11	62	62	102		142	142
23	23	63	9	103		143	143
24	24	64	64	104		144	144
25	14	65	11	105		145	145
26	26	66	66	106		146	146
27	14	67		107		147	147
28	28	68	15	108		148	148
29	8	69	69	109		149	149
30	30	70	9	110		150	150
31	11	71	9	111		151	151
32	32	72		112		152	152
33	33	73	73	113		153	153
34	11	74	11	114		154	154
35	35	75	75	115		155	155
36	36	76		116		156	156
37	11	77	9	117		157	157
38	11	78		118		158	158
39	39	79	6	119		159	159
40	40	80	14	120		160	160

Scores

		A	B
Quarter 1		25	17
Quarter 2		16	27
Quarter 3		24	30
Quarter 4		25	16
Overtimes		13	7

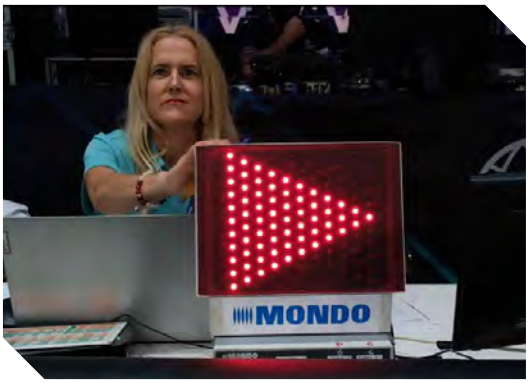
Final Score: Team A 103 — Team B 97
Name of winning team: CLUB YMKA
Game ended at (hh:mm): 22:25

4.9 ALTERNATING POSSESSION ARROW

Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball. In all jump ball situations (except at the start of a game) teams will alternate possession of the ball for a throw-in at the place nearest to where the jump ball situation occurs.

4.9.1 POSITIONING THE ALTERNATING POSSESSION ARROW

The team that does not gain control of the live ball after the jump ball will be entitled to the first alternating possession. For example, if team A gains possession of the ball from the opening jump ball, the direction arrow will point towards the basket that team B will be shooting into.



The team entitled to the next alternating possession at the end of any quarter shall start the next quarter with a throw-in at the centre line extended, opposite the scorer's table, unless there are further free throws and a possession penalty to be administered.

If **control of a live ball** has not yet been established, the table official cannot use the alternating possession arrow to award possession.

VIDEO

This means that if in an opening jump ball the ball is legally tapped by jumper A1 and then a held ball or a double foul between A2 and B2 is called, the referees shall administer another jump ball in the centre circle and A2 and B2 shall jump. Whatever time has passed on the game clock, after the ball is legally tapped, and before the held ball/double foul situation, shall remain consumed.

The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket.

This means that after the jump ball if a player/team gains control of the ball, the alternating possession arrow shall point to the basket in the opposite direction of play. For example, if team A gains control and their direction of play is towards the right basket, then the alternating possession arrow shall point towards the left basket.

VIDEO

If the referee tosses the ball for the opening jump ball and, immediately after the ball is legally tapped by a jumper the ball goes directly out-of-bounds, or is caught by one of the jumpers before it has touched one of the non-jumpers or the floor, this is a violation.

In both cases the opponents are awarded a throw-in as the result of the violation.

The team that does not get the throw-in will be entitled to the first alternating possession at the place nearest to where the next jump ball situation occurs.

4.9.2 OPERATING THE ALTERNATING POSSESSION ARROW

The direction of the alternating possession arrow is reversed immediately when the alternating possession throw-in ends.

Alternating possession:

- **Begins** when the ball is at the disposal of the player taking the throw-in.
- **Ends** when:
  - The ball touches or is legally touched by any player on the playing court.
  - The team taking the throw-in commits a violation.
  - A live ball lodges between the ring and the backboard during a throw-in.

VIDEO

A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in.

The direction of the alternating possession arrow will be reversed immediately, indicating that the opponents of the violating team will be entitled to the alternating possession throw-in at the next jump ball situation. The game shall then be resumed by awarding the ball to the opponents of the violating team for a throw-in at the place of the original throw-in.

A foul by either team:

- Before the beginning of a quarter other than the first quarter, or
- during the alternating possession throw-in,

does not cause the team entitled to the throw-in to lose that alternating possession.

Should such a foul occur during the initial throw-in to start a quarter, after the ball has been placed at the disposal of the player taking the throw-in, but before it has legally touched a player on the playing court, the alternating possession procedure has not ended therefore the arrow stays pointing in the same direction.

If a held ball is called by a referee and the scorer makes an error and the ball is erroneously awarded to a wrong team for the throw-in, once the ball touches or is legally touched by a player on the playing court, the error cannot be corrected. However, the disadvantaged team shall not lose its alternating possession throw-in opportunity as a result of the error and will be entitled to the next alternating possession throw-in.

Most common situation for alternating possession arrow is the initial jump ball.

VIDEO

VIDEO

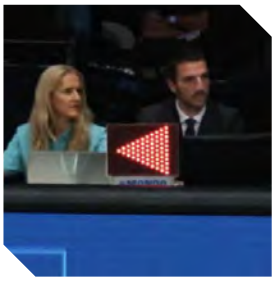
Initial jump ball

Blue team gains control of the ball. Possession arrow for white team.

When should the scorer change the direction of the alternating possession arrow?

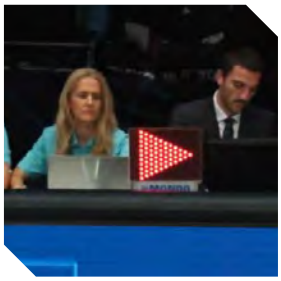
The scorer shal change the direction every time the ball touches or is legally touched by a player on the playing court, after a throw-in caused by a jump ball situation.

VIDEO



Jump ball situation

Ball legally touched on court

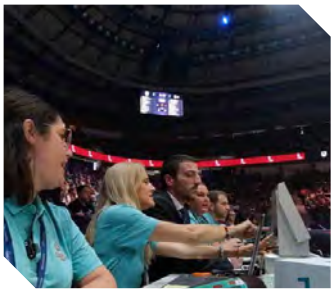


Change

The scorer also shall change the direction of the alternating possession arrow when, after a jump ball situation, the team awarded the throw-in commits a violation during the procedure.

Jump ball situation

Throw-in violation



Change

The scorer shall turn the possession arrow at the beginning of the half-time. It is important that the scorer shows the change of the alternating posession arrow to the referees (and TD/commissioner, if present. This is to ensure all those present are aware of the change.

VIDEO

VIDEO

When the scorer shall not change the direction of the alternating possession arrow.

A foul by either team:

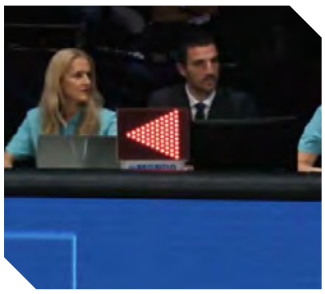
- before the beginning of a quarter other than the first quarter, or
- during the alternating possession throw-in,

does not cause the team entitled to the throw-in to lose that alternating possession.

In this case, regardless of the penalty, the alternating possession arrow does not change.

Jump ball situation

Foul before the ball is legally on the court



Do not change

When the alternating possession arrow is an electronic device, it shall:

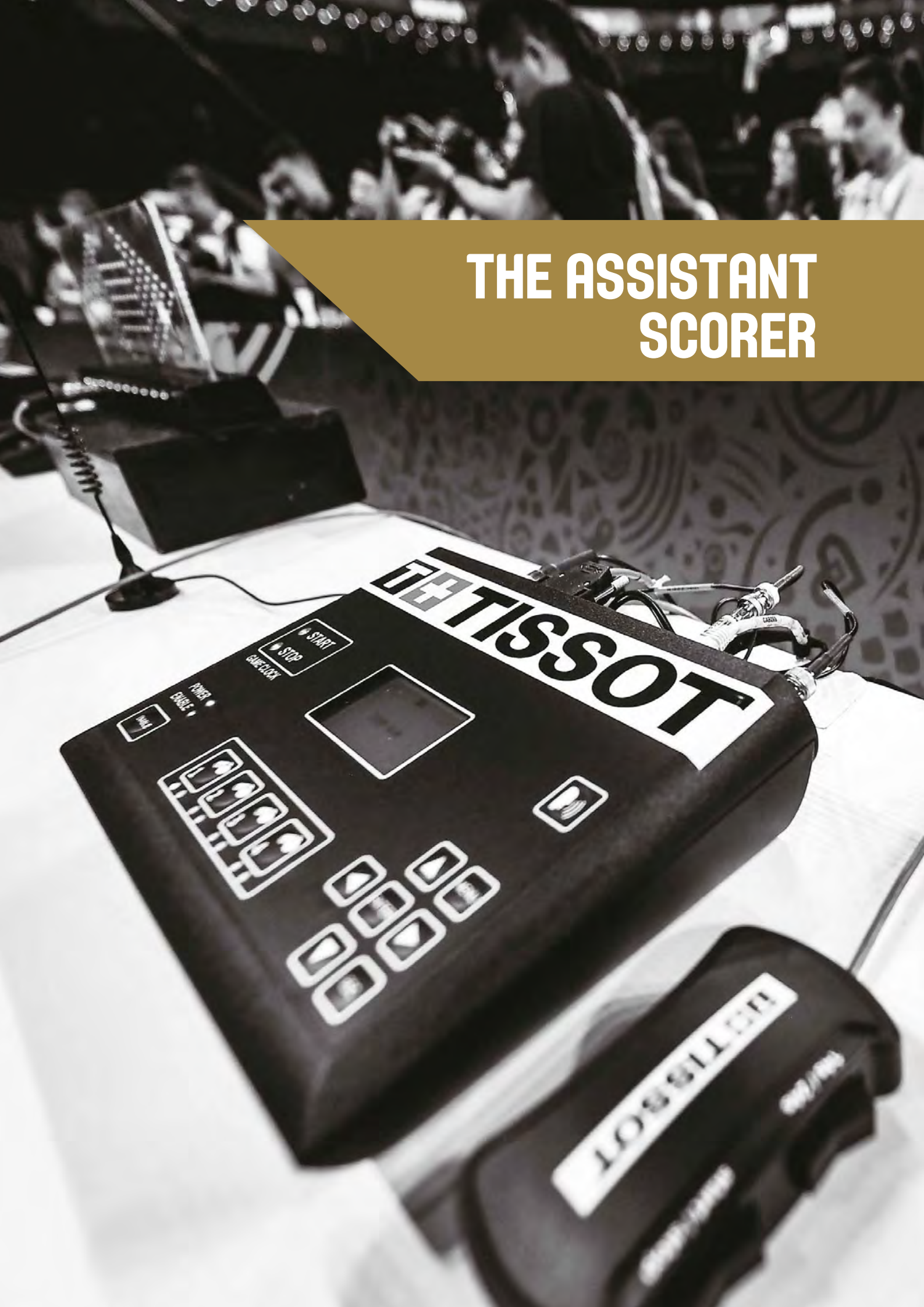
- Have an arrow of a minimum length of 100 mm and a height of 100 mm.
- Display an arrow on the front, illuminated in a bright red colour when switched on, showing the direction of the alternating possession.
- Display on the back side a LED that indicates the left/right/neutral position to verify the correct position.
- Be positioned in the centre of the scorer's table and shall be clearly visible to everyone involved in the game, including the spectators.

4.10 MECHANICS AND PERFORMANCE STANDARDS

To perform their specific task, the scorer shall:

- Complete the scoresheet according to the rules and the Table Officials' Manual.
- Know the referees' signals and mechanics to communicate with them effectively.
- Write on the scoresheet the number of player who scored the field goal
- In case of a fight, make a note of the players (numbers) that may be involved in it. During all fighting situations, the scorer shall observe carefully what happens on the playing court, along with the timer and the Commissioner (if present).
- Pay attention to the referee's signals during three-point attempts. It is the referee who will make the decision on shot attempts taken from close to the three-point line.
- Each time points are scored, call out loudly all relevant information (e.g. 3 points, A8), and confirm at the same time the score reached (e.g. 43 – 38 always in the order A-B, example page 117); to help check that the visible scoreboard is accurate. If there are no differences between the scoresheet and scoreboard the assistant scorer will give verbal confirmation.
- If there is a discrepancy, and the score in scoresheet is correct, the scorer shall immediately take steps to have the scoreboard corrected. If in doubt or if one of the teams raises an objection to the correction, the scorer shall inform the referees as soon as the ball becomes dead and the game clock is stopped.
- Each time a foul is called, the scorer shall call out loud all relevant information (e.g. 26 A personal foul, 2 free throws), as reported by the referee. The information shall then be recorded on the scoresheet and the number of personal fouls and team fouls called out (e.g. 26A, 2nd personal foul, 4th team foul, 4 -1 team fouls). The assistant scorer will verbally confirm this and then update the visible scoreboard.
- Quickly inform the rest of the Table Officials, especially the timer, when a player reaches the fifth foul, or must be disqualified as a consequence of the sum of category 1 technical and/or flagrant fouls.
- It is good practice to repeat loudly the player's number and team fouls in situations leading to possible substitutions (3rd or 4th fouls), 5th foul or bonus shots, in order that the table officiating team are vigilant for substitutions, time-outs or the need to place team foul markers on the table.
- Shall listen carefully for comments from colleagues about time-out and substitution requests.
- Once a team has used all of its permitted time-outs during a half (or during overtimes), inform the nearest referee of this clearly, so that this can be communicated to the relevant Head Coach.
- Know the alternating possession rule and when necessary, change the direction of the arrow efficiently.
- Maintain eye contact with referees.

THE ASSISTANT SCORER



Chapter 5

THE ASSISTANT SCORER

5.1 ASSISTANT SCORER'S DUTIES

The assistant scorer shall operate the scoreboard and constantly assist the scorer and timer. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.

5.2 BEFORE THE GAME

Scoreboard

The scoreboard should be clearly visible to everyone involved in the game, including the spectators. In case television or video displays are used it must be assured that the complete required information shall be visible at any time during the game. The readability of the displayed information shall be identical compared to that of a digital scoreboard.

The scoreboard shall include and/or indicate:

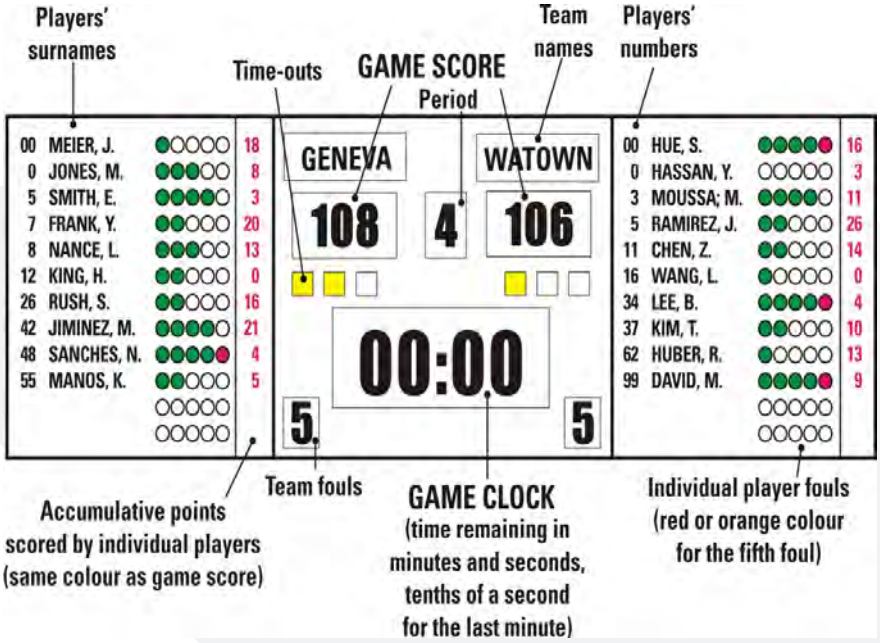
- The digital countdown game clock and have the ability to indicate time remaining in minutes and seconds, as well as tenths (1/10) of a second only during the last minute of the quarter.
- The points scored by each team.
- The teams' names.
- The number of team fouls from 1 to 5, stopping at 5 (if possible).
- The number of the quarter from 1 to 4, and E for an overtime.
- The number of charged time-outs per half from 0 to 3.
- For FIBA Level 1 games, the surname and number of each player (at least twelve player 'slots' should be available to show all players) and the cumulative points scored and fouls by each player.
- A display clock for timing the time-outs (optional). The game clock must not be used for this purpose.

The assistant scorer must check the equipment to verify it works correctly. In particular, it must be checked if all LEDs or characters on the scoreboard work correctly. If there is a malfunction with any of the LEDs or characters on the scoreboard, the Crew Chief and/or the Commissioner (if present) should be notified.

The assistant scorer should check the following:

- Verify LEDs or characters on the scoreboard - setting displays to 888 (if possible).
- Check to see if team foul totals can be stopped at 5.
- If the quarter numbers can be changed manually.

- If the number of time-outs can be changed manually.
- How to reset fouls and time-outs during intervals (if this reset is not automatic).
- How to correct players´ scores in case of an error (i.e. add and cancel points).
- How to correct fouls in case of an error.
- How the time on the game clock can be corrected (seconds and / or tenths of a second (in the last minute) added on or taken off).
- If there is a button on the console to sound an audible signal.



5.3 DURING THE GAME

How to update the scoreboard

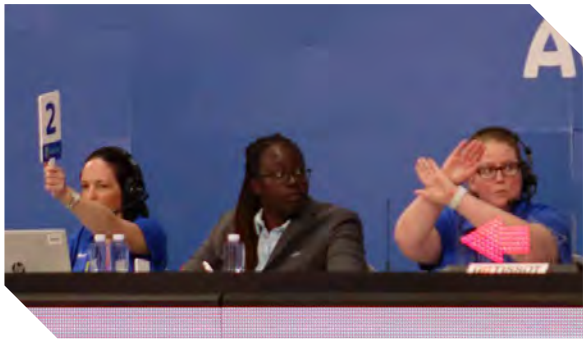
- Records on the scoreboard shall be the same as the scoresheet. Team fouls shall be stopped when they reach the fifth foul (if possible).

How to collaborate with the scorer

- The assistant scorer shall report in order, the player's number, team, and points scored (e.g. 14B, 2 points);
- The scorer states the running score in the following order: the team that has just scored, then the game score, in A–B format (e.g. 40; 57–40);
- The assistant scorer repeats the score to confirm whether the running score on the scoreboard is correct.
- It is important that this is loud enough for the Commissioner (if present) to hear and to also check.

It is important to note that the assistant scorer must wait until the scorer has confirmed the new score before updating the scoreboard, because the scoresheet shall take precedence over the scoreboard, and not the opposite.

Recording Fouls



- The assistant scorer shall report the player's number, the team, the type of foul, and the penalty (e.g. 14 B, personal, two free throws).
- At the same time that the scorer records it on the scoresheet, the personal foul is confirmed, as well as the total team fouls of the team whose player has just committed the foul, and team fouls situation for both teams in the A-B format (e.g. first personal, third team, 2-3 team fouls);
- The assistant scorer replies 'OK' or 'yes' if the scoreboard is correct.

In this way, the Table Officials have an awareness of foul situation for both teams and individual players. This will help the Table Officials team to anticipate situations such as possible substitutions (eg. 3rd player foul in the first half or 4th player foul early in the game).

Other duties

- The assistant scorer shall also check to see if players who have requested substitutions are eligible to play. Good communication from the timer and shot clock operator about team substitutions is essential for this.
- The assistant scorer may call a time-out or a substitution, if the scorer or timer are busy.
- The assistant scorer has the responsibility for the team bench area to the right of the table in fighting or bench clearance situations.
- The assistant scorer shall help the timer by positioning the team foul marker in the correct place on their side of the table.
- Let your table co-officials know, by calling out loudly, when there are 10 second left in a shot clock period. The assistant scorer will then count the last 5 seconds loudly (5, 4, 3… zero).
- At the end of each quarter, when the shot clock has been switched off, the assistant scorer will inform co-officials when there are 10 seconds left in the quarter, and will then count the last 5 seconds out loud ("5, 4, 3, 2, 1, 0").

5.4 INTERVALS OF PLAY

Cross check with the scorer all key information regarding scores, fouls and time-outs.

Observe the players and bench personnel and inform the referee of any incidents.

5.5 END OF GAME AND POST-GAME

Help co-officials to:

- Check that the scoreboard is accurate.
- Help the scorer to complete the scoresheet, if required.
- Sign the scoresheet.
- Observe players and bench personnel in case of any incident at the end of the game.
- Hand a copy of the scoresheet to each team.

THE TIMER

Chapter 6

THE TIMER

6.1 TIMER´S DUTIES

The timer shall:

- Measure playing time, time-outs and intervals of play.
- Ensure that the game clock signal sounds very loudly and automatically at the end of playing time in a quarter.
- Blow the whistle, simultaneously with the game clock signal sound, or use any other means possible to notify the referees immediately if the signal fails to sound or is not heard.
- Notify the teams and the referees at least 3 minutes before the third quarter is to start.
- Notify the teams and the referees when the end of time-outs or intervals of play are approaching.
- If a field goal is scored against a team which has requested a time-out, the timer shall immediately stop the game clock and sound the signal.
- Notify the referees immediately when five fouls are charged against any player.

The timer shall also:

- Indicate the number of fouls committed by each player by raising, in a manner visible to both Head Coaches, the marker with the number of fouls committed by that player.
- Position the team foul marker on the scorer's table, at the end nearest to the bench of the team in the team foul penalty situation, when the ball becomes live following the fourth team foul in a quarter.
- Request substitutions.
- Effect time-outs. The timer must notify the referees of the time-out opportunity when a team has requested a time-out.
- Sound the signal only when the ball becomes dead and the game clock is stopped, before the ball becomes live again. The sound of the signal does not stop the game clock or the game, nor causes the ball to become dead.

6.2 REQUIRED EQUIPMENT AND NECESSARY MATERIALS

For the game, the timer must have the following materials and equipment (supplied by the local team or organisation):

- Game clock
- Stopwatch
- Players foul markers
- Team foul markers

In addition, the following are required:

- Pens (black or blue, and red)
- Notice paper to take note of incidents (in case of a potential report to the organising body of the competition), alternating possession arrow changes and players on the court.
- A whistle or other sounding device that is different to the game clock and shot clock audible sounds.

6.3 BEFORE THE GAME

6.3.1 CHECKING THE DEVICE, SOUND AND DISPLAYS

To perform this specific task, in the presence of the referees, the timer must:

- Check that the game clock works properly (start/stop, sound signal, LEDs / display characters, lighting around the perimeter of the backboard, etc.) and is visible to the Table Officials, team benches and the spectators. The timer should also check whether the console on the table is blank or whether it shows the time in the same way as the game clock.
- Become familiar with how to use the game clock, including how to adjust the time when the clock is stopped, if this is required (in case of an error).
- Check if the stopwatch works correctly.
- Be aware how to set the game clock.
- Check that it is possible to see the game clock clearly at all times during the game.
- Check that the whistle-controlled time system equipment works correctly (if there is any).

6.3.2 GAME CLOCK

An electronic game clock should be used to measure the playing time and the intervals, and should be located clearly visible to all those involved in the game, including the spectators.

Each duplicate game clock (if present) shall display the score and the playing time remaining throughout the game or an interval of play.

Time-outs should be timed on a separate clock to the game clock. This is to ensure that the game clock is visible to all participants and spectators during every time-out. The timer may use the stopwatch for time-outs if there is no separate visible time-out clock to do this.

6.3.3 SOUND SIGNALS

There shall be at least two separate sound signals, with distinctly different and very loud sounds:

- The first signal shall sound automatically and synchronously with the red backboard lights, to indicate the end of the playing time for a quarter.
- The second signal, independent and with a different sound to the one described above, can be activated manually, when it is appropriate to attract the attention of the referees (e.g. towards the end of intervals of play or time-outs).
- Both signals shall be sufficiently powerful to be easily heard above the most adverse or noisy conditions. The sound volume shall have the ability to be adjusted according to the size of the arena and the noise of the spectators. A connection to the public information system of the arena is strongly recommended.
- In case of time-out requests, the timer shall only sound the signal when the ball becomes dead (game clock stopped), after the referee has ended reporting to the table (if any) and before the ball becomes live again.

6.3.4 PRE-GAME TIMING

The timer will start the clock 60 minutes prior to the scheduled start of the game.

At the time decided by the competion organizer the Crew Chief shall blow the whistle and ensure that all players stop their warm-up and return immediately to their respective team bench areas, at that moment the presentation of the teams begins. Following the game run-down defined by the LOC.

In the example on the right, you can see the pre-game timing used in some of the FIBA competitions. These timings and protocols may change depending on the competition and should be consulted with the commissioner or TD. The pre-game timing may change even within a tournament.

Time to tip-off	Description of activity	Music / Entertain-ment
-30:00	Official entrance of the teams and warm-up	FIBA Anthem (100")
-11:00	Teams photo session	
-09:00	Teams on team benches / Prepare for team Introductions	FIBA Anthem (60")
-08:00	Team Introductions TEAM B (VISITING)	
-07:00	Team Introductions TEAM A (HOME)	
-06:00	National Anthem TEAM B (VISITING)	
-04:45	National Anthem TEAM A (HOME)	Host country always last
-03:30	Gift Exchange	
-03:00	Final warm-up	
-01:30	Players return to bench	FIBA Anthem (6")
00:00	GAME STARTS	

If the presentation is too long, the timer will stop the clock when it shows 3:00 minutes. With the game clock stopped, and as soon as all the players, coaches and referees have been introduced to the spectators, the timer notifies the Crew Chief before the first and third quarter when 3 minutes remain until the quarter and the Crew Chief signals that three (3) minutes remain prior to the start of the game, using the conventional signal.

The timer notifies the Crew Chief, when 1:30 minute remains until the beginning of the game, and the Crew Chief will ensure that the teams go to their team bench areas.

6.4 DURING THE GAME

6.4.1 GAME CLOCK

The game shall consist of four quarters of 10 minutes. There shall be an interval of play of 20 minutes before the game is scheduled to begin. There shall be intervals of play of 2 minutes between the first and second quarter (first half), between the third and fourth quarter (second half), and before each overtime. There shall be a half-time interval of play of 15 minutes.

INTERVAL	1st Half			HALF-TIME	2nd Half			INTERVAL	Overtimes		
	Q1	INT	Q2		Q3	INT	Q4		OT1	INT	...
20'	10'	2'	10'	15'	10'	2'	10'	2'	5'	2'	...
	2 Time-outs				3 Time-outs				1 T-O		

An interval of play begins:

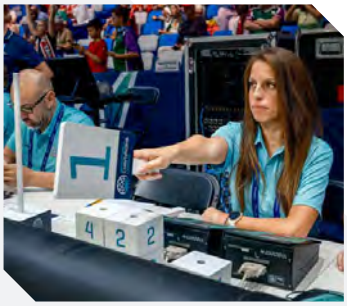
- Twenty minutes before the game is scheduled to begin.
- When the game clock signal sounds for the end of a quarter, except if the referee calls a foul at the same time as the quarter ends. In this case, the interval of play will begin when all administration connected with the foul has taken place, including any free throws.

6.4.2 INDICATE THE NUMBER OF FOULS COMMITTED BY EACH PLAYER

The timer, while the scorer is recording a foul, shall show the foul marker reporting the number of fouls committed by that player. The timer shall follow this three-step process to ensure that the marker is visible for:

1. both benches
2. spectators, players and referees
3. both benches (again)

The reason for showing the player foul marker towards benches twice is very simple: it is to ensure the Head Coach is fully aware so that a substitution can be made if required.



1.

2.

3.

When a player reaches their fifth foul the timer shall sound the signal and at the same time shall show the fifth personal foul marker. In this case, it is a two-step process:

1.

2.

When a player commits two flagrant fouls, one category 1 technical foul and one flagrant foul, or if the Head Coach commits two technical fouls (C) for their behaviour or a total of three technical fouls, whether classified as (B) or (C) or (BD), the timer will sound the signal and simultaneously display the "GD" marker.

It is a two-step process:

1.

2.

There are two situations to consider:

a. The same player has committed more than one foul (set of fouls in the same dead ball period);
The timer shall show only the marker corresponding to the last foul.

b. Two players have committed one foul each (e.g. double foul);
There is two ways to indicate the situation "b" . In the following examples, Team A player has committed the second foul, and Team B player has committed the fourth foul. The foul markers should be raised from the side nearest the bench zone for each team.

Case b1)

The timer shall take in one hand the foul marker that corresponds to the foul committed by Team A player and in another hand the foul marker corresponding to the foul committed by Team B.

1.

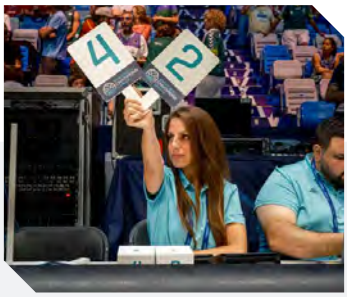
2.

3.

Case b2)

The timer shall show with the same hand the foul markers (that correspond to the number of committed fouls) for both players, as shown below.

1.



2.

3.

The timer shall measure playing time as follows:

Starting the game clock when

- **During a jump ball**, the ball is legally tapped by a jumper. VIDEO
- After an unsuccessful last or only **free throw** and the ball continues to be live, the ball touches or is touched by a player on the playing court. VIDEO
- **During a throw-in**, the ball touches or is legally touched by a player on the playing court. During a throw-in, it is possible that the timer cannot see the legal touch of the ball. In this case, the timer should watch the hand signal of the referee administering the throw-in and start the clock when the referee uses the conventional signal to start the clock. VIDEO

Stopping the game clock when

- Time expires at the end of playing time for a quarter, if not stopped automatically by the game clock itself. VIDEO
- A referee blows the whistle while the ball is live. In noisy games when the referee's whistle is difficult to hear, the timer should also be constantly watching for the referees using conventional signals to stop the clock.
- A field goal is scored against a team which has requested a time-out.
- A field goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.
- The shot clock signal sounds while a team is in control of the ball (shot clock violation), if signalled by the referees.
- A time-out is charged against the team whose coach first made a request, unless the time-out is granted following a field goal scored by the opponents and without an infraction having been called.

6.4.3 TIME-OUT AND SUBSTITUTION

Time-outs and substitutions are interruptions of the game requested respectively by the Head Coach and the substitute. After a request, and when an appropriate opportunity exists the scorer must notify the referee of them. To better understand the opportunities available for time-outs and substitutions we need to introduce two concepts: live ball and dead ball.

The ball becomes **live** when:

- During the jump ball, the ball leaves the hand(s) of the referee on the toss.
- During a free throw, the ball is at the disposal of the free throw shooter.
- During a throw-in, the ball is at the disposal of the player taking the throw-in.

The ball becomes **dead** when:

- Any field goal or free throw is made.
- A referee blows the whistle while the ball is live.
- It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
  - Another free throw(s).
  - A further penalty (free throw(s) and/or possession).
- The game clock signal sounds for the end of the quarter.

- The shot clock signal sounds while a team is in control of the ball.
- The ball in flight on a shot for a field goal is touched by a player from either team after:
  - A referee blows the whistle.
  - The game clock signal sounds for the end of the quarter.
  - The shot clock signal sounds.

The ball does **not become dead** and the goal counts if made when:

- The ball is in flight on a shot for a field goal and:
  - A referee blows the whistle.
  - The game clock signal sounds for the end of the quarter.
  - The shot clock signal sounds.
- The ball is in flight on a free throw and a referee blows the whistle for any rule infraction other than by the free throw shooter.
- A player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for a field goal and who finishes the shot with a continuous motion which started before the foul occurred. This provision does not apply and the goal shall not count if:
  - after a referee blows the whistle and an entirely new act of shooting is made.
  - during the continuous motion of a player in the act of shooting the game clock signal sounds for an end of quarter or the shot clock signal sounds.

6.4.3.1. TIME-OUT REQUEST

As stated above a time-out is an interruption of the game requested by the Head Coach or first Assistant Coach. Each time-out shall last one minute.

A time-out opportunity begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the referee has ended the signalling (in case of violations) and / or communication with the Table Officials (in case of foul).
- For both teams, the ball becomes dead following a successful last or only free throw.
- For the non-scoring team, a field goal is scored.
- **In any case that IRS is used, for both teams after the final IRS decision.**

A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for a first or only free throw (live ball).

- A time-out cannot be granted before the playing time for a quarter has started or after the playing time for a quarter has ended.

The ball is at the disposal of a player for a first or only free throw.

The ball is at the disposal of a player for a throw-in.

- If the request for the time-out is made by either team after the ball is at the disposal of the free throw shooter for the first or only free throw, the time-out shall be granted if:
  1. The last or only free throw is successful.
  2. The last or only free throw is followed by a throw-in from the throw-in line at the team's front court.
  3. A foul is called between free throws. In this case the throw(s) shall be completed and the time-out shall be permitted before the new foul penalty is administered, unless otherwise stated in the OBR.
  4. A foul is called before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the new foul penalty is administered.
  5. A violation is called before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the throw-in is administered.

VIDEO

- In the event of consecutive sets of free throws and/or possession of the ball resulting from more than one foul penalty, each set is to be treated separately.
- A time-out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime and, following a successful field goal unless a referee has interrupted the game.
- When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, following a time-out taken by the team that is entitled to possession of the ball from its backcourt, the Head Coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line at the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.

VIDEO

If a time-out opportunity has just ended and a coach runs to the scorer's table, loudly requesting a time-out and the timer reacts and erroneously sounds the signal, the referee blows the whistle and interrupts the game, the game shall resume immediately. The request was made too late and, the time-out shall not be granted.

VIDEO

VIDEO

A time-out is charged against the team whose coach first made a request unless the time-out is granted following a field goal scored by the opponents and without an infraction having been called. In that case, it is a good practice to ask the referees to notify the coaches which team the time-out was charged to, and to inquire from the other coach if their pending time-out request is still valid.

Procedure:

After a time-out request, during the time-out opportunity the timer shall notify the referees by sounding the signal and giving the time-out signal (see below). It is a two-step signalling process: the timer gives the time-out signal and then indicates the bench of the team who requested the time-out, showing an open palm for higher visibility.

When the referee confirms the time-out, the scorer should record it on the scoresheet as described earlier.

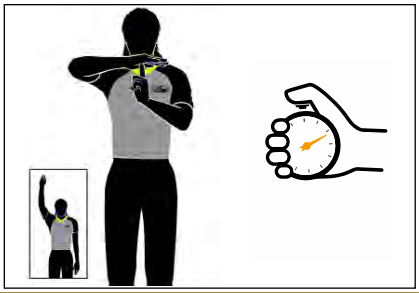
- Only a Head Coach or first Assistant Coach has the right to request a time-out. They shall establish visual contact with the scorer or go to the scorer's table and ask clearly for a time-out, making the proper conventional sign with their hands. To gain visibility, the coach can approach the table. The timer must call the time-out at the first opportunity.
- Conditional requests are not allowed. For example, it is not permitted for a coach to say "Time-out if they score".
- A time-out request may be cancelled only before the timer's signal has sounded for such a request.
- The time-out period begins when a referee blows the whistle and gives the time-out signal. It ends when a referee blows the whistle and beckons the teams back on to the playing court. If, following a request for a time-out, a foul is committed by either team, the time-out shall not begin until the referee has completed all communication related to that foul with the scorer's table. In the case of a fifth foul by a player, this communication includes the necessary substitution procedure. Once completed, the time-out period shall begin when a referee blows the whistle and gives the time-out signal. Teams shall be permitted to go to their benches if they are aware that a time-out has been requested, even though the time-out period has not formally begun.
- As soon as a time-out opportunity begins, the timer shall sound the signal to notify the referees that a request for a time-out has been made. If a field goal is scored against a team which has requested a time-out, the timer shall immediately stop the game clock and sound the signal.

SUMMARY	GAME CLOCK	STATUS OF THE BALL	TIME-OUT ALLOWED
PLAYING	Running	Live	NO
REFEREE BLOWS THE WHISTLE	Stopped	Dead	BOTH TEAMS
DEAD BALL			
BALL AT DISPOSAL		Live	NO

Procedure:

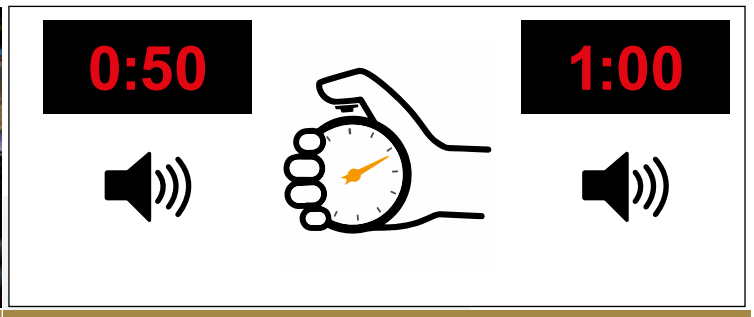
The coach requests a time-out

The timer sounds his/her signal and makes the time-out signal when there is an opportunity



The referee blows the whistle and makes the signal. The time-out begins and the timer starts the stopwatch.

The players stay in the team bench area



The timer sounds his/her signal when 50" and 1 minute of the time-out have passed.

The timer shall measure a time-out as follows:

- Starting the stopwatch immediately when the referee blows the whistle and gives the time-out signal.
- Sounding the signal when 50 seconds of the time-out have elapsed and showing the appropriate signal that ten (10) seconds are left to the end of the time-out.
- Sounding the signal when the time-out has ended.

If during the time-out, a substitution has been requested, the timer shall make the conventional substitution signal when sounding the horn (10 sec. left on the clock). After making the conventional substitution signal, the timer shall also indicate the team or teams who have requested the substitution.

- In case of failure of the device, the timer shall (if the game clock does not start):
  - Start the stopwatch timer (usually used to measure time-outs).
  - Advise the Commissioner, if present.
  - If not, stand up to be more visible (so that the referees can note that there is a problem).
  - When the ball becomes dead, stop the watch and inform the referee that the game clock was stopped e.g. for 5 seconds.

When the assistant scorer is not present, it is the timer who updates the scoreboard. During play, starting and stopping the game clock correctly is more important than updating the scoreboard. For this reason, during the game the timer must be aware for time-out request when a field goal is scored and, especially in the last 2 minutes of the game, the timer must stop the game clock when a field goal is scored, and only when the game clock has been started (according to the rule) the score on the scoreboard can be updated.

Simultaneously with the end of the quarter, the timer must blow the whistle if the game clock´s signal / sound fails, or the referees cannot hear it, so that the referees can be notified of the end of the quarter.

Helping partners during the game

- Repeat periodically and loudly how long is left on the clock, so that the whole Table Officials crew know the time left to play, even in the case of a game clock failure. This should be agreed to in the pre-game meeting among the Table Officials crew.
- Count down loudly the final 5 seconds of each 24-second offence - once the shot clock operator has called out "ten seconds", meaning there are ten seconds remaining on the shot clock.
- When the whistle-controlled time system is used, sometimes the timing devices on the referees´ belt does not work correctly (due to WiFi interferences). The timer shall constantly verify if the whistle-controlled time system device is working correctly and notify the referees if it is not.
- Call loudly to the scorer if substitutions or time-outs are requested from the bench to the left of the scorer's table and notify new entries to the scorer.
- Observe the playing court and note down details of any incidents in case of fighting and bench clearances.

6.4.3.2 SUBSTITUTION REQUESTS

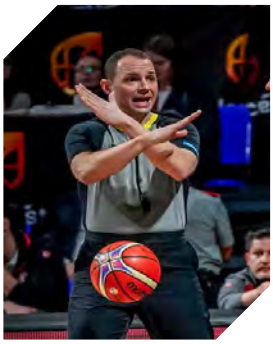
A substitution is an interruption of the game requested by the substitute to become a player. A team may substitute more than one player during a substitution opportunity.

Substitutions cannot be granted before the game has begun (except in the case of an injury to a starting five player during the warm up).

VIDEO

A substitution opportunity begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the referee has ended the communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last or only free throw.
- For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.



A substitution opportunity ends when:

The ball is at the disposal of a player for a first or only free throw

The ball is at the disposal of a player for a throw-in.

Players who have been designated by the Head Coach to start the game may be substituted in the event of an injury. In this case, the opponents are also entitled to substitute the same number of players, if they so wish.

Similarly on free throws, if the referee notices after the first free throw that the shooter is bleeding, the player must be substituted and the opponents may also make a substitution if they so wish.

If a substitution opportunity has just ended and a player runs to the scorer's table, loudly requesting a substitution and the timer reacts and erroneously sounds the signal, the referee blows the whistle and interrupts the game, the game shall resume immediately. The request was made too late and the substitution shall not be granted.

A player who has become a substitute and a substitute who has become a player cannot respectively re-enter the game or leave the game until the ball becomes dead again, after a clock-running phase of the game, unless:

- The team is reduced to fewer than five players on the playing court.
- The player entitled to the free throws as the result of the correction of an error is on the team bench after having been legally substituted.

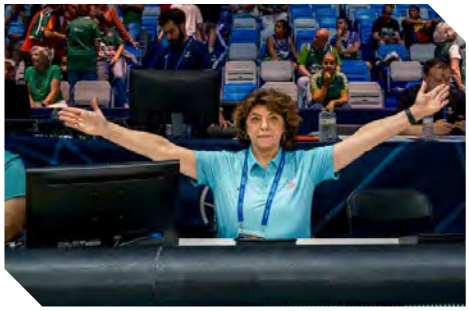
Procedure:

- Only a substitute has the right to request a substitution. The substitute (not the Head Coach or first Assistant Coach) shall go to the scorer's table and ask clearly for a substitution, making the proper conventional signal with hands, or sit on the substitution chair. The substitute must be ready to play immediately.
- A substitution request may be cancelled only before the timer's signal has sounded for such a request.

VIDEO

- As soon as a substitution opportunity begins, the timer shall sound the signal to notify the referees that a request for a substitution has been made using the following signals:
  1. The conventional signal for a substitution.
  2. Points in the direction of the team bench requesting the substitution.

If players from both teams have requested substitutions, then the timer shall indicate this as shown below.



- The substitute shall remain outside the boundary line until the referee blows the whistle, gives the substitution signal and beckons the substitute to enter the playing court.

The player being substituted is permitted to go directly to the team bench without reporting to the officials.

- Substitutions shall be completed as quickly as possible. A player who has committed five fouls or has been disqualified must be substituted immediately (within approximately 30 seconds, timed by the timer on a manual stopwatch if necessary).

- If a substitution is requested during a time-out or an interval of play, the timer must notify the referee by giving the signal below when the time indicates that only 10 seconds are left to the end of the time-out, or that 30 seconds are left of the interval. As shown before, the timer must also indicate the team who requested the substitution.

- If the request for a substitution is made by either team after the ball is at the disposal of the free throw shooter for the first or only free throw, the substitution shall be granted if:
  - The last or only free throw is successful.
  - The last or only free throw, if not successful, is followed by a throw-in from the throw-in line at the team's frontcourt.
  - A foul is called between free throws. In this case the free throws will be completed and the substitution will be permitted before the new foul penalty is administered.
  - A foul is called before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the new foul penalty is administered.
  - A violation is called before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the throw-in is administered.

  In the event of consecutive sets of free throws resulting from more than 1 foul penalty, each set is to be treated separately.

- If the free throw shooter must be substituted because he/she:
  - Is injured.
  - Has committed five (5) fouls.
  - Has been disqualified.

  The free throw(s) must be attempted by the substitute who may not be substituted again until the next clock-running phase of the game has been played.

- A substitute becomes a player and a player becomes a substitute when:
  - The referee beckons the substitute to enter the playing court.
  - During a time-out or an interval of play, a substitute requests the substitution to the timer.
- A substitution request may be cancelled only before the timer's signal has sounded for such a request.
- When a player commits his/her fourth foul, the Table Officials should anticipate a possible substitution and be alert to last-minute requests.

A substitution request can be called for both teams only when the 3 following conditions occur:

- Dead ball
- Game clock stopped
- The referee has ended signalling

When the game clock shows 2.00 minutes or less in the fourth quarter and in each overtime, the Table Officials can call a substitution opportunity for the non-scoring team (called by the Timer) when 2 conditions occur:

- Dead ball
- Game clock stopped.

In case of a substitution request and time-out request, it is very important to respect the order of the requests

- First a substitution and after the time-out, or
- First a time-out and after the substitution

SUMMARY	GAME CLOCK	STATUS OF THE BALL	SUBSTITUTION OPPORTUNITY
DURING THE GAME (EXCEPT 2:00 OR LESS IN THE 4TH QUARTER AND OVERTIME)			
PLAYING	Running	Live	NO
GOAL IS MADE		Dead	NO
DEAD BALL			NO
BALL AT THE DISPOSAL OF A PLAYER FOR THE THROW-IN		Live	NO

SUMMARY	GAME CLOCK	STATUS OF THE BALL	SUBSTITUTION OPPORTUNITY
THE GAME CLOCK SHOWS 2:00 MINUTES OR LESS IN THE 4TH QUARTER AND OVERTIME			
PLAYING WITH 2:00 TO GO IN LAST QUARTER OR OVERTIME	Running	Live	NO
GOAL IS MADE	Stopped	Dead	FOR THE NON-SCORING TEAM
DEAD BALL			
BALL IS AT THE DISPOSAL OF A PLAYER FOR THE THROW-IN		Live	NO

SUMMARY	GAME CLOCK	STATUS OF THE BALL	SUBSTITUTION OPPORTUNITY
DURING FREE THROWS			
PLAYER IS SHOOTING THE FREE THROW	Stopped	Live	NO
LAST FREE-THROW IS SCORED		Dead	FOR BOTH TEAMS
THE BALL REMAINS DEAD			
BALL IS AT THE DISPOSAL OF A PLAYER FOR THE THROW-IN		Live	NO

If the referees discover that more than five players of the same team are participating on the playing court simultaneously, the error must be corrected as soon as possible without placing the opponents at a disadvantage.

Assuming that the referees and the Table Officials are doing their job correctly, one player must have re-entered or remained on the playing court illegally. The referees must therefore order one player to leave the playing court immediately and charge a technical foul against the coach of that team, recorded as 'B'. The coach is responsible for ensuring that a substitution is applied correctly and that the substituted player leaves the playing court immediately after the substitution.

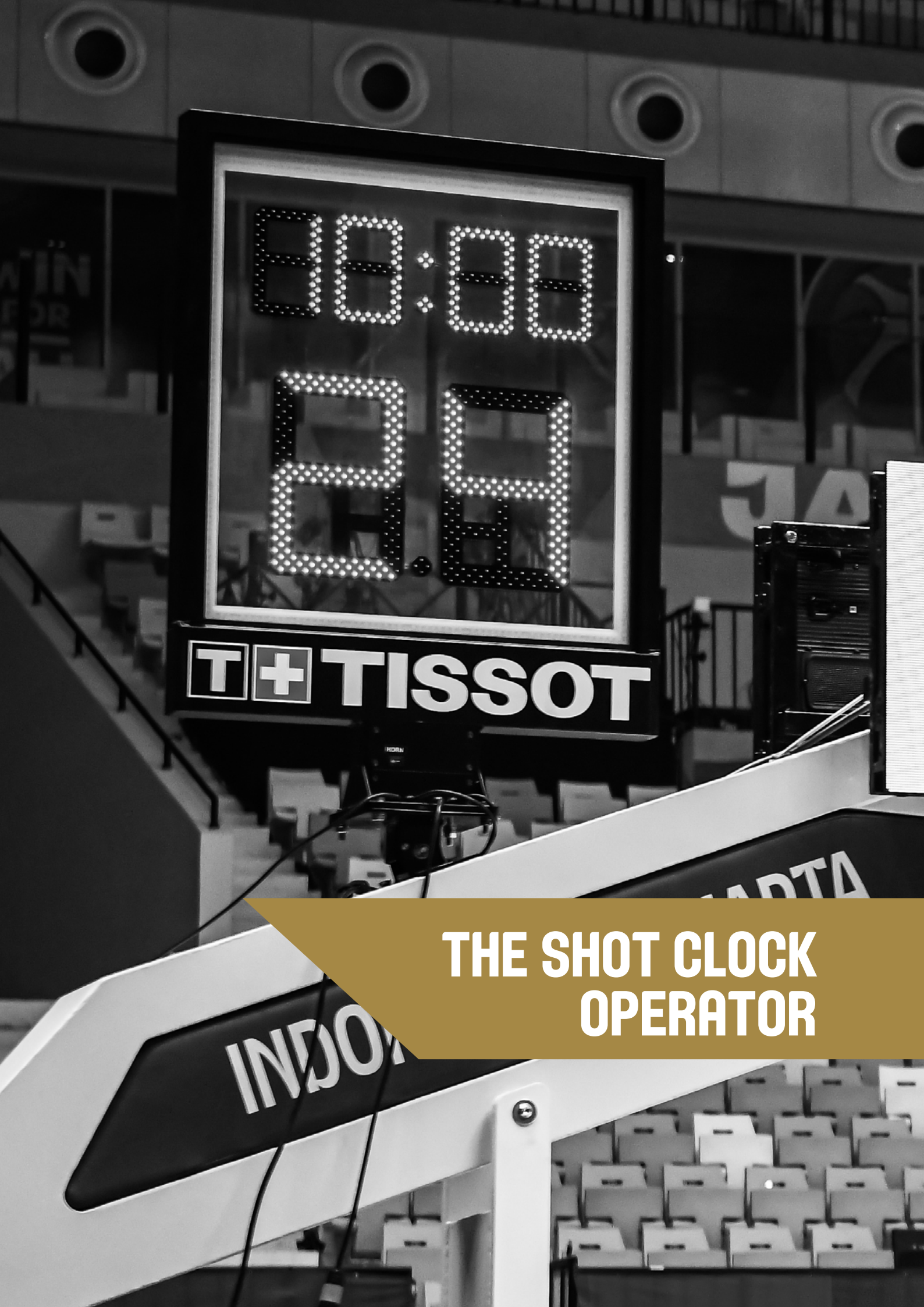
6.4.4 INTERVALS OF PLAY

The timer shall take the following steps during intervals of play:

- Ensure the pre-game countdown is running when there are 20 minutes left to start the game.
- Ensure the referees are on the court in time to start quarter 1 and quarter 3. If necessary the commissioner, if present, should go to the referees' locker room to remind them.
- In the intervals between quarters 1 and 2 and between quarters 3 and 4 will start the timer with 2 minutes.
- Observe players and team bench personnel and inform the referees if there are any incidents during intervals of play.
- The timer notifying the referees before quarters 1 and 3 when three minutes, and one minute and thirty seconds remain until the beginning of the quarter.
- The timer notifying the referees 30 seconds before quarters 2 and 4 (and each overtime).
- Start the countdown of the interval of play, when the referees have indicated that a quarter of play has ended.
- At the end of the interval reset the visible game clock ready to begin a new quarter of 10 minutes, (or 5 minutes for overtimes).
- Sound the signal and simultaneously reset the game clock immediately when an interval of play has ended.

6.5 AFTER THE GAME

- Help the scorer to complete the scoresheet, if required.
- Sign the scoresheet.



THE SHOT CLOCK OPERATOR

Chapter 7

THE SHOT CLOCK OPERATOR

7.1 SHOT CLOCK OPERATOR'S DUTIES

Whenever a team gains control of a live ball on the playing court, that team must attempt a shot for a field goal within 24 seconds. The main duty of the shot clock operator is to measure this time.

7.2 REQUIRED EQUIPMENT AND NECESSARY MATERIAL

For the game, the shot clock operator must have the following equipment.

From the local team or organization:

- Shot clock device

In addition, the following items are required:

- Pens
- Notice paper to take note of any incidents (that can then be used to make a possible report to the organising body of the competition), alternating possession arrow changes, players on the court and so on.
- A stopwatch
- A whistle

7.3 BEFORE THE GAME

7.3.1 THE SHOT CLOCK DEVICE

There are several models of shot clock devices and each of them has different mechanical operations.

In general, the device should:

- Have a start / stop button or lever.
- Have two separate buttons / levers for 24 and 14 seconds reset.
- Show the countdown in seconds.
- Not show any digits (be blank) when no team has control of the ball or when there are less than 24 / 14 seconds left to play in each quarter or overtime (the blanked position should be tied to the reset buttons).
- Reset to either 24 or 14 seconds whenever this is required.
- The sound signal should be stopped when a new period of 24 / 14 is assigned.

For Levels 1 and 2 Competitions, the shot clock display unit, together with a duplicate game clock and a red light shall:

- Be mounted on each backboard support structure or hung from the ceiling.
- Have different colours for the numbers of the shot clock and the duplicate game clock displays.
- Show the countdown in seconds and the last 5 seconds of the action in tenths as well.

For Level 1, there must be three (3) or four (4) display surfaces per unit (recommended for Levels 2 and 3) which must be clearly visible to everyone involved in the game, including the spectators.

7.3.2 CHECKING THE DEVICE, SIGNAL SOUND AND DISPLAY

Both the shot clock operator and timer are responsible for handling the electronic devices. The high performance of these devices is essential to enable each of these Table Officials to carry out their roles to the highest standard.

In general, the device should:

- Have a separate control unit provided for the shot clock operator, with a very loud automatic signal to indicate the end of the shot clock period when the display shows zero (0).
- Have a display unit with a digital countdown, indicating the time in seconds only.
- Start from 24/14 seconds.
- Be stopped with the display indicating the time remaining.
- Be restarted from the time at which it was stopped.
- Show no display, if necessary.

For levels 1 and 2 the shot clock display unit , together with a duplicate game clock shall:

- Have the signal sounding for the end of the shot clock period when the display shows zero (0.0).
- Indicate the time remaining in seconds; and tenths (1/10) of a second only during the last 5 seconds of the shot clock period.
- Be mounted on each backboard support structure a minimum or hung from the ceiling.
- Have the numbers of the shot clock in red colour and the numbers of the duplicate game clock in yellow colour.
- Have the numbers of the shot clock display a minimum height of 230 mm and be larger than the numbers of the duplicate game clock.
- Have electromagnetic compatibility in accordance with the statutory requirements of the respective country.

The fact that there are different types of consoles means that it is very important to take time before starting the game (during the check of devices and during the pre-game interval), to become familiar with the operation of the console. This will ensure that the shot clock operator is able to perform any function quickly and efficiently. During the pre-game checks, the shot clock operator should check the following:

- **Verify if the shot clock count is electronically linked to the game clock.** This means that the shot clock operator needs to know if the shot clock will operate independently of the game clock. The shot clock should be able to be started separately from the game clock.
- **Timeliness of start and stop.**
- **Full second / empty second and sound signal.** According to the rules, the sound should be different from the sound of the game clock. To verify the loudness of the sound

signal, the shot clock operator will run down the shot clock to zero when the officials are present on the court in the 20-minute interval of play before the game begins. This will also allow the officials and Table Officials to know if the buzzer sounds when the display reaches zero (empty second), or if it sounds after a further full second has elapsed.

- **Whether it is possible to switch the display off so that the shot clock displays are blank (showing no digits).**
- **Blank - reset to 24 / 14 seconds - START procedure (when the ball touches the ring).**
- **The devices screens should have the red dot as shown in the image. This dot should only be visible when the game time is stopped. It is a quick way to detect that the time is not working well (especially when using the whistle-controlled time system).**
- **Check if the shot clock sound signal can be stopped by a new reset (24 / 14) and if it is possible to restart the shot clock immediately after the buzzer has sounded.**
- **Whether the shot clock can be reset to 14 when less than 24 seconds but more than 14 are left in an offence.**
- **Check if the display can be switched off** when less than 24 seconds or 14 seconds are left in a quarter.
- **Whether it is possible to correct the shot clock displays in the case of error,** and if so, which procedure must be used.

7.4 THE RULE

7.4.1 SHOT CLOCK

Application of the 24 seconds rule is an extremely complex task that requires a deep knowledge of the rules and interpretations, a high degree of concentration and the ability to evaluate each situation in tenths of seconds, hundreds of times in a game.

To perform this task properly it is essential to have a perfect knowledge of when team control begins and ends.

7.4.2 CONTROL OF THE BALL

Team control starts when a player of that team is in control of a live ball by holding or dribbling it or a live ball is at team´s disposal.

Team control continues when:

- A player of that team is in control of a live ball.
- The ball is being passed between teammates.

Team control ends when:

- An opponent gains control.
- The ball becomes dead.
- The ball has left the player's hand(s) on a shot for a field goal or for a free throw.

7.4.3 THE SHOT CLOCK COUNT

7.4.3.1 THE SHOT CLOCK COUNT SHALL BE STARTED OR RESTARTED WHEN:

- A player gains control of a live ball on the playing court. The mere touching of the ball by an opponent does not start a new shot clock period if the same team remains in control of the ball.

VIDEO

VIDEO

- On a throw-in, the ball touches or is legally touched by any player on the playing court.

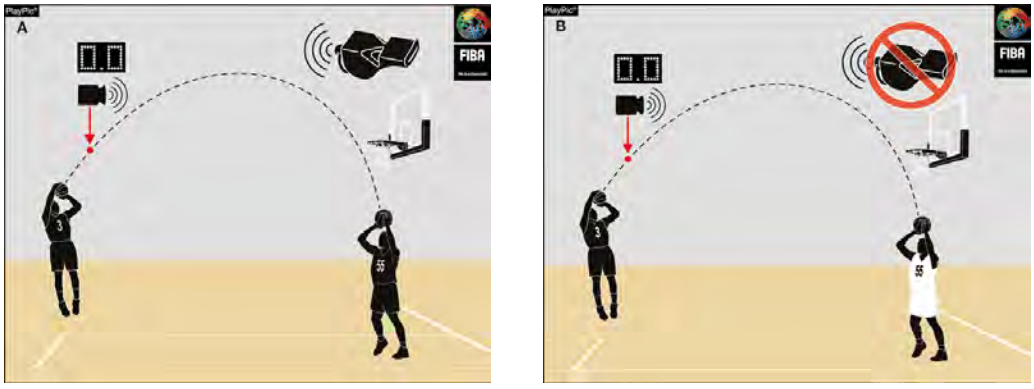
VIDEO

A team must attempt a shot for a field goal within 24 seconds.

To constitute a shot for a field goal within 24 seconds:

- The ball must leave the player's hand(s) before the shot clock signal sounds, and
- after the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

When a shot for a field goal is attempted near the end of the 24-second period and the shot clock signal sounds while the ball is in the air:

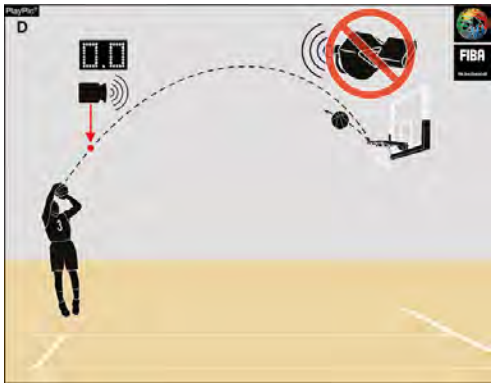


VIDEO

VIDEO

A) If the ball misses the ring, a violation has occurred. However, if the opponents gain immediate and clear control of the ball (B), the signal shall be disregarded and the game shall continue.

C) If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.



D) If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.

When the backboard is equipped with yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

7.4.3.2. SHOT CLOCK COUNT SHALL BE STOPPED, BUT NOT RESET:

with the remaining time visible, when the same team that previously had control of the ball is awarded a throw-in as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A technical foul committed by that team.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties against both teams.

Stopped, but also not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a frontcourt throw-in and 14 or more seconds are displayed on the shot clock as a result of a foul or violation.

The game being stopped because of an action connected with the team in control of the ball.	The game being stopped because of an action not connected with either team. Unless the opponents would be placed at a disadvantage	The team controlling the ball takes the throw-in after the ball having gone out-of-bounds	L2M Time-out Head coach's option: to take the throw-in from the frontcourt with 13 or less seconds of possession	A technical foul is committed by the team in control of the ball

7.4.3.3. SHALL BE STOPPED, AND RESET TO 24 SECONDS:

with no display visible, when:

- The ball legally enters the basket.
- The ball touches the ring of the opponent's basket and it is controlled by the team that was not in control of the ball before it has touched the ring.
- The team is awarded a backcourt throw-in:
  - As the result of a foul or violation (not for the ball having gone out-of-bounds) VIDEO
  - As the result of a jump ball situation the ball for the team not previously in control of the ball
  - The game is stopped because of an action not connected with the team in control of the ball.
  - The game is stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- The team is awarded free throw(s).

A new team gains control of a live ball on the playing court	To take the throw-in after a Basket	To take the throw-in from the backcourt after a foul or violation by the opponent team

VIDEO
VIDEO
VIDEO

7.4.3.4. SHALL BE STOPPED, AND RESET TO 14 SECONDS:

with 14 display visible, when:

- The same team that previously had control of the ball is awarded a frontcourt throw-in and 13 seconds or less are displayed on the shot clock:
  - As the result of a foul or violation (not for the ball having gone out-of- bounds).
  - The game being stopped because of an action not connected with the team in control of the ball.
  - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage
- The team that previously did not have the control of the ball shall be awarded a frontcourt throw-in as a result of a:
  - Personal foul or violation (including for the ball having gone out-of-bounds),
  - Jump ball situation
- A team shall be awarded a throw-in from the throw-in line in its frontcourt as a result of an flagrant, disruptive or disqualifying foul

VIDEO
VIDEO
VIDEO

- After the ball has touched the ring on an unsuccessful shot for a field goal, a last free throw, or on a pass, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.
- The game clock shows 2:00 minutes or less in the fourth quarter or in each overtime following a time-out taken by the team that is entitled to the possession of the ball from its backcourt and the Head Coach decides that the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt and 14 seconds or more are displayed on the shot clock at the time when the game clock was stopped.

To take the throw-in from the frontcourt (off. team) after a foul or violation (excluding for the ball having gone out-of-bounds) by the opponent team if the remaining time on shot clock is 13 or less seconds.	To take the throw-in from the frontcourt (def. team) after a foul or violation by the team in control of the ball.	To take the throw-in from the throw-in line in the team's frontcourt for a UF / DF penalty.	The same team recovers ball control after an unsuccessful shot (ball touches the ring) offensive rebound.	To take the throw-in from the frontcourt due to the coach's decision during the last 2 minutes of the 4th quarter or overtime if the remaining time on the shot clock is 14 or more seconds.

VIDEO

VIDEO

VIDEO

VIDEO

7.4.3.5. SHALL BE STOPPED, AND SWITCHED OFF:

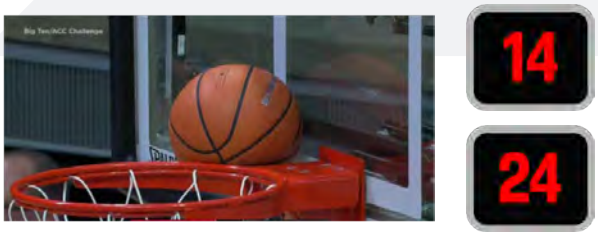
after the ball becomes dead and the game clock has been stopped in any quarter or overtime when there is a new control of the ball for either team and there are fewer than 14 seconds on the game clock.

The shot clock signal does not stop the game clock or the game, nor causes the ball to become dead, unless a team is in a control of the ball.

7.4.4 SHOT CLOCK OPERATOR SITUATIONS

SHOT CLOCK AFTER BALL LODGED BETWEEN THE RING AND THE BACKBOARD

- 24 SECONDS for the Team that did not control the ball.
- 14 SECONDS for the Team that controlled the ball.



VIDEO

SHOT CLOCK AFTER UF / DQ

All throw-ins part of a UF or DQ penalty shall be administered from the throw-in line in the team's frontcourt, with 14 SECONDS on the shot clock.

SHOT CLOCK AFTER OFFENSIVE FOUL / VIOLATION / BASKET IN THE FRONTCOURT BY OFFENSIVE TEAM

Team B throw-in in the backcourt, with 24 SECONDS on the shot clock.

SHOT CLOCK AFTER OFFENSIVE FOUL / VIOLATION / OUT-OF-BOUNDS IN THE BACKCOURT BY OFFENSIVE TEAM

Team B throw-in in the frontcourt, with 14 SECONDS on the shot clock.

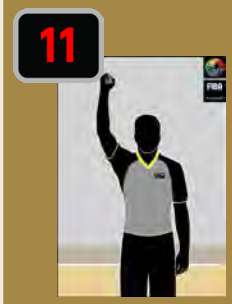
SHOT CLOCK AFTER DEFENSIVE FOUL / VIOLATION IN THE FRONTCOURT BY DEFENSIVE TEAM

If 14 seconds or more was shown on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.

VIDEO

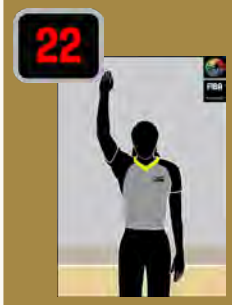
SHOT CLOCK AFTER
DEFENSIVE FOUL / VIOLATION
(except OOB)
IN THE FONTCOURT
BY DEFENSIVE TEAM

If 13 seconds or less were shown on the shot clock at the time when the game was stopped, the shot clock shall be reset to 14 seconds.



SHOT CLOCK AFTER
THE GAME IS STOPPED BY A REFEREE

For any reason not connected with either team and, in the judgement of a referee, a reset would place the opponents at a disadvantage, the shot clock shall continue from the time it was stopped.



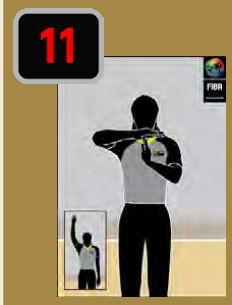
SHOT CLOCK AFTER
TECHNICAL FOUL BY
THE TEAM IN CONTROL OF THE BALL

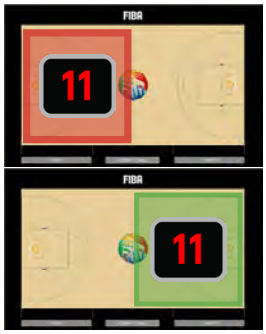
Throw-in Backcourt

NO RESET, the SC shall continue from the time it was stopped.

Throw-in Frontcourt

NO RESET, the SC shall continue from the time it was stopped.





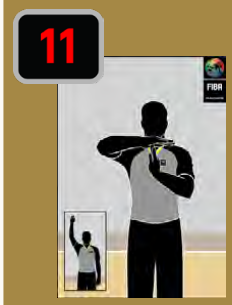
SHOT CLOCK AFTER
TECHNICAL FOUL BY
THE TEAM NOT IN CONTROL
OF THE BALL

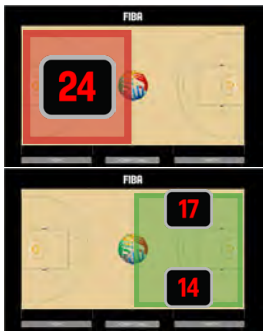
Throw-in Backcourt

24 SECONDS

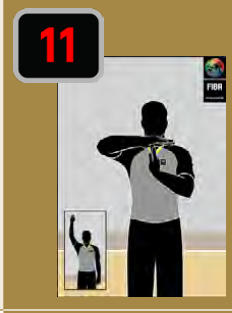
Throw-in Frontcourt

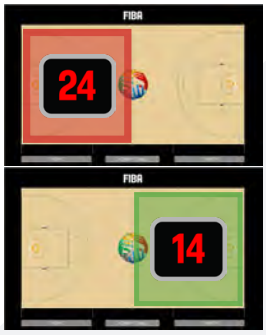
- NO RESET if the SC shows 14 sec or more
- 14 SECONDS if the SC shows 13 sec or less



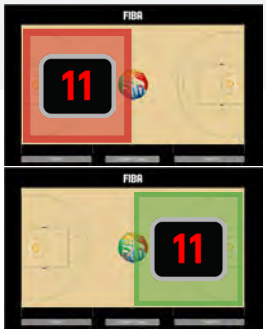


SHOT CLOCK AFTER
TECHNICAL FOUL
NO TEAM IS IN CONTROL OF THE BALL
JUMP BALL SITUATION
Throw-in Backcourt
24 SECONDS
Throw-in Frontcourt
14 SECONDS

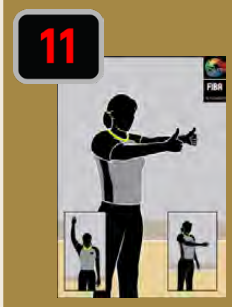


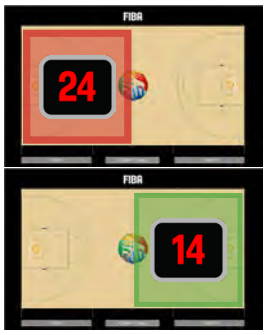


SHOT CLOCK AFTER
FIGHTING (Art.40) WITH ALL
PENALTIES CANCELLING EACH OTHER,
OR AFTER A DOUBLE FOUL
The team which was in the control of the ball or was entitled to the ball when the fight began or when the double foul occurred, shall be awarded a throw-in from the place nearest to where the ball was located when the fight/double foul occurred.
NO RESET, the SC shall continue from the time it was stopped.

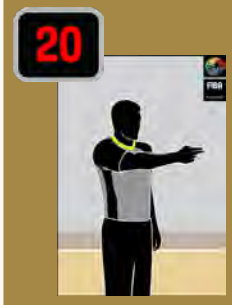


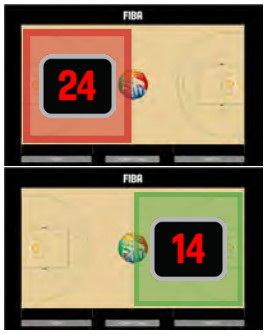
SHOT CLOCK AFTER
OUT-OF-BOUNDS
NO TEAM IN CONTROL OF THE BALL
JUMP BALL SITUATION
Throw-in Backcourt
24 SECONDS
Throw-in Frontcourt
14 SECONDS



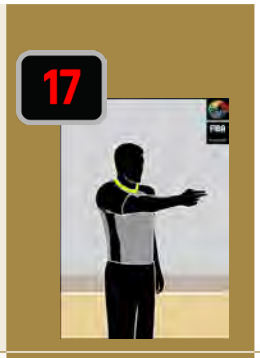


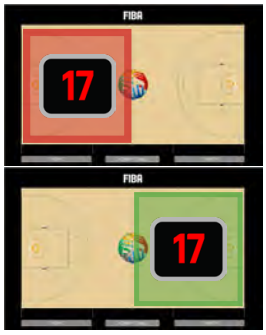
SHOT CLOCK AFTER
OUT OF BOUNDS
CAUSED BY TEAM "A"
THROW-IN FOR TEAM "B"
Throw-in Backcourt
24 SECONDS
Throw-in Frontcourt
14 SECONDS





SHOT CLOCK AFTER
OUT-OF-BOUNDS
CAUSED BY TEAM "B"
THROW-IN FOR TEAM "A"
Throw-in Backcourt & **Throw-in Frontcourt**
NO RESET, the SC shall continue from the time it was stopped.



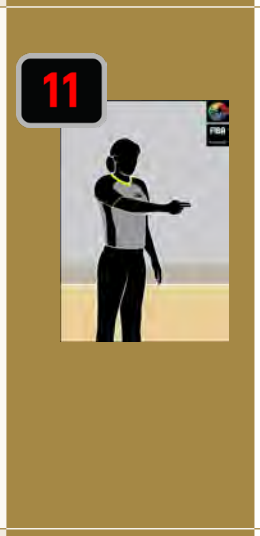


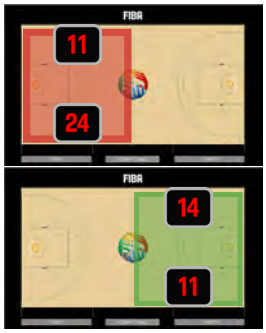
SHOT CLOCK AFTER
TIME-OUT L2M
Throw-in Backcourt

- Out of bounds: NO RESET the SC shall continue from the time it was stopped
- Basket / Foul / Other Violation the SC shall be RESET to 24 SECONDS

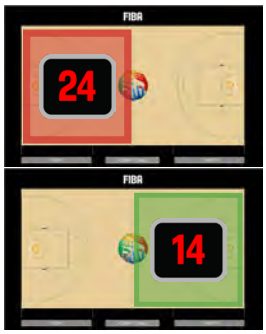
Throw-in Frontcourt

- 14 SECONDS if SC shows 14 or more
- NO RESET if SC shows 13 or less





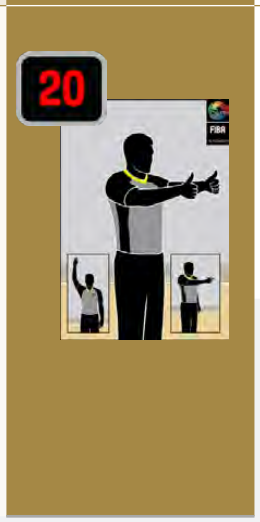
SHOT CLOCK AFTER
JUMP BALL SITUATION
NO TEAM IS IN CONTROL OF THE BALL
Throw-in Backcourt
24 SECONDS
Throw-in Frontcourt
14 SECONDS



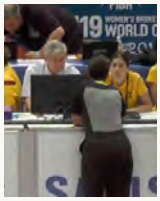
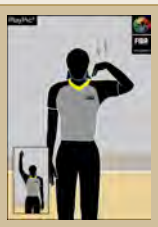
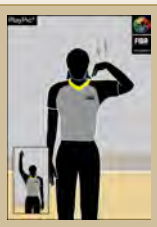
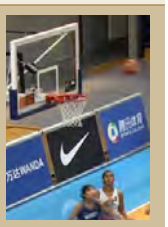
SHOT CLOCK AFTER
JUMP BALL SITUATION
TEAM A CONTROL THE BALL
THROW-IN FOR TEAM A

IF THE ARROW FAVOURS TEAM A
NO RESET, the SC shall continue from the time it was stopped.

IF THE ARROW FAVOURS TEAM B
Throw-in for TEAM B from its Backcourt
24 SECONDS
Throw-in for TEAM B from its Frontcourt
14 SECONDS



7.4.5 EXAMPLES OF 24/14 SECONDS WHEN THE SHOT CLOCK SIGNAL SOUNDS

SITUATIONS WHEN THE SHOT CLOCK SIGNAL SOUNDS						
	Ball in the hand	Signal sounds by mistake	Ball in the air			
			Enters the basket (valid field goal)	Touches the ring and rebounds	Does not touch the ring & no immediate defensive control	Does not touch the ring & immediate defensive control
What should the referee do?	Call	No call	No call	No call	Call	No call
Decision						

SHOT CLOCK SITUATIONS WITH SHOT FOR FIELD GOAL			
SHOT FOR FIELD GOAL	1	Team A shot released The ball enters the basket - display blanked	Basket counts Ball for Team B, from the endline, new 24 seconds
	2	Team A shot released The ball touches the ring but does not enter the basket - display blanked	Rebound for Team B, new 24 seconds. Rebound for Team A, new 14 seconds.
	3	Team A shot released The ball does not touch the ring. Team A remains in control of the ball	Shot clock continues
	4	Team A shot released The ball does not touch the ring Team B gains the control of the ball	New shot-clock period, 24 seconds, for Team B
	5	Ball passing between Team A players or ball deflected by either team The ball touches the ring - display blanked	Team B gains control, new 24 seconds Team A remains in control, new 14 seconds

SIGNAL SOUNDS WHEN THE BALL IS IN THE AIR FOR A SHOT		
6	Team A shot released The ball touches the ring with more than 14 seconds on the shot clock - display blanked Team A gets the rebound	The shot clock shall be reset to 14 seconds when Team A gets the rebound
7	Team A shot released Shot clock signal sounds The ball enters the basket, display blanked	Basket counts Throw-in for Team B from the endline, new 24 seconds
8	Team A shot released Shot clock signal sounds The ball touches the backboard The ball enters the basket - display blanked	Basket counts Throw-in for Team B from the endline, new 24 seconds
9	Team A shot released Shot clock signal sounds The ball touches the ring - display blanked The ball enters the basket	Basket counts Throw-in for Team B from the endline, new 24 seconds
10	Team A shot released Shot clock signal sounds The ball touches the ring - display blanked The ball does not enter the basket	Team B gains control, new 24 seconds Team A gains control, new 14 seconds
11	Team A shot released Shot clock signal sounds The ball does not touch the ring Rebound for Team A	Shot clock violation Throw-in for Team B, new 24 seconds
12	Team A shot released Shot clock signal sounds The ball does not touch the ring Both teams fight for the rebound	Shot clock violation Throw-in Team B, new 24 seconds.
13	Team A shot released Shot clock signal sounds The ball does not touch the ring Rebound and immediate control for Team B	No violation. Team B has new 24 seconds.
14	Team A shot released Shot clock signal sounds The ball touches the ring – display blanked and then is touched by Team A or Team B before it goes out-of-bounds.	Throw-in for Team B, new 24 seconds / Throw-in for Team A, new 14 seconds

SHOT FOR FIELD GOAL, THE BALL TOUCHES THE RING & THE SHOT CLOCK SIGNAL SOUNDS	15	Team A shot released. The ball enters the basket. Shot clock signal sounds.	The shot clock signal sounds in error. The signal is ignored and the basket counts. Throw-in for Team B, new 24 seconds.
	16	Team A shot released. The ball touches the ring. Team A / B gains control of the ball. Shot clock signal sounds.	The shot clock signal sounds in error. The signal is ignored and the game continues.
	17	Team A shot released. The ball touches the ring. Shot clock signal sounds. The referee blows the whistle in error.	The game is stopped by a referee. No Team has control of the ball. Jump ball situation - use direction arrow. If Team A = 14 seconds; if Team B = 24 seconds.
SHOT FOR FIELD GOAL, THE SHOT CLOCK SIGNAL SOUNDS & GOALTENDING OR BLOCKED SHOT	18	Team A shot released. Shot clock signal sounds. The ball is on its upward flight to the basket and then touched by Team A or B and does not touch the ring.	Shot clock violation. Throw-in for Team B at the place nearest to the ball at the violation, new 24 seconds.
	19	Team A shot released. Shot clock signal sounds. The ball is on its downward flight to the basket and then touched by Team A.	Team A goaltending violation - display blanked. Throw-in for Team B at the free-throw line extended, new 24 seconds.
	20	Team A shot released. Shot clock signal sounds. The ball is on its downward flight to the basket and then touched by Team B.	Goaltending violation, basket counts - display blanked. Throw-in for Team B at the endline, new 24 seconds.

SHOT FOR FIELD GOAL, THE SHOT CLOCK SIGNAL SOUNDS & GOALTENDING OR BLOCKED SHOT	21	Team A shot released. The ball is legally blocked by Team B. Shot clock signal sounds. The ball enters the basket.	Basket counts. Throw-in for Team B at the endline, new 24 seconds.
	22	Team A shot released The ball is legally blocked by Team B Shot clock signal sounds The ball does not enter the basket or touch the ring.	Shot clock violation Throw-in for Team B, at the endline with new 24 seconds, unless Team B gets clear and immediate control of the ball
	23	Team A shot released. The ball is legally blocked by Team B . Shot clock signal sounds The ball goes out-of-bounds.	Shot clock violation. Throw-in for the Team B at the endline with the new 24 seconds
	24	Team A shot. The ball is legally blocked by Team B . Team B gets control of the ball. Shot clock signal sounds .	The shot clock signal sounds in error. The signal is ignored and the game continues. New 24 seconds for Team B.
	25	Team A shot released. The ball is legally blocked by Team B . B1 fouls the shooter. Shot clock signal sounds.	The shot clock signal sounds in error. Free throws for the shooter of Team A. Shot clock blanked.
	26	Team A shot released. The ball is legally blocked by Team B. Shot clock signal sounds . B1 fouls the shooter.	Shot clock violation. The foul shall be disregarded unless it is a technical, flagrant or disqualifying foul. Throw-in for Team B at the place nearest to the infraction, new 24 seconds

MISTAKE BY SHOT CLOCK OPERATOR & OTHER SITUATIONS	27	Team A shot released. The ball touches the ring and then Team B gains control of the ball and starts dribbling. Shot clock signal sounds in error and referee blows the whistle.	The referee calls in error. Throw-in for Team B at the place nearest to the ball at the time of the call with the remaining time on the shot clock on Team B's possession.
	28	A4 attempts a dunk. The ball touches the ring and returns to the Team A's backcourt. Before a player of either team gains control of the ball, the shot clock signal sounds. Referee did not blow the whistle.	The shot clock signal sounds in error and shall be ignored. The shot clock shall be reset to 14 seconds, if Team A gains possession 24 seconds, if Team B gains possession.
	29	Team A has control of the ball for 20 seconds, when a technical foul is called against A1, followed by another technical foul on B1	This is a special situation. Both fouls must be cancelled. Throw-in for Team A at the place nearest to the ball at the time of the call with only 4 seconds remaining on the shot clock for Team A.
	30	Team A has the ball for 15 seconds and the referee stops the game ▪ to get the floor wiped ▪ because the game clock is not working properly ▪ because a spectator has entered the court.	In all cases the game continues with a throw-in for Team A with 24 seconds, if it is in Team A's backcourt 14 seconds, if it is in Team A's frontcourt unless the opponent is placed at a disadvantage.
SHOT CLOCK & HELD BALL	31	Team A shot released. Shot clock signal sounds . The ball does not touch the ring, after which, a held ball is immediately called.	Shot clock violation. Throw-in for Team B at the place nearest to the infraction, new 24 seconds.
	32	Team A shot released. The ball touches the ring - display blanked, held ball is immediately called.	If Team A is awarded an alternating possession throw-in – 14 seconds. If Team B is awarded an alternating possession throw-in – 24 seconds.
	33	Team A shot released. The ball touches the ring -display blanked. Then Team A gains control and a held ball is immediately called.	If Team A is awarded an alternating possession throw-in – remaining time on the shot clock (less than 14 seconds.) . If Team B is awarded an alternating possession throw-in – 24 seconds.
	34	Team A shot released. The ball touches the ring, then Team B gains control and a held ball is immediately called.	If Team A alternating possession throw-in – new 24 seconds. If Team B is awarded an alternating possession throw-in – remaining time on the shot clock (less than 24 sec).

DEFENSIVE FOULS	35	A1 releases a shot for a field goal. The ball is in the air when 15 seconds are left on the shot clock, B2 fouls A2 – It is Team B's 2nd foul. The ball does not enter the basket.	Throw-in for Team A at the place nearest to the infraction, with 15 seconds remaining on the shot clock .
	36	A1 releases a shot for a field goal. The ball is in the air when 10 seconds are left on the shot clock, B2 fouls A2, it is Team B's 2nd foul. The ball does not enter.	Throw-in for Team A at the place nearest to the infraction, with new 14 seconds on the shot clock.
	37	A1 releases a shot for a field goal. The ball is in the air when 10 seconds are left on the shot clock. B2 fouls A2, it is Team B's 2nd foul . The ball enters the basket/touches the ring .	If the ball enters the basket, the basket counts. Team A throw-in at the place nearest to the infraction, with new 14 seconds on the shot clock.
SHOT CLOCK AND VIOLATIONS	38	Team A in control of the ball in the frontcourt. A travelling /illegal dribble violation has been called.	Throw-in Team B at the place nearest to the infraction, with new 24 seconds on the shot clock.
	39	Team A in control of the ball in the backcourt. A travelling /illegal dribble violation has been called.	Throw-in Team B at the place nearest to the infraction, with new 14 seconds on the shot clock.
	40	Team A throw-in in the frontcourt. A five seconds violation has been called against Team A.	Throw-in Team B at the place nearest to the infraction, with new 24 seconds on the shot clock.
	41	Team A throw-in in the backcourt. A five seconds violation has been called against Team A.	Throw-in Team B at the place nearest to the infraction, with new 14 seconds on the shot clock.
	42	Team A frontcourt throw-in with 16 seconds on the shot clock. B1 in team A´s frontcourt deliberately kicks the ball with the foot or strikes the ball with the fist or places the arms over the boundary line and blocks A1's pass.	B1's violation. Throw-in Team A at the place of the infraction (frontcourt) with 16 seconds remaining on shot clock.

SHOT CLOCK AND VIOLATIONS	43	Team A frontcourt throw-in with 12 seconds on the shot clock B1 in team A´s frontcourt deliberately kicks the ball with the foot or strikes the ball with the fist or places the arms over the boundary line and blocks A1's pass	B1's violation. Throw-in Team A at the place of the infraction (frontcourt) with the shot clock reset to 14 seconds
	44	Team A backcourt throw-in with 19 seconds on the shot clock. B1 in team A´s backcourt deliberately kicks the ball with the foot or strikes the ball with the fist or places the arms over the boundary line and blocks A1's pass.	B1's violation. Throw-in Team A at the place of the infraction (backcourt) with new 24 seconds.

7.5 DURING THE GAME

7.5.1 24" / 14" GUIDELINES

Change of control

For team control to change a defending player must establish control of the ball. This takes place when a player holds the ball (with one or both hands), dribbles the ball or a live ball is at team´s disposal. Therefore, a simple touch of the ball by a defensive player is not considered to be a change of team control.

The shot clock operator must be sure that team control has changed before resetting the shot clock.

If a defensive player takes the ball with both hands this is always a change of team control even in a no-look situation as shown in the picture.

Team control starts when a player of that team is in control of a live ball by holding or dribbling it or a live ball is at team´s disposal.

VIDEO

The shot clock operator must be sure that team control has changed before resetting the shot clock.

If the defensive player takes the ball with both hands (B) or the ball comes to rest in 1 hand (C) it is always a team control and the shot clock shall be reset. (OBRI 14-3 b). Control does not change if the ball is only tapped by 1 hand by the defensive player. Shot clock must continue (OBRI 14-3 a).

(A) No Control of the Ball

(B) Control of the Ball

(C) Control of the Ball

Due to their fixed position on the court, the Table Officials do not always have a clear vision of what is happening on it. Therefore, it is of the utmost importance that they (all Table Officials, not only the shot clock operator) are ready to see and communicate clearly all the referees' signals.

Signals and their meaning

- Fig 3. During a throw-in, the timer and shot clock operator to start their clock.
- Fig 13. Ok, good job.
- Fig 14. Could mean, for example, that team control has been changed or that the ball has touched the ring.

3
START THE CLOCK

Chop with hand

13
COMMUNICATION

Thumb up

14
SHOT CLOCK RESET

Rotate hand, extend index finger

Fouls and violations except the last 2 minutes

Whenever a whistle is blown, it is important that the shot clock operator does not change the shot clock immediately. The operator should wait until all communications from the referees are completed before making any changes. This is to avoid making mistakes.

- **STOP the shot clock** – when a foul or a violation is called by a referee.
- **RESET** (if necessary, and blank if necessary) - when the referee ends reporting to the table.

The shot clock operator must pay attention and memorise or write down how many seconds are left on display before any reset (conscious reset) takes place, so that they can promptly recall it, if necessary.

In the case of violations, the reset (if requested by the rules) must be done at the end of the referees' signalling to the table.

The last 2 minutes or less the 4th quarter or overtime (L2M)

The shot clock operator has to wait for the Head Coach's decision after a time-out, to see if the coach wants to move the throw-in position from the backcourt to the frontcourt. This will imply to change and adjust the shot clock according to the rule.

After the time-out, the throw-in shall be administered as follows:

Backcourt

- After basket: 24 seconds on the shot clock.
- After foul or violation: 24 seconds on the shot clock
- After out-of-bounds: if the same team control of the ball, the shot clock operator shall continue from the time it was stopped
- After out-of-bounds, if the new offensive team control of the ball, the shot clock be reset to a new 24 seconds on the shot clock

Frontcourt

- After basket: 14 seconds on the shot clock.
- After foul or violation: 14 seconds on the shot clock
- After out-of-bounds: 13 seconds or less on the shot clock, if the same team controls the ball, the game shall continue from the time it was stopped
- After out-of-bounds, 14 seconds or more, if the same team control of the ball, 14 seconds on the shot clock

Instant Replay Situations (IRS)

When there is an IRS, the shot clock operator should not reset the shot clock until the crew chief has taken the final decision.

Operations - Scoring

Players often surprise us with unexpected shooting actions (alley hoops, tapping or dunking the ball etc.). Be prepared for any possibility, such as the ball not touching the ring, or touching the string / net only. Also, be aware that the ball may become stuck between the ring and the backboard (this is a jump ball situation).

When the ball touches the ring, the rules indicate that the shot clock should be blanked until one of the teams gains control of the ball. Many devices do not allow blanking at all, and on some devices this blanking action is very slow.

If the display can be blanked the shot clock operator should apply the rule fully:

- Blank when the ball touches the opponents´ ring.
- Reset to 24 and then start when control is gained by the defending team.
- Reset to 14 and then start when control is gained by the same team that attempted the field goal.

If the display cannot be blanked the shot clock operator shall work as follows:

- Reset the shot clock to 24 seconds when the ball touches the opponents' ring.
- Start the clock count when control is gained by the defending team.
- Reset to 14 and then start the shot clock count when control is gained by the same team that attempted the field goal.

It is important to note that some shot clock devices do not stop counting when the display is blanked. It is crucial the shot clock operator finds out if this is the case as part of the pre-game checks. This will avoid situations like, for example, having the shot clock signal sound during free throws (when the shot clock should be blanked).

VIDEO

VIDEO

If blanking the shot clock takes too long and causes a delay in the application of the rule, then the shot clock must not be blanked. In this case, the previous working method must be followed, which is used when the shot clock cannot be blanked.

7.5.2 MECHANICS SUMMARY

The shot clock operator's duties require a continuous concentration on the ball, especially when the ball is close to be released for a shot for a goal and when it is about to touch the ring. For this reason, it is very important not to be afraid of sounding the shot clock in these extreme situations.

According to the FIBA rules, the sounding of the shot clock device should not stop the game clock.

- **Check the device thoroughly** in your pre-game checks.
- **Familiarise yourself with its operation** in your pre-game checks and in the interval of play before tip-off.
- **You must always have your hands on the device console**, close to the operational buttons / levers, and not on the table. This is necessary because tenths of seconds may mean the difference between a field goal scored or not, as well as a game won or lost.
- **The whole Table Officiating team must have a good vision of the shot clock devices.**
- **Before each reset, memorise how many seconds are left, especially in the L2M and IRS,** in order to promptly recall the time if necessary.
- **Stay focused on the ball,** especially during shot attempts.
- **The excellent shot clock operator** is the person who can find the right balance between the ability to react quickly and self-control, to ensure the accuracy and timeliness of the application of the rule.
- **To avoid any mistakes, it is better to hold the display of the shot clock before a change in team control.** To avoid confusion, first press the stop button whenever the ball goes out of bounds or the referees stop the game to protect an injured player.
- **Inform your table co-officials of** how many seconds are left before each throw-in (e.g. 6 seconds on the shot).
- **Let the scorer know, by calling out loudly, when substitutions or time-outs have been requested** by the team to the left of the table, for example "Time-out, Team A / red", "Subs, Team A / red".

- **The timer shall call out loud when the last 24 seconds and last 14 seconds of a quarter have been reached.**
- The scorer and the shot clock operator shall collaborate for the positioning of the alternating possession arrow at the start of the game, both being focused on the first legal control on the court.
- When there are 24 (or 14) and a few tenths of seconds remaining to the end of play, if the game clock and the shot clock are bound, in order to start them simultaneously, the shot clock operator may set the device in the start position so that, when the first legal touch happens, the shot clock starts as the timer starts the game clock.
- Help the timer by positioning the team foul marker in the correct place on their side of the table.

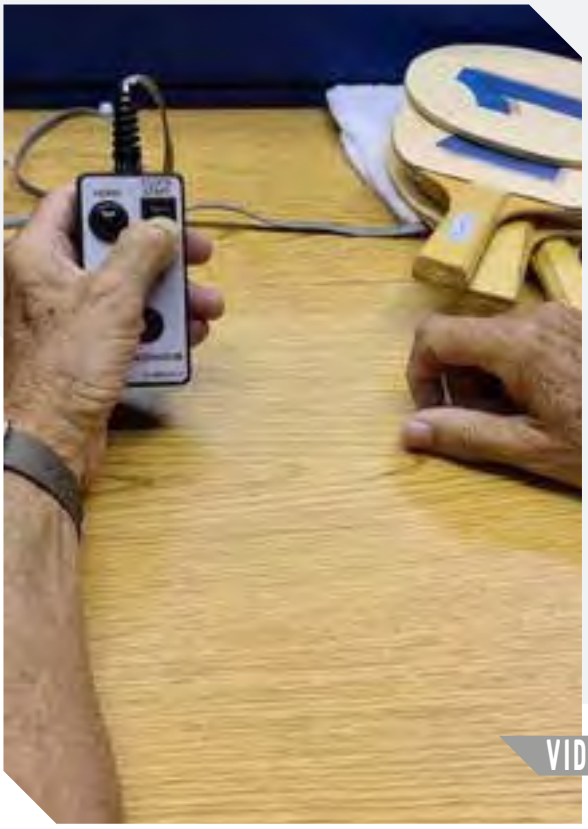
7.5.3 SHOT CLOCK MISTAKES

The first thing to be clear is that Table Officials can only stop the game in situations specified by the rules. An error in the application of the shot clock rule is not one of those situations, unless the use of the IRS is permitted.

VIDEO

This is the protocol to follow once an error has happened, for example, a reset in error.

- **Turn off the shot clock displays (blank), or reset the display to 24" and stop the shot clock from operating, and start a stopwatch.** This means that in most cases the referees will notice it, stop the game, and come to the table.
  - It will be important to remember the time that was on the game clock when the error occurred. Note this on your notice paper and start the stopwatch normally used to measure the time-outs.
  - If the referees do not stop the game quickly, wait until the first dead ball occurs and then attract their attention.
  - If there is not an interruption of the game, the display unit shall remain blanked until the next team control (e.g. after a shot attempt, when the ball touches the ring and control is gained by either team) and then the shot clock operation shall resume as normal.
- **If the shot clock signal sounds in error** while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded and the game shall continue. However, if in the judgement of a referee, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the shot clock shall be corrected, and possession of the ball shall be awarded to that team.



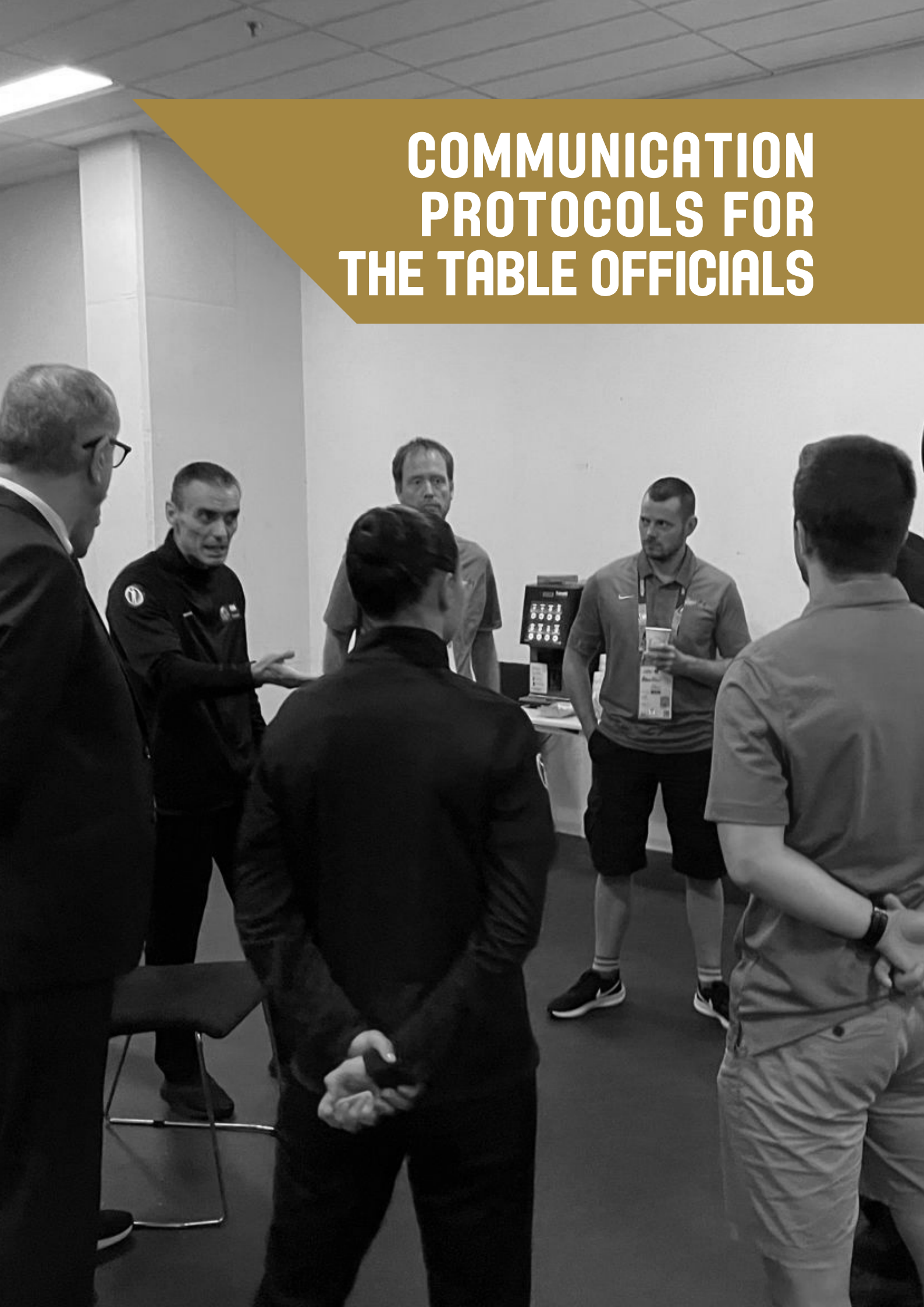
VIDEO

7.6 INTERVALS OF PLAY AND AFTER THE GAME

7.6.1 HELP CO-OFFICIALS:

- Help the scorer to complete the scoresheet, if needed.
- Observe the players and team bench personnel and report any incidents to the referees.
- Sign the scoresheet.

COMMUNICATION PROTOCOLS FOR THE TABLE OFFICIALS



Chapter 8

COMMUNICATION PROTOCOLS FOR THE TABLE OFFICIALS

The protocols and active communication during FIBA games are a set of mandatory rules, guidelines or instructions that serve to achieve better work and reducing errors.

Nowadays, not only in the work of Table Officials, but in refereeing in general, understanding of the rules and their interpretations is as important as the mastery and speed in applying the different protocols.

In addition, communication is not only about exchanging information but in our case, it is like a joint verification of our work. Like an internal quality control. The use of the voice in the work of the Table Officers in an active and controlled way, together with the commissioner or TD, makes it possible to reduce possible errors or to detect them in a positive way.

An interaction without rules can be chaotic and therefore lead to errors in decision making.

TOs need to work as a team and communicate throughout the game.

The five keys to the success of the TOs are:

- To communicate
- To cooperate
- To anticipate (active mindset)
- To apply the protocols
- To act with common sense

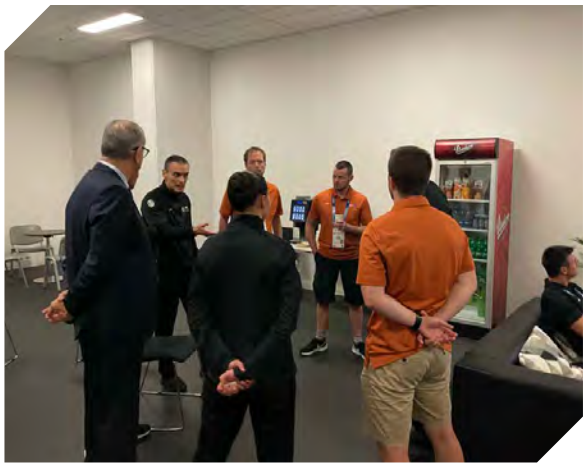
Active communication during the game has to be extended to the referee team. That is why it is important not only to conduct a pre-game meeting between the whole team of referees and Table Officials, but also a joint check of the equipment used.

8.1 MEETING WITH THE REFEREES BEFORE THE GAME

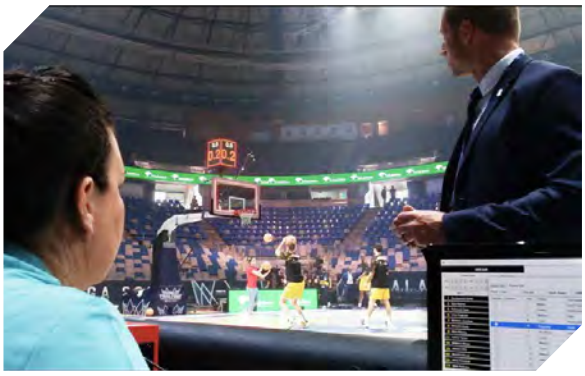
Active communication during games should extend beyond the team of Table Officials and the Commissioner; referees must play a vital role in this communication. Ultimately, they are responsible for making the final decisions during the game. Therefore, it's advisable to hold two meetings before the game: not only a pre-game meeting involving the entire team of referees and Table Officials but also a joint verification of the equipment used.

The 1st meeting should take place 75-70 minutes before the start of the game.

- Referees, TD and TOs should discuss and unify all communication protocols and talk about possible practical cases.
- They should verify the pre-game timing for the current competition/game.
- Referees, TD and TOs should share their recent experiences, situations from the previous games: this feedback helps to better resolve similar situations in the future.



The 2nd meeting should take place 65-60 minutes before the start of the game, and only if requested by the Crew Chief during the first meeting.



- TOs, TD and referees must gather at the scorer's table to rehearse different protocols (see below) to verify that devices work properly and the TOs know how to operate them in each venue. The emphasis must be put on TOs being able to operate these functionalities in the quickest possible way during the game and to do them without asking for the help of third persons.
- This meeting should be conducted on the Table Officials' first day of an event or before a single game if TOs are not familiar with the equipment.
- The verification protocols are described below.

VIDEO

8.1.1 VERIFICATION PROTOCOL / SCORER AND ASSISTANT (DSS)

Verification protocol with the Scorer and Assistant Scorer, when using DSS. These steps should be done together with Commissioner and/or Referees.

MODIFY DSS

Put 10–14 on the DSS

- Add +2 points to team A
- Subtract - 3 points to team B
- Modify the number -1 foul of Team A
- Modify the number of team fouls adding +1 foul

MODIFY SCOREBOARD

Put 70–75 on the scoreboard

- Add + 2 points to team A
- Subtract - 3 points to team B
- Modify the number of player's fouls adding +2 fouls
- Modify the number of team fouls adding +1 foul, a player foul must be added first
- Modify the number of team time-outs adding +2 and then subtract -1
- Modify number of quarters

8.1.2 VERIFICATION PROTOCOL / SHOT CLOCK OPERATOR

The Shot Clock Operator and referees should:

- Determine when the SC should be blank/14/24 (according to the OBR)
- Determine the play situations when the SC should be reset to 14/24
- Define one-handed control in the out-of-bounds (when directing the ball)

MODIFY THE SHOT CLOCK

- Start the Shot Clock and wait for the sound and signal in both SCs.
- Start the 5 sec countdown and see if the SC is showing the 1/10 seconds.
- Check that the sound signals are sychronized with the respective led lights.
- Set the 24 sec on the SC start and stop on 18 sec.
- Add +5 sec, start the SC and stop it at 15 sec.
- Subtract - 6 sec, start the SC and stop it at 10 sec.
- Start the SC and stop at 18 sec and then return to 24 sec, repeat, and reset to 14 sec.
- Set the SC to 4.3 sec and start the SC.
- Check the synchronization between game clock and shot clock (it is not always correct).

8.1.3 VERIFICATION PROTOCOL / TIMER

- Check the use of the GC by the Timer.
- Set 10 minutes on the GC, start the GC, and stop it 5 seconds later and reset it to 10 minutes.
- Set 10.2 seconds on the GC, start it, wait for it to sound, and check that the red led lights work on both backboards.
- Set 5:42 on the GC, start it, stop the clock, and set:
  - +20 sec and start.
  - -15 sec and start.

8.2 EXAMPLES OF COMMUNICATION PROTOCOLS

Below, we present different examples of how to communicate with participants and spectators, which the TD/COM should oversee directly.

Additionally, there are various examples of the dialogue that should occur during games between the team of Table Officials and the Commissioner.

8.2.1 EXAMPLE OF COMMUNICATION WITH PARTICIPANTS

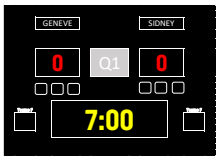
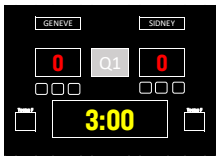
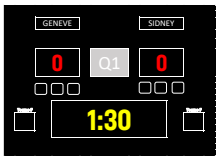
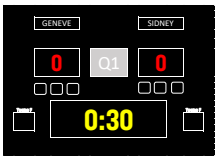
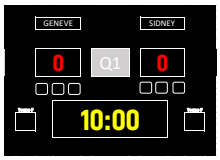
During games, one way to communicate with participants and spectators from the Table Officials is through the devices. The scoreboard and different clocks are the communication channel to transmit the desired information.

The Table Officials are responsible for operating the devices, but the TD/COM must constantly monitor the timing and protocols. They must also ensure they have complete and accurate information if any device is not functioning properly.

BEFORE THE GAME

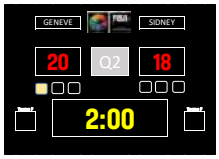
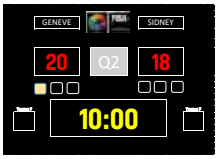
The timer will start the clock 60 minutes prior to the scheduled start of the game. This is to ensure everyone has the correct information regarding pre-game timing.

The exact time when teams should go to their team bench areas to prepare for introductions can vary, and it is confirmed by FIBA / Organiser. depending on the competition's needs.

				
Timer sounds the signal (the appropriate time is defined by FIBA/LOC)	The Timer notifies the Referees	The Timer notifies the Referees	The Timer sounds the signal	Game starts
The Crew Chief shall blow the whistle and signal to stop the warm-up, and the teams shall return immediately to their respective team bench areas	The Crew Chief shall blow the whistle and make the signal for 3 minutes	The Referees will ensure the teams go to their team bench areas	The Referees go to their starting positions	The Crew Chief makes the toss

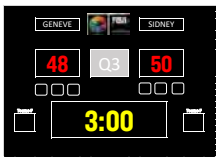
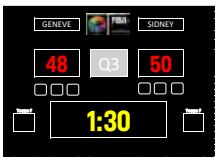
IN THE INTERVAL BETWEEN THE 1ST AND 2ND QUARTER & THE 3RD AND 4TH QUARTER

At the end of the 1st and 3rd quarters, it is important to set the 2-minute interval clock immediately. So as not to delay the start of the interval of play. This operation must be effected automatically without communication with the referees.

		
The Timer starts the Interval Clock	The Timer sounds the signal	Game Clock starts
	The Referees go to their starting positions	The Crew Chief administers the throw-in

IN THE INTERVAL BETWEEN THE 2ND AND 3RD QUARTER

In the beginning of half-time, the possession arrow must also be turned. The direction should be changed in the presence of the referees at the end of the quarter to complete the protocol. Everyone should be aware of the arrow change.

				
	The Timer starts the Interval Clock	The Timer notifies the Referees	The Timer notifies the Referees	The Timer sounds the signal
		The Crew Chief shall blow the whistle and make the signal for 3 minutes	The Referees will ensure the teams go to their team bench areas	The Referees go to their starting positions

IN CASE OF AN OBVIOUS MISTAKE

When there is an obvious error, the TD/COM, together with the Table Officialss, must find the simplest way to communicate with the referees.

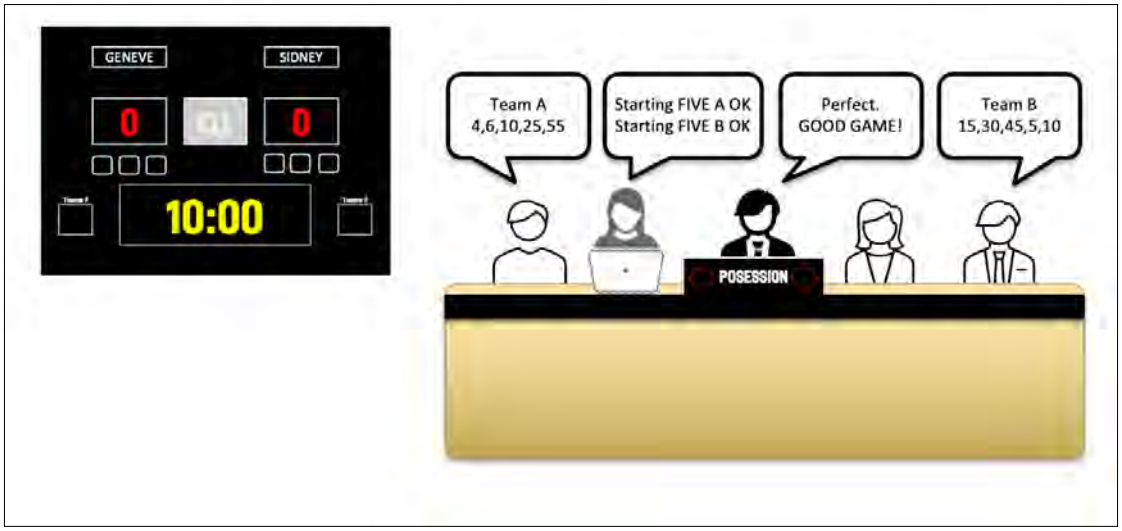
- Making hand signals to get the referees' attention is one of the most effective ways. It is also helpful for the TD/COM to stand up.
- FIBA requires everyone to have a proactive, not passive attitude.
- We are the 3rd team. We should show everyone how strong we can be together.
- Once the referees are at the table, the TD/COM will communicate the information clearly and concisely, asking for help from the Table Officials if necessary.
- Avoid making any gestures that could be misinterpreted.

8.2.2 EXAMPLE OF DIALOGUES BETWEEN THE SCORER AND OTHER TABLE OFFICIALS

BEGINNING OF THE GAME

Just before the start of the game, the scorer must ensure that the players on the court are the correct starting five.

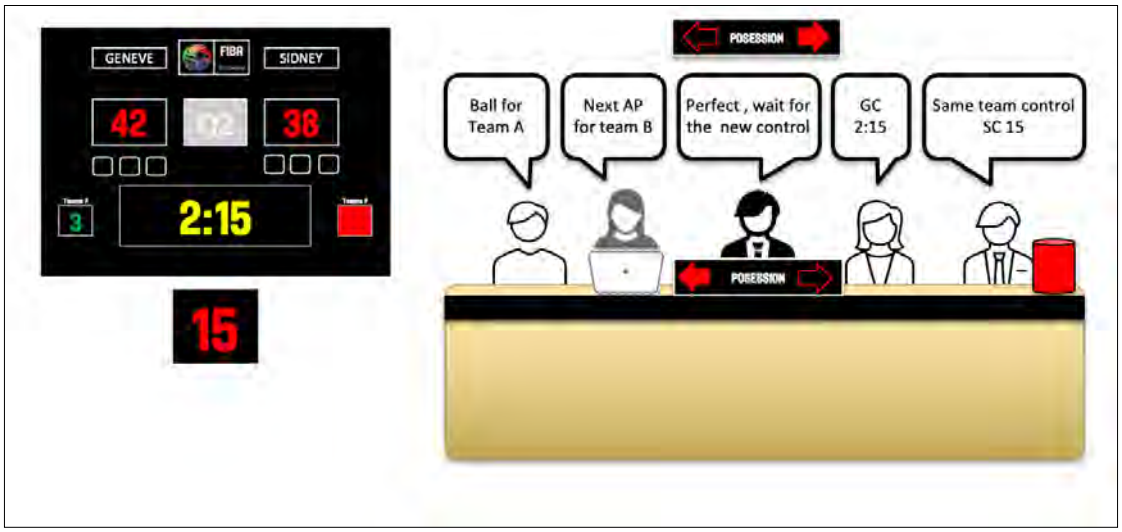
This dialogue will be supported by the shot clock operator and the assistant scorer, with the final confirmation from the Commissioner.



ALTERNATE POSSESSION SITUATION

Whenever there is a jump ball situation resulting in a change of the possession arrow, the scorer must verify that the procedures for the change of possession arrow are correct.

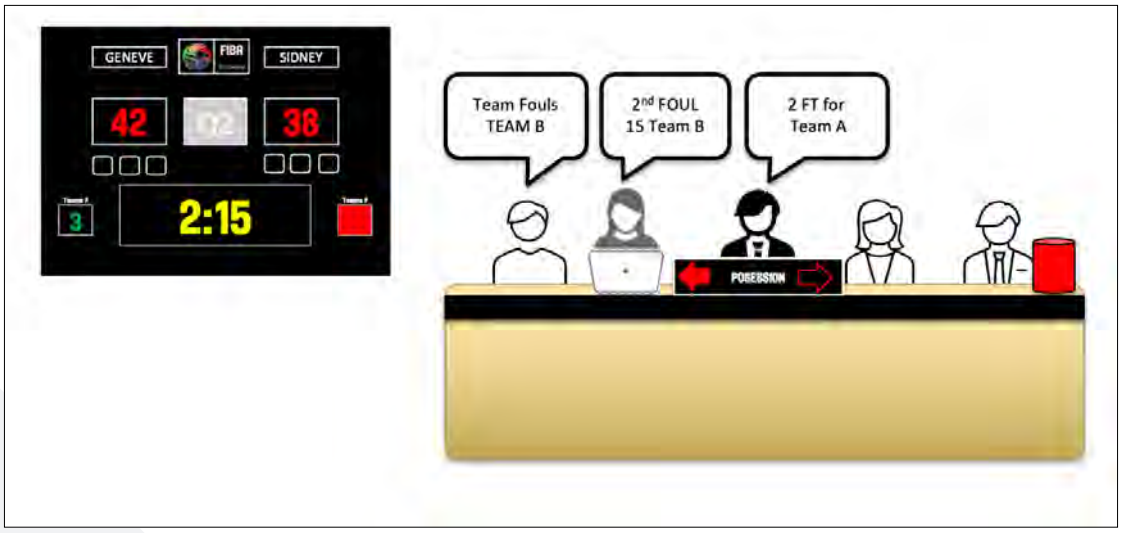
This dialogue will be done by the Table Officials, with the final confirmation from the Commissioner.



WHEN A FOUL IS CALLED

Whenever a foul is called, the assistant scorer will announce the number of the player who committed the foul, followed by the scorer who will report the number of fouls that player has accumulated. The assistant scorer will confirm the team's foul count.

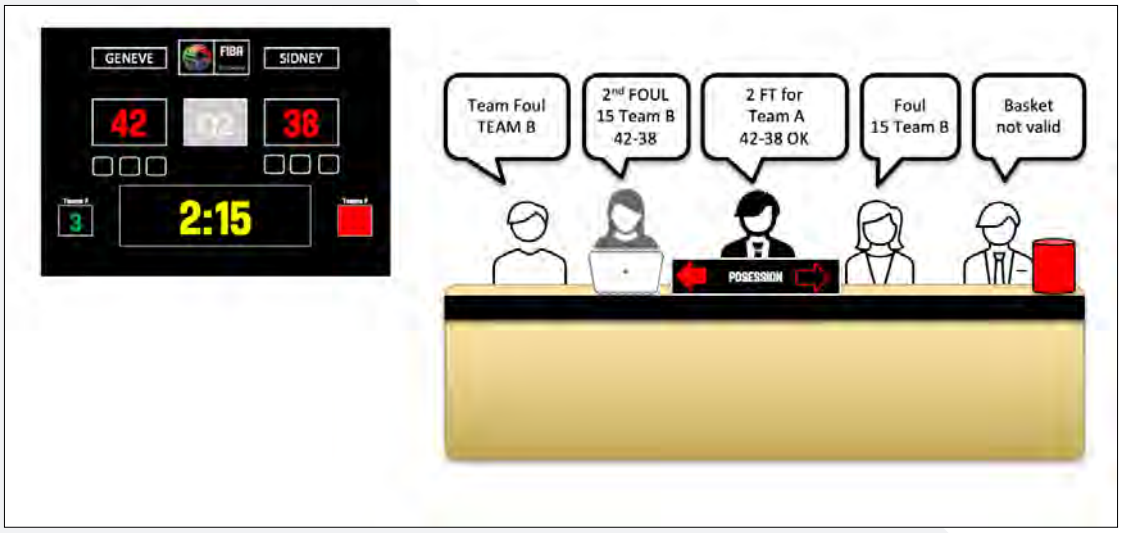
The Commissioner will confirm the penalty.



WHEN A FOUL DURING A SHOT IS CALLED

The same process as in a regular foul situation applies, with the additional information on whether the shot is successful or not from the shot clock operator.

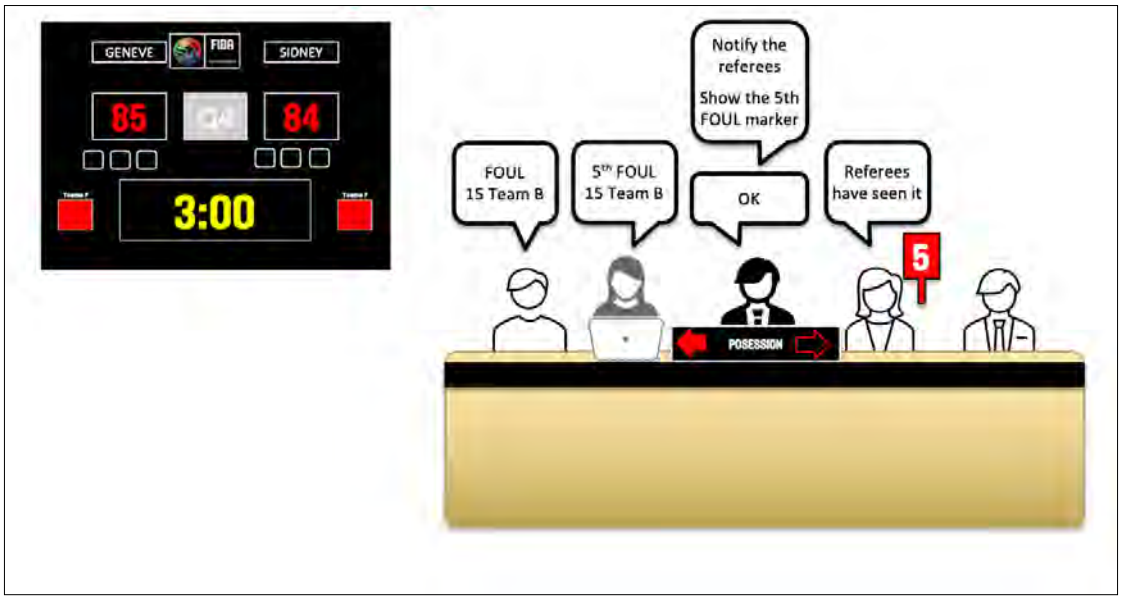
The Commissioner will confirm the penalty and the scorer.



WHEN A PLAYER IS CALLED FOR A 5TH FOUL

Each time a foul is called, the assistant scorer will announce the number of the player who committed the foul, and immediately after, the scorer will inform that it is the player's 5th foul.

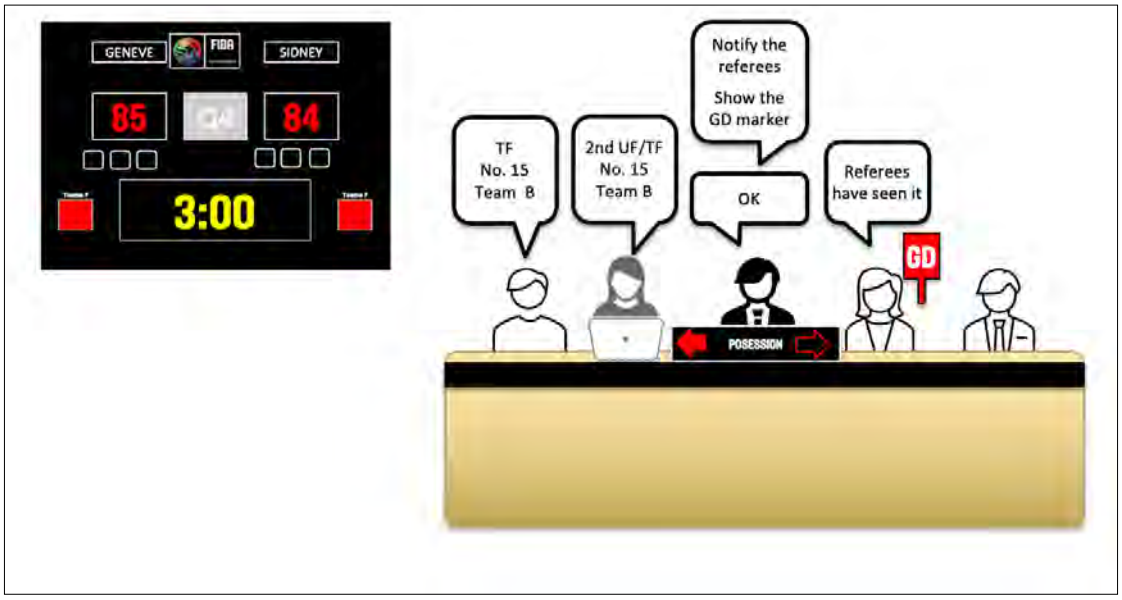
The TD/COM will inform the timekeeper to raise the 5th foul marker. The timekeeper will raise the player foul marker and confirm that the referees have seen it. The TD/COM will close the dialogue with an "OK."



WHEN A PLAYER OR COACH IS CALLED FOR A GD

Each time a second UF, TF, or a combination of both is called on a player, or 2 TF ("C") or 3 TF or a combination of "C" and "B" is called on a coach, the scorer's assistant will announce the number of the player who committed the foul or the coach who received it, and immediately after, the scorer will inform that it should be a GD.

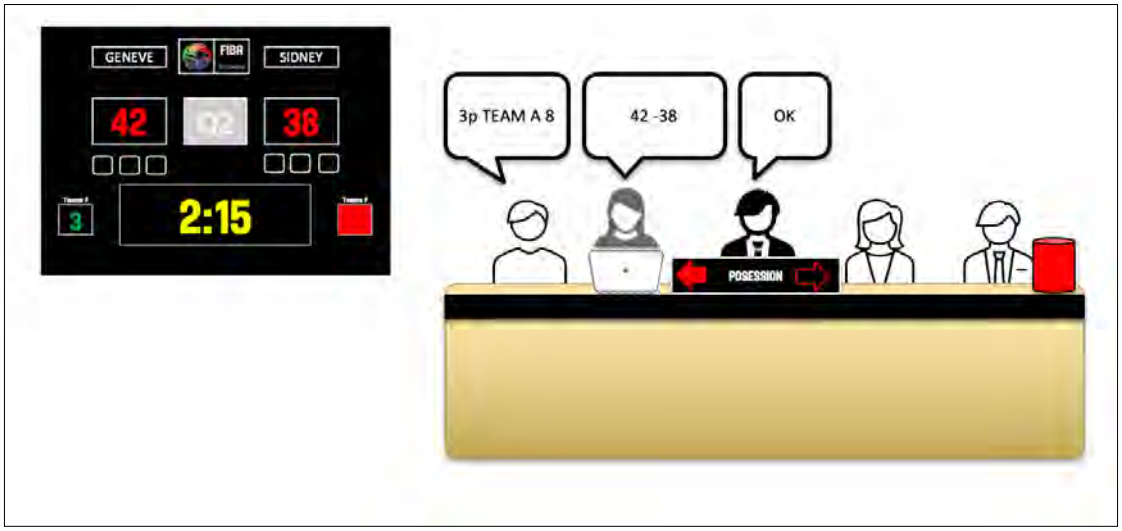
The TD/COM will inform the timekeeper to raise the GD marker. The timekeeper will raise the marker and confirm that the referees have seen it. The TD/COM will close the dialogue with an "OK."



WHEN A BASKET IS SCORED

Every time a basket is scored, the assistant scorer should announce the number of the player who made the basket and the points scored.

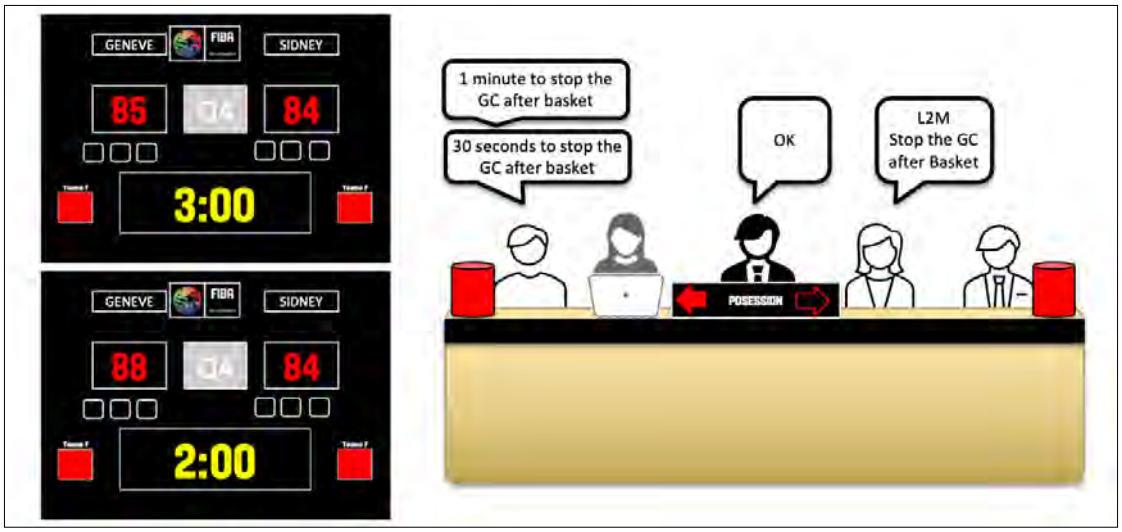
The scorer will confirm the score of the game, and the Commissioner will also confirm it.



WHEN WE ARE ABOUT TO START THE LAST TWO MINUTES (L2M)

One minute before the start of the L2M, the assistant scorer will notify the entire team of the approaching special moment of the L2M.

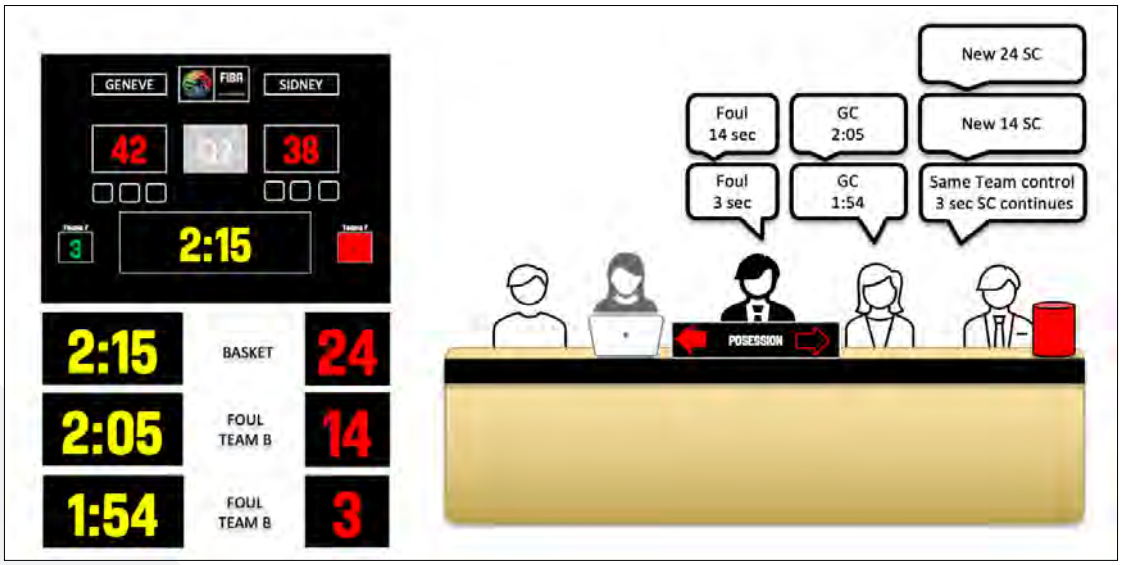
The timer will announce the specific rule regarding the game clock, and the Commissioner will confirm the information.



8.2.3 DIALOGUE EXAMPLES BETWEEN THE SHOT CLOCK OPERATOR AND OTHERS

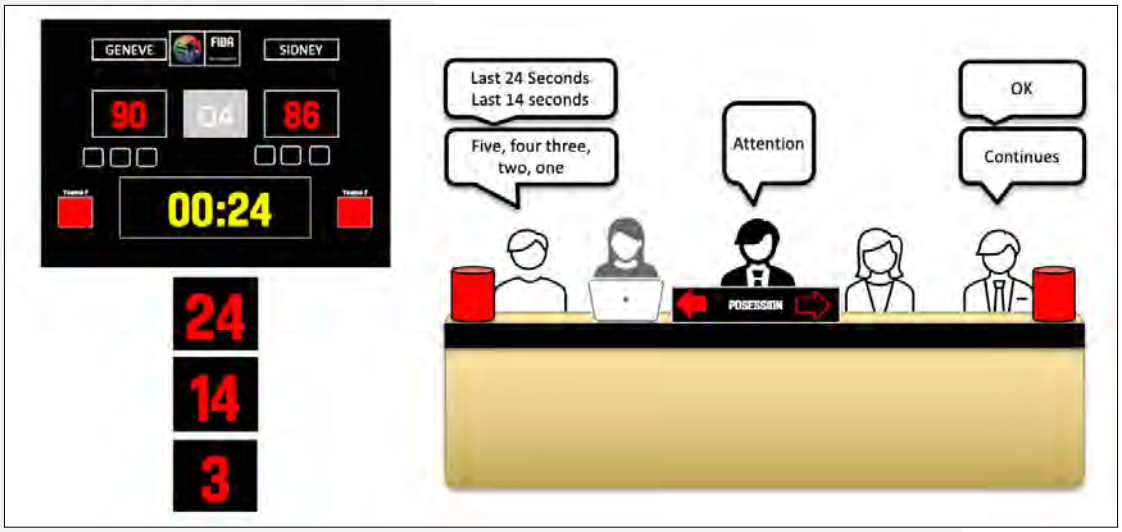
WHEN THE SHOT CLOCK NEEDS TO BE CHANGED

Whenever there's a situation requiring a change of the shot clock, the communication must be initiated by the shot clock operator. The timer will announce the time on the game clock. The Commissioner will confirm the correct time.



WHEN ENTERING THE LAST 24" OF THE GAME OR END OF THE COUNTDOWN

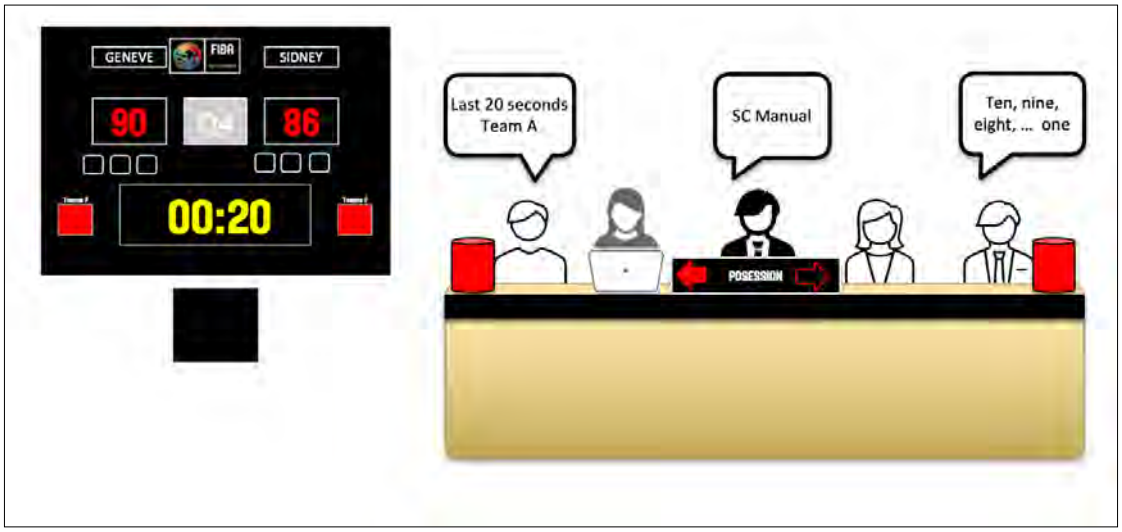
Whenever there's a situation at the end of the game or the shot clock, the assistant scorer must verbally count down the remaining time on the shot clock. The Commissioner must acknowledge this, and the shot clock operator will confirm the change or continuation of the countdown.



WHEN THE SHOT CLOCK IS BELOW 24 SECONDS

Whenever there's a situation where the shot clock is below 24 seconds, the assistant scorer must notify the other Table Officials, and the shot clock should be left without visible numbers.

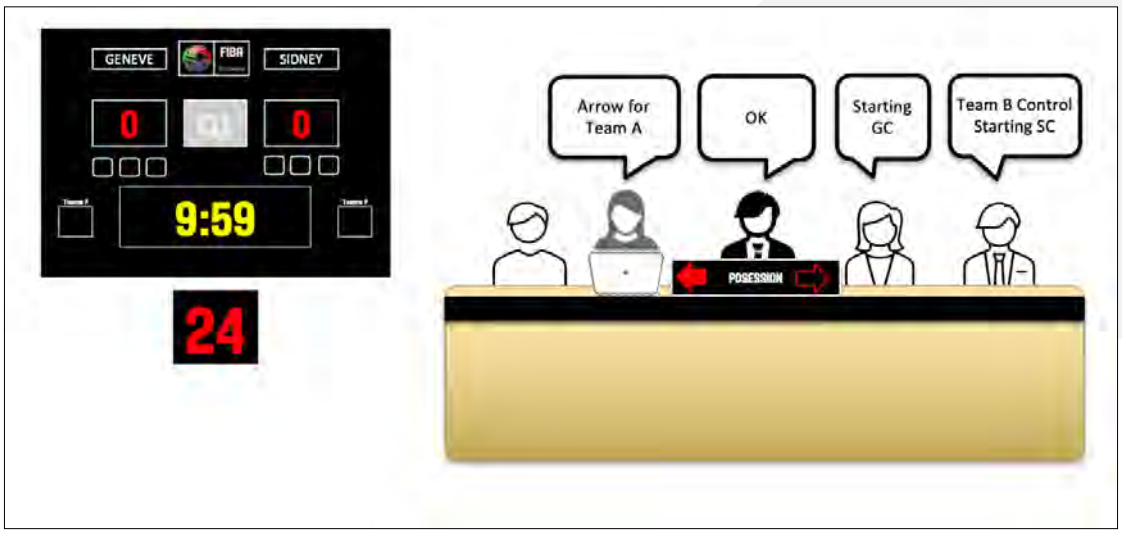
The Commissioner will notify if a countdown is necessary, and the shot clock operator will actively manage the last seconds of the shot clock.



8.2.4 DIALOGUE EXAMPLES BETWEEN THE TIMER AND OTHERS

WHEN THE GAME BEGINS

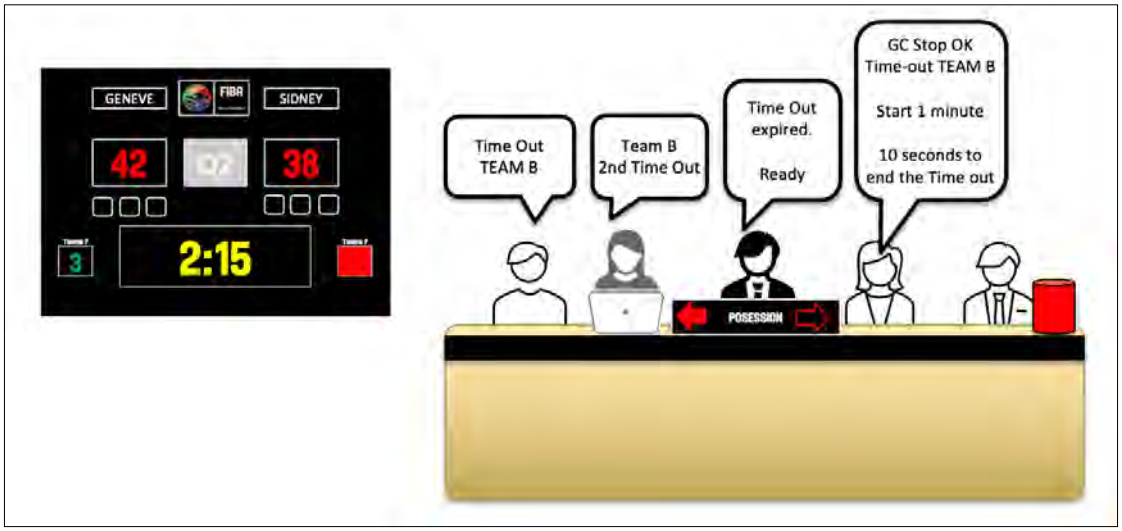
The timer will announce the start of the game clock, following which the shot clock operator will communicate the start of the countdown. Meanwhile, the scorer will indicate which team will have the next alternate possession. Closing this communication will be the responsibility of the Commissioner or TD.



WHEN A TIMEOUT IS TAKEN

The table official closest to the team requesting the timeout will announce it aloud. The timer will communicate the possibility of a timeout and the start of the minute. The scorer will announce the number of timeouts remaining for that team.

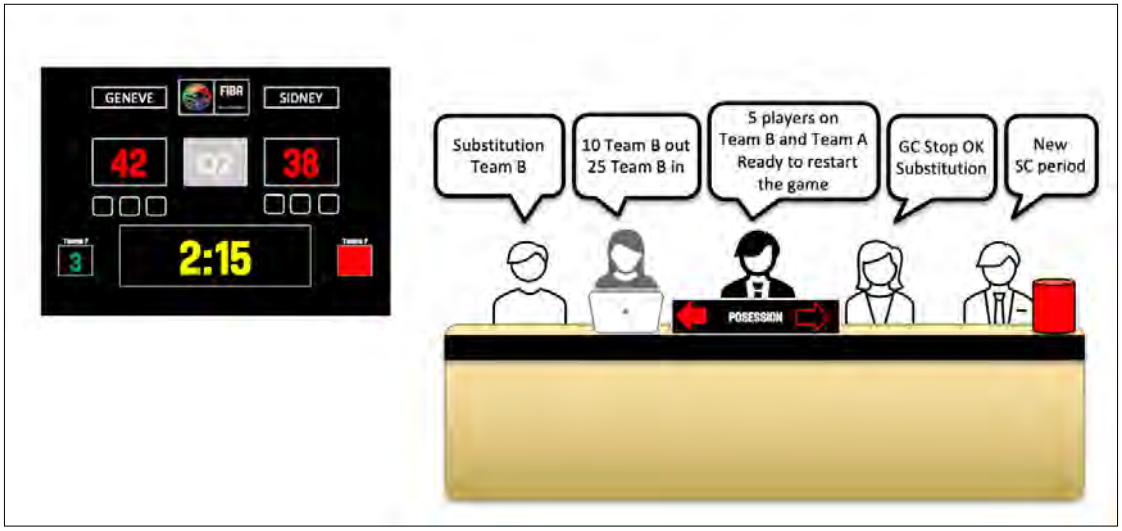
The timer will announce out loud when the clock is at the last 10 seconds of the timeout with. This communication will be closed by the Commissioner or TD, indicating the continuation of the game.



WHEN A SUBSTITUTION IS MADE

The table official closest to the team making the substitution will announce it aloud. The timer will communicate the possibility of the substitution. The scorer will announce the numbers of the substituted player and the incoming player.

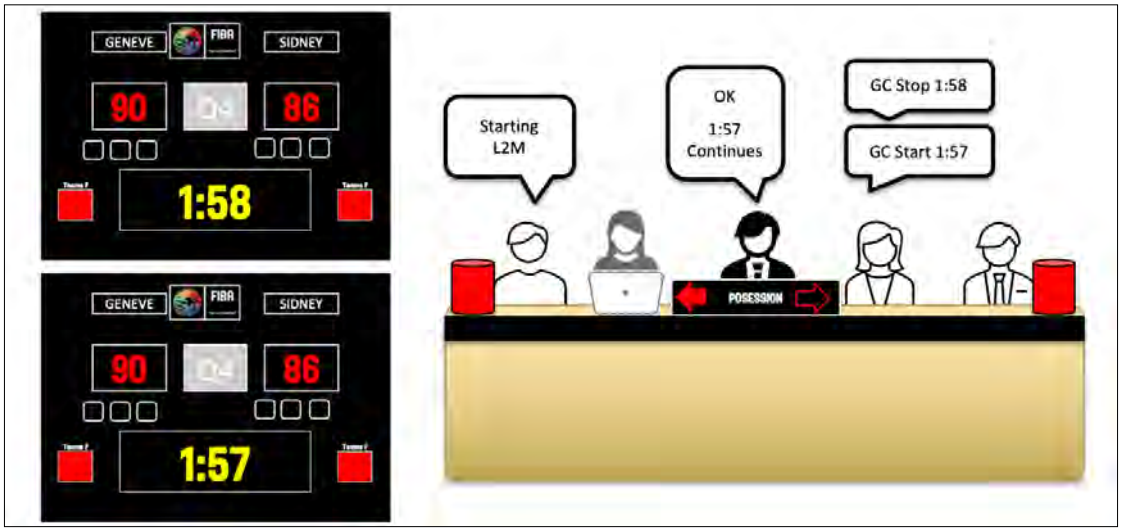
The shot clock operator will communicate the status of the shot clock. This communication will be closed by the Commissioner or TD, indicating the continuation of the game after verifying that each team has 5 players.



WHEN WE ENTER L2M

The assistant scorer will announce that the game is in the L2M, with the timekeeper confirming the game clock.

The Commissioner or TD confirms the timing of the game, informing the entire team of Table Officials that the specific rules of L2M are beginning.



8.3 PRE-GAME TIMING FOR TABLE OFFICIALS

The Table Officials should memorize these times which are used to initiate a number of meetings, regular actions, or protocols.

The following is an example of pre-game timing, that can be modified in each competition by the LOC or FIBA.

TABLE OFFICIALS PRE GAME TIMING	
-90:00	To arrive at the venue
-75:00 / -70:00	Meeting between referees, TO's and TD in the dressing room
-65:00 / -60:00	Meeting between referees, TO's and TD on the court
-40:00	Request the team list
-20:00	The referees enter the court
-10:00	Request the Head Coach of each team to confirm names and numbers of their players and the starting 5
-8:00*	Start of the presentation * time determined by Local Organising Committee (LOC)
-3:00	The timer will sound the signal at 3 minutes
-1:30	The timer will sound the signal at 1:30 minutes
0:00	Start the game

SUPPORTING MATERIAL

Chapter 9

SUPPORTING MATERIAL

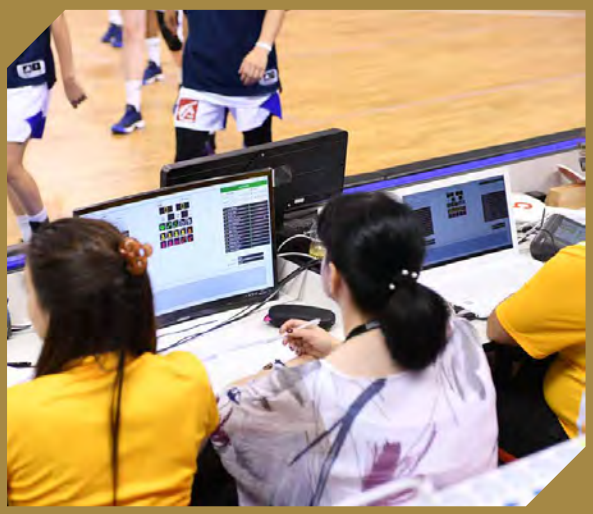
BASIC BASKETBALL OFFICIATING TERMINOLOGY

To help all the stakeholders to speak the same basketball officiating language, FIBA Referee Operations has published BASIC BASKETBALL OFFICIATING TERMINOLOGY manual. It contains a glossary of terms and abbreviations used in modern basketball officiating.

It can be read and downloaded from FIBA iRef Library App or directly from this link.

EXTERNAL MATERIAL

DIGITAL SCORESHEET USER MANUAL



The Digital Scoresheet user manual is subject to changes. Therefore, the updated content (available in English only) can be consulted at fibageneva.sharepoint.com (click on the link).

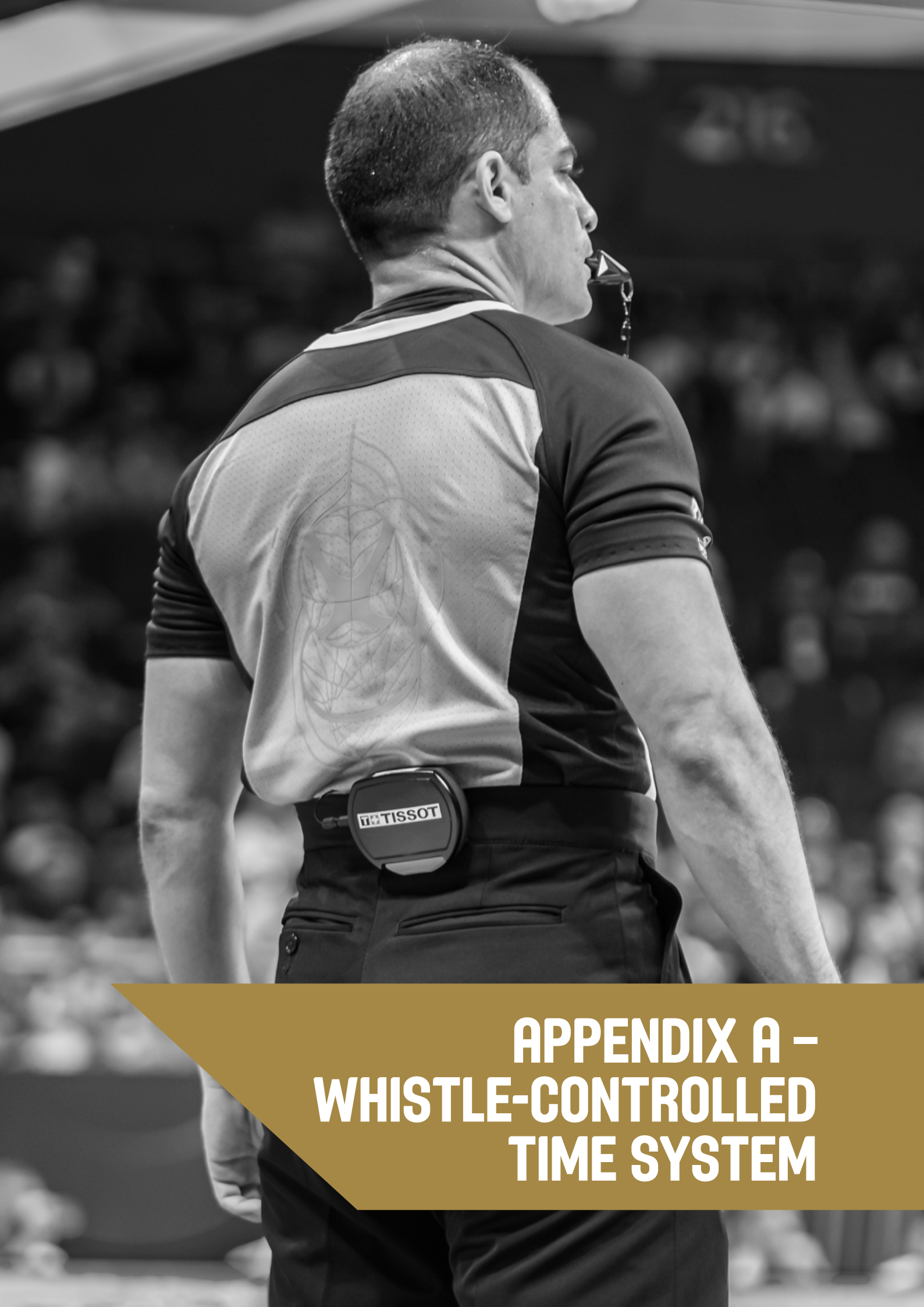
EXTERNAL MATERIAL

Please see below some tutorial videos to facilitate understanding of how the DSS works.

VIDEO

VIDEO

VIDEO



APPENDIX A – WHISTLE-CONTROLLED TIME SYSTEM

APPENDIX

WHISTLE-CONTROLLED TIME SYSTEM

The whistle-controlled time system works via a radio transmitter in the belt pack worn by the referees. Attached to the belt pack is an omnidirectional microphone, which docks in the microphone adapter on the lanyard just below the whistle.

When an referee blows the whistle, the belt pack recognises the frequency of the whistle and sends a radio signal to the base station receiver that is connected to the scoreboard controller, stopping the clock at the speed of light. The timer can also stop the game clock manually by pressing the stop button on the whistle-controlled time system console.

The whistle-controlled time system not only stops the clock; it gives the timer (and the referee), the ability to restart the clock manually. Each belt pack has a restart button, so the clock can be started from the floor, if necessary.

In this way, the effective management of the game clock is shared between the referees and the timer. Measuring time-outs and intervals of play remain duties exclusive for the timer.

Procedure when using whistle-controlled time system:

Who starts the game clock?

- **Beginning of each quarter.** At the beginning of each quarter, the game clock is started by the referee and the timer. The timer shall push the green start button on the console to start the game clock.
- **Throw-in.** The referee who administers the throw-in shall push the start button on the belt pack, and the timer shall push the green start button on the console.
- **Free-throws.** A referee shall push the start button on the belt pack, and the timer shall push the green start button on the console.
- **Last two minutes.** In the last two (2) minutes of the fourth quarter and in the last two (2) minutes of any overtime the referee who administers the throw-in shall push the start button on the belt pack, and the timer shall push the green start button on the console.

Who stops the game clock?

- **During the game:** Each sound of an referee's whistle automatically stops the game clock. When the game clock is stopped, a red LED light on the console lights up. The timer shall push the red stop button on the console at the same time as the referee blows the whistle (to ensure the game clock stops correctly).
- **Shot clock violation:** If a shot clock violation occurs when a team is in control of the ball, the timer shall push the red stop button on the console when the shot clock signal sounds.

- **Last two minutes:** In the last two (2) minutes of the fourth quarter and in the last two (2) minutes of any overtime, the timer shall push the red stop button on the console if a field goal is scored. (This is because referees do not blow their whistle when field goals are scored).
- **Field goal leading to a time-out request:** If a field goal is scored against a team which has requested a time-out, the timer shall push the red stop button on the console.

Console reset

Every 4-5 blows of the referees' whistle, the timer shall reset the console when the game clock is stopped (red led is light on). To do this, the timer shall push the red stop button on the console.

It is important to note that if the game clock does not start for some reason (error / delay / malfunction), the timer shall push the green start button on the console.

In the same way, if the game clock doesn't stop for some reason, the timer shall push the red stop button on the console.

It is also important that the timer pays attention to the flashing of the transmitter LEDs. If the transmitter LEDs are flashing it means the transmitter on the referee's belt is not working properly, or is about to stop working. It is important to advise the relevant referee as soon as possible, during the next dead ball opportunity, so that the transmitter can be changed.

STANDARD QUALITY GLOBAL CONNECTION

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