

IAABO-OABO INSTRUCTIONS TO SCORERS (FIBA RULES)

IMPORTANT NOTES FOR ALL TABLE OFFICIALS (SCORER, TIMER, SHOT CLOCK OPERATOR)

- *Participate in pre-game meeting with the Referee.
- *Be attentive, accurate and maintain focus during the entire game; no distractions.
- *Maintain eye contact with the reporting official(s) on the floor.
- *Maintain an appearance of impartiality throughout the game.
- *At the expiration of playing time, (scorer) confirm approval of the final score with the Referee.
- *Understand that as a scorer/timer/shot clock operator, you are a vital part of the game.

PROCEDURES

- *Obtain a roster of names, numbers, and starters at least twenty (20) minutes prior to starting time.
- *Enter names of team members and uniform numbers, in numerical order, on the score sheet.
- *Coach and Assistant Coach must be listed.
- *At least ten (10) minutes prior to game time, both coaches both coaches are to confirm their agreement with the names and numbers of their team members, names of coach, assistant coach and indicate the five (5) starters.
- *Keep a running summary of points scored.
- *All field goals are two (2) points unless the official(s) demonstrate the successful three (3) point signal.
- *Inform reporting official when a player has committed a total of five (5), two (2) unsporting fouls.
- *Personal fouls and Technical fouls are added together to reach the disqualification number of five (5).
- *Technical Foul counts as a team foul to reach the penalty situation in each period.
- *Technical Foul committed by Coach, Assistant Coach, Substitute, Excluded Player or Team Follower does NOT count as a team foul to reach the penalty situation in each period.
- *Only the Coach or Assistant Coach may request a Time-Out. Notify an official at the next opportunity.
- *Each team is permitted two (2) 60- second timeouts in the first half and three (3) 60-second time-out in the second half; Each team may be granted one (1) 60-second time-out in each overtime period.
- *Unused time-outs do NOT carry over to the next half or extra period.
- *Keep a record of the next alternating possession, by operating the alternating possession arrow. Jump ball begins 1st period only; Alternating Possession throw-in begins the 2nd, 3rd, 4th and all extra periods. 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.

SUBSTITUTES

- *Only the substitute, not Coach or Assistant Coach, may request substitution.
- *Substitutes are to wait at the scorer's table until beckoned by an official. Substitutes at a time-out or intermission may go directly to the bench or huddle (after reporting to scorer) and need not be beckoned on by an official.
- *Substitution opportunity **BEGINS** for **both teams** when the ball becomes dead; the game clock stops; the official has ended communication with the scorer and/or timer; for the **non-scoring team** when a field goal is scored in the last two (2) minutes of the fourth (4th) period and each extra period.
- *Substitution opportunity **ENDS** when the ball is at the disposal of a player for a throw-in; for first ir only free throw.
- *Substitute may enter:
 - after a whistle and the official's communication with the score is completed.
 - after a made final free throw.
 - after opposing team scores in last two minutes of 4th period; during each extra period
- *When there is a required substitute, substitution must be immediate (approx. Thirty (30) seconds).
- *Injured or bleeding players who recover during a time-out, taken by **either** team, may continue to play.

IAABO-OABO INSTRUCTIONS TO TIMERS (FIBA RULES)

TIME PERIODS

- *Four (4) periods of ten (10) minutes each – may be reduced to eight (8) minutes as per league/association.
- *Haft time is fifteen (15) minutes.
- *Between periods and each extra period – two (2) minutes.
- *Overtime periods: five (5) minutes – may be reduced to four (4) minutes as per league/association.
- *Intervals of Play/Time:
 - *Pre-game: Begins twenty (20) minutes prior to scheduled game time. Ends when the ball becomes live.
 - *Period breaks: Begins when game clock signal sounds to end a period. Ends when ball becomes live.
 - *Disqualification replacement period: thirty (30) seconds.
 - *Injury & Bleeding replacement period: If a player recovers by end of a time-out taken by EITHER team, player may remain in the game.

TIMEOUTS

- *Each team is allotted: Two (2) time-outs during first half, three (3) during the second half, sixty (60) seconds each.
- *Overtime periods; One (1) per team during each extra period, sixty (60) seconds each.
- *Only Coach or Assistant Coach may request the time-out and only to the Scorer.
- *Begins on officials' signal. Ends when an official sounds whistle and beckons teams back on the court.
- *Shall not be permitted to the scoring team when the game clock is stopped following a successful field goal during the last two (2) minutes of the 4th period and any extra period unless: An official has interrupted the game, or the non-scoring team has been granted a time-out or substitution.
- *If request is made by either team after the ball is at disposal of free thrower for the first or only free throw, time-out shall be granted if the last or only free throw is successful, the free throw is followed by a throw-in from centre line extended, a foul is ruled between the free throws, or a foul or violation is ruled before the ball becomes live after the last or only free throw.

WARNING SIGNALS

- *Fifty (50) seconds of time-out has elapsed.
- *Before the 1st and 3rd period when three (3) minutes, one (1) minute and thirty (30) seconds remain.
- *Before 2nd and 4th and each extra period, when thirty (30) seconds remain prior to start of period.
- *Required notification of officials and teams at least three (3) minutes prior to start of 3rd period.

START CLOCK

- *Jump Ball: When the ball is legally tapped by either jumper.
- *Throw-in: When the ball legally touches or is touched by a player on the court.
- *Missed Free Throw: When the ball is legally touches or is touched by any player on the court.

STOP CLOCK

- *When official signals jump ball, foul or violation.
- *When field goal is scored against a team which has requested a time-out.
- *When field goal is scored in the last two (2) minutes of the 4th period and any extra period.
- *When twenty-four (24) second device signal sounds while a team is in control of the ball.

SUBSTITUTES

- *Sound signal for substitution during substitution opportunity.
- *Substitute must report to scorer to request substitution and be ready to enter.
- *Shall not be permitted to the scoring team when the game clock is stopped following a successful field goal during the last two (2) minutes of the 4th period and any extra period unless: An official has interrupted the game or the non-scoring team has been granted a time-out or substitution.
- *If request is made by either team after the ball is at the disposal of free thrower for first or only free throw, substitutes may enter the game after the last or only free throw is successful, a free throw is followed by a throw-in from centre line extended, a foul is ruled between free throws, or a foul or violation is ruled prior to the ball becoming live after the last or only free throw.
- *Allow reporting official to complete report prior to sounding the horn.
- *Do NOT sound the horn for substitution:
 - when official is ready to administer a free throw or throw-in
 - unless the ball is DEAD and the clock is STOPPED

IAABO-OABO INSTRUCTIONS TO SHOT CLOCK OPERATORS (FIBA RULES)

GENERAL

*Shot Clock shall be used entire game (including overtime periods)

*Shot clock duration is 24 seconds

START (or RE-START) SHOT CLOCK

*A team gains control of a live ball on the playing court.

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

NOTE: The mere touching of the ball by an opponent does not start a new twenty-four (24) second period if the same team remains in control of the ball.

*Whenever an official blows the whistle as a result of:

-A foul or violation (not for the ball having gone out-of-bounds by the team not in control of the ball),

-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 twenty-four (24) second clock shall be:

1. Stopped and reset to twenty-four (24) seconds, with no display visible, when:

-The ball legally enters the basket.

-The ball touches the ring of the opponents' basket (unless the ball lodges between the ring and the backboard).

-The team is awarded a backcourt throw-in or free throw(s).

-The infraction of the rules is committed by the team in control of the ball.

2. Stopped but not reset to twenty-four (24) seconds when the same team that previously had control of the ball is awarded a frontcourt throw-in and fourteen (14) seconds or more are displayed on the twenty-four (24) second clock.

3. Stopped and reset to fourteen (14) seconds when the same team that previously had control of the ball is awarded a frontcourt throw-in and thirteen (13) seconds or less are displayed on the twenty-four (24) second clock.

*Stopped, but not reset, 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 jump ball situation.

-A double foul.

-A cancellation of equal penalties against the teams.

*Switched off, after the ball became dead and the game clock has been stopped, when there are fewer than twenty-four (24) or fourteen (14) seconds remaining on the game clock in any period.

*The twenty-four (24) second clock signal does not stop the game clock or the game, nor cause the ball to become dead, unless a team is in a control of the ball.

OFFICIALS' SIGNALS

*RESET: A whirling motion of a pointed index finger above head

*VIOLATION: Taps top of shoulder with finger tips of open hand