



2022 LBA Score Bench Information & Training Session

20 APRIL 2022

Welcome

Introduction of Presenters

- Renee Maynard
- Adele Styles
- Ben Tyeson

- Mitch Duhig (LBA General Manager)

Housekeeping

- Toilets
- Emergency Protocol



Outline

- Roles & Responsibilities
- Common Signals
- Rules You Need to Know
 - Game Timing Rules & Regulations
 - Possession Arrow/Jump Ball
 - Time Outs
 - Shot Clock
- Electronic Scoring System (iPad)

Roles & Responsibilities

The Scorebench makes up the third “team” involved in a game of Basketball

They work with the Referees to make up the Officials Team for the game.

Roles & Responsibilities

Scorer – Operates the iPad scoring system, or does the manual Scoresheet

Timekeeper/Scoreboard – Operates the Scoreboard

- Start/Stop Clock
- Puts Scores/Fouls up on Scoreboard

Chair/Spotter – Relay information to Scorer, Signals to Referees

Shot Clock Operator – Operates the Shot Clock (where needed)

Common Signals

Stopping & Starting the Clock

The referee will signal to start and stop the clock using the following signals.

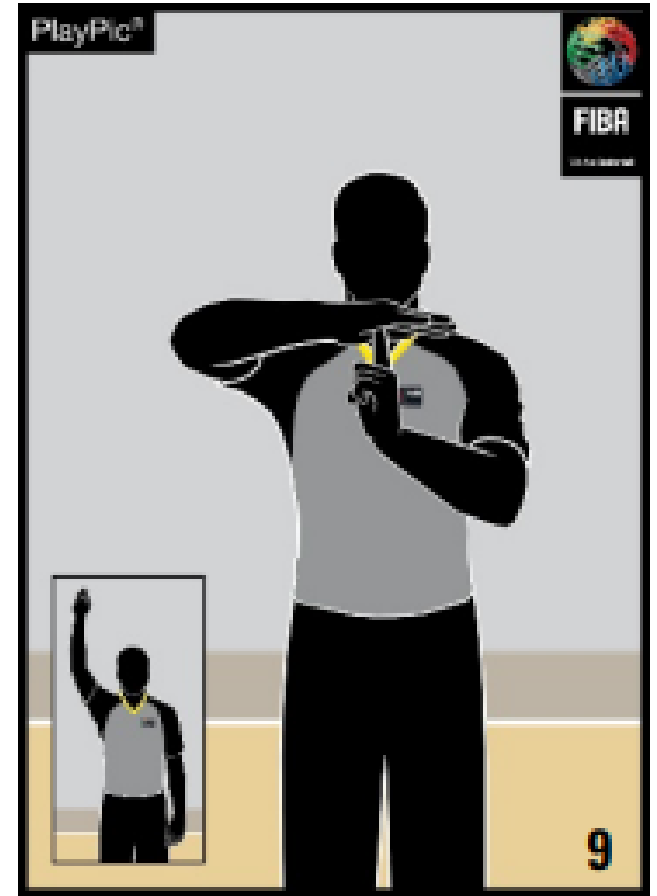


Common Signals

Time Outs

A time out is an opportunity for a team to have a rest or discuss team tactics. A time out lasts (50 seconds) and the game starts after one (1) minute.

A team can have a time out whenever the whistle has blown.

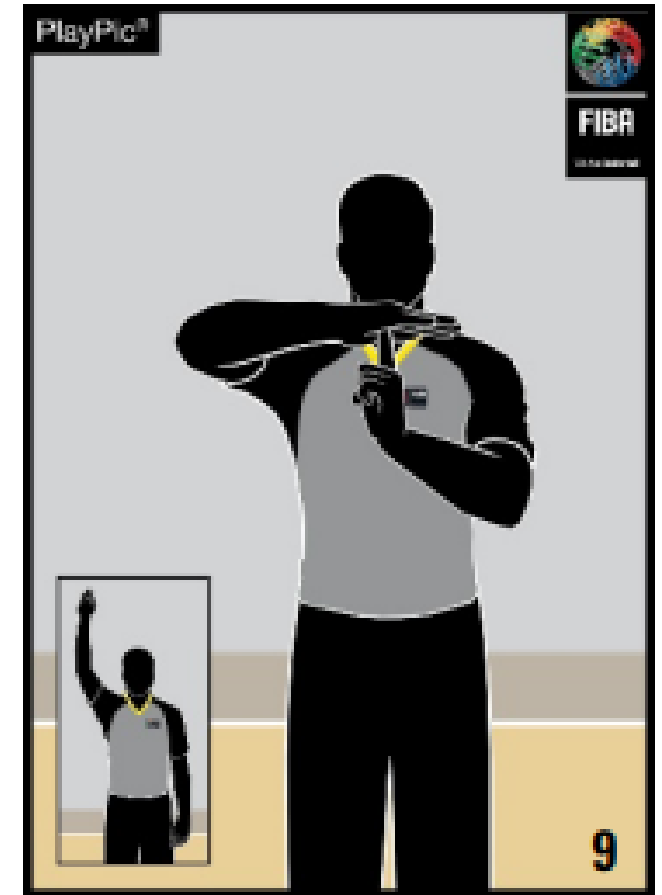


Common Signals

Time Outs

The coach wanting a timeout asks the score table who tells the referees at the next opportunity.

The score table tells the referee that a time out has been requested by blowing the siren and making the time out signal. The referee blows their whistle and signals time out.



Common Signals

Substitutions

A substitution is when players can swap from being on the bench to being one of the 5 players on the court.

A substitution can be done on any whistle.



Common Signals

Substitutions

The player wanting a substitution asks the score table who tells the referees at the next whistle.

The score table tells the referee that a substitution has been requested by blowing the siren and making the substitution signal. The referee blows their whistle and beckons the player on.

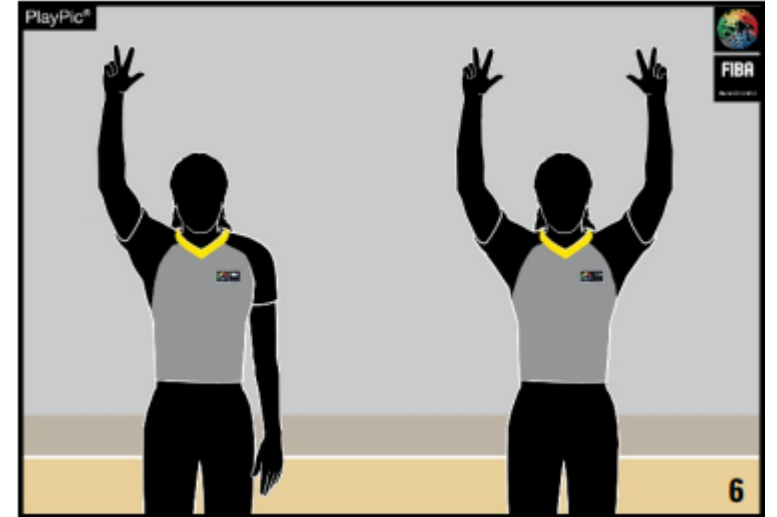


Common Signals

Scoring Signals

Scores can be 1, 2 or 3 points.

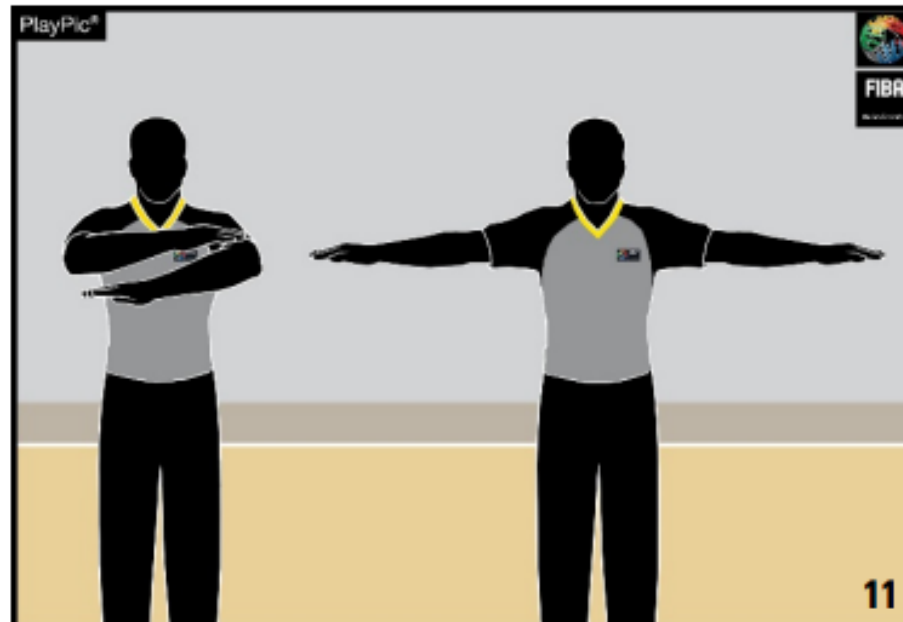
Each is signalled with a different signal from the referee as shown.



Common Signals

Cancel Score/Play

The referee may signal that a score or play phase is cancelled using the following signal.



Common Signals

Jump Ball/Held Ball

This signal is used by the referees to indicate when a Jump Ball or Held Ball situation has occurred.

Once the ball has been inbounded, the scorebench changes the possession arrow.



Common Signals

Shot Clock Reset

This signal is used by the referees to indicate when they would like the shot clock reset.

It will be followed by a request for either 24 or 14 seconds.



Rules You Need to Know

Game Timing Rules & Regulations

Age Group	Quarters	Warm Up	Quarter Breaks	Half Time	Clock Stoppages	Time Outs (per team)	Shot Clock	Overtime
Under 10	4 x 10 minutes	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed	1 per half	No	Finals only
Under 12	4 x 10 minutes	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed	2 in first half, 3 in second half - maximum 2 in last 2 minutes of 4th quarter	No	Finals only
Under 14	4 x 10 minutes	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed	2 in first half, 3 in second half - maximum 2 in last 2 minutes of 4th quarter	Yes	Finals only
Under 16	4 x 10 minutes	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed	2 in first half, 3 in second half - maximum 2 in last 2 minutes of 4th quarter	Yes	Finals only
Under 18/20	4 x 10 minutes	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed	2 in first half, 3 in second half - maximum 2 in last 2 minutes of 4th quarter	Yes	Finals only
Seniors 2 & 3	4 x 10 minutes	5 minutes	1 minute	3 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed	2 in first half, 3 in second half - maximum 2 in last 2 minutes of 4th quarter	Yes	3 minutes
Seniors 1	4 x 10 minutes	5 minutes	1 minute	3 minutes	Fully Timed – FIBA	2 in first half, 3 in second half - maximum 2 in last 2 minutes of 4th quarter	Yes	5 minutes
Baptist	4 x 10 minutes	3 minutes	1 minute	3 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed if within 10 points	2 in first half, 3 in second half - maximum 2 in last 2 minutes of 4th quarter	No	Finals only
Social	2 x 20 minutes	3 minutes	N/A	1 minute	N/A	1 per half per team, must be agreed to by both teams	No	Finals only

Rules You Need to Know

Game Timing Rules & Regulations

Game Clock stops when a referee blows the whistle (if the game rules have the clock stopping).

Game Clock does not start until touched by a player on Court.

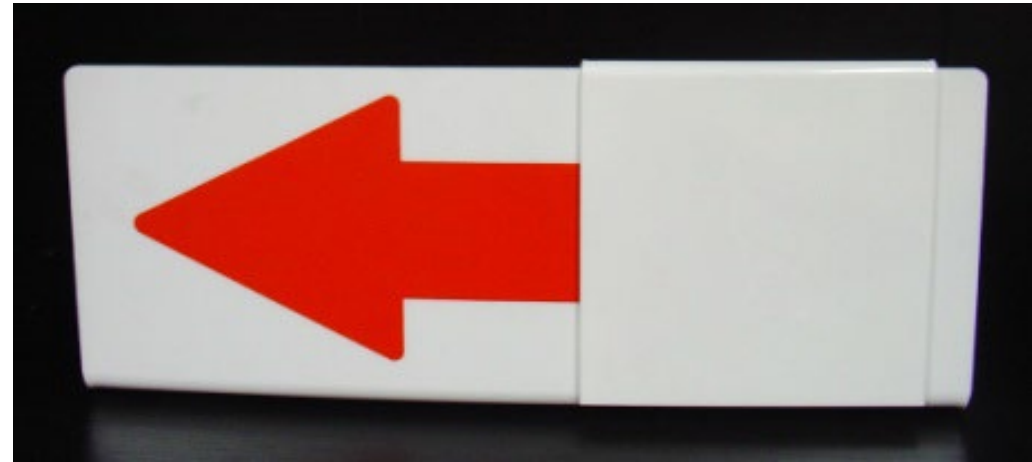


Rules You Need to Know

Possession Arrow/Jump Ball

The team that does not get possession after the jump ball to start the game has the advantage of the “possession arrow”.

It changes after the ball has been passed in following a Jump Ball/Held Ball (As signaled by the referee)



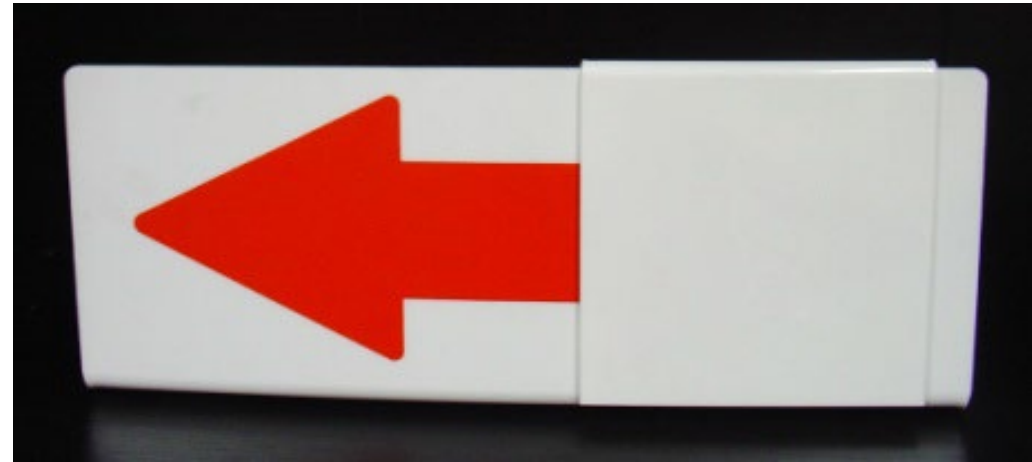
Rules You Need to Know

Possession Arrow/Jump Ball

It also changes after the in-bound pass at the start of the 2nd, 3rd & 4th quarters.

At half time, the arrow changes as the teams change the direction they are going.

The referee/s may ask if you have changed it during the half time break. It is good to communicate to the referees once you have changed it.



Rules You Need to Know

Time Outs

The amount of Time Outs can vary depending on the roster.

To check, look on the Game Timing Rules & Regulations sheet on the bench, or ask the Referees/Match Supervisors



Rules You Need to Know

Time Outs

Time Outs can be taken at the following times:

- On a Whistle
- Following a field goal by the opposition team.
- Following the last free throw by the opposition team.



Rules You Need to Know

Shot Clock

The 24 second Shot Clock operates in all age groups from Under 14s and Above (where available, but not in Baptist)

Shot Clock starts when a Player has Control of the Ball.

Stops on any Whistle.



Rules You Need to Know

Shot Clock

Resets to 24 when:

- A change of team in control of ball occurs during play.
- New possession in backcourt throw-in
- Ball has hit the ring and the Defensive Team gets the Rebound
- A foul occurs in a teams back court.
- On the request of the Referee



Rules You Need to Know

Shot Clock

Resets to 14 when:

- Ball has hit the ring and the Offensive Team gets the Rebound
- New possession in front court throw-in
- A foul occurs in a teams front court and the shot clock is below 14 seconds.
- On the request of the Referee



Rules You Need to Know

Shot Clock

Stays where it was:

- Ball goes out of bounds
- A foul occurs in a teams front court and the shot clock is above 14.



Rules You Need to Know

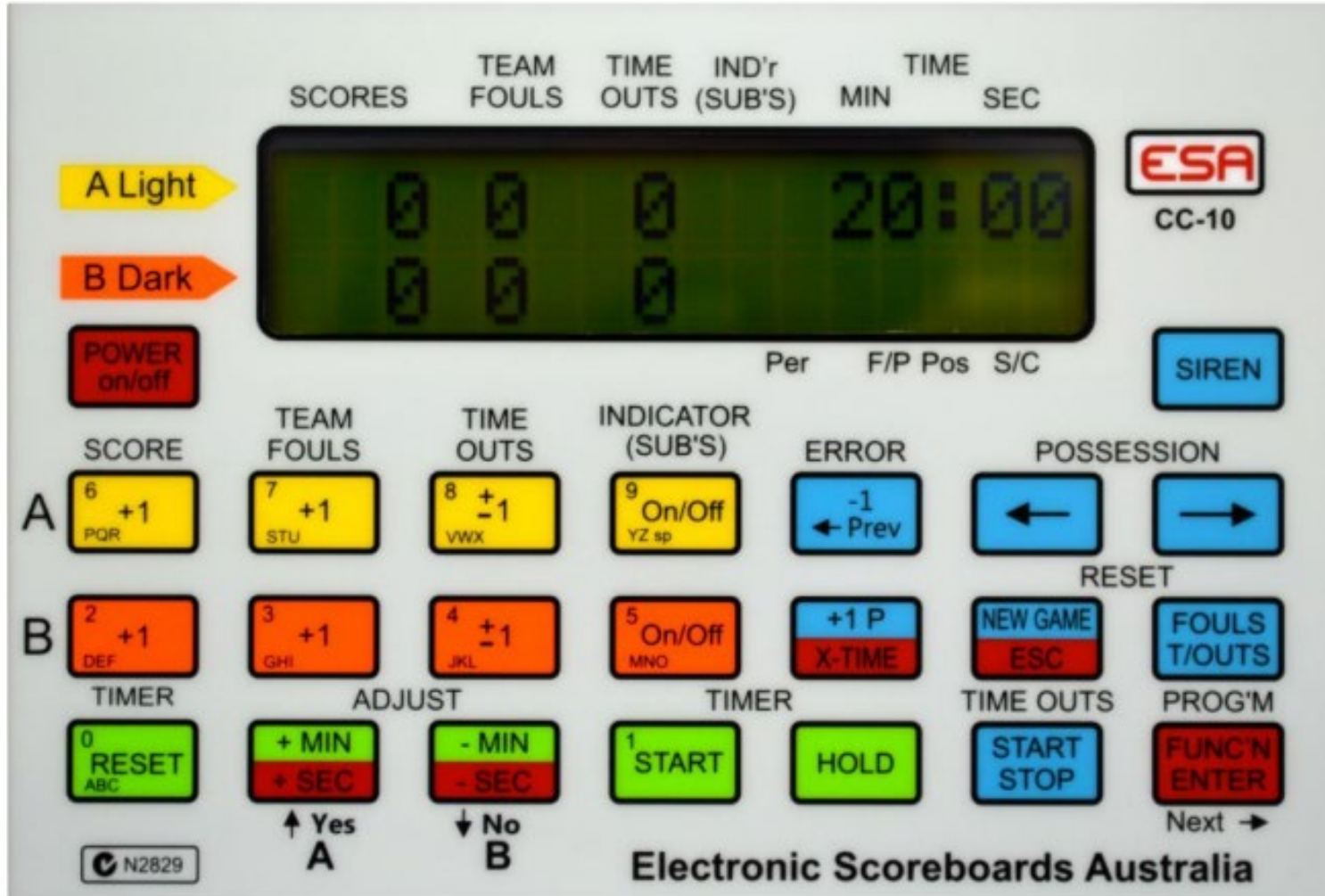
Shot Clock

UNDER 14s ONLY:

- Shot Clock does **not** start until the ball is into the Front Court



Scoreboard - Elphin



Shot Clock - Elphin



iPad Scoring



Session End

THANK YOU FOR ATTENDING