FIBA
We Are Basketball

# FIBA MANUAL FOR COMMISSIONERS

## TABLE OFFICIALS WORK

version 2.0

This Manual is based on
FIBA Official Basketball Rules 2022.

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

Basketball, as a game, is progressing in skill and speed every day. It is a natural environmental development process that takes place unconditionally and it is called evolution. The game, and more specifically officiating, has completely changed from 10 years ago. Presently, top level officiating is improving at least at the same speed as the game itself and higher standards of performance are expected every year. The pace of change has necessitated the adoption of a motto: "What was considered exceptionally good yesterday, is considered standard quality today and below average quality tomorrow".

This manual complements other FIBA technical manuals for officiating. The FIBA Manual for Commissioners provides the foundation for supervising the table officials' work during the game, principally being the main task of the Commissioner.

The content has been created based on the FIBA Table Officials Manual and developed in a simpler format explaining the essence of working methods for Timer, Scorer, Assistant Scorer, and Shot Clock Operator. The Commissioner should have an awareness and understanding of the principal responsibilities of each position at the Scorer's Table.

The Manual intends to facilitate better cooperation between Table Officials and Commissioners during the game and to help them to talk the same FIBA officiating language.

The FIBA Manual for Commissioners should not be considered as a Commissioners' handbook explaining their role and duties, but rather as a technical manual on how to supervise the table officials' work during the game.

This content is based on the FIBA Official Basketball Rules 2022 and its valid Official Interpretations. It is not a static document, so therefore all feedback and suggestions to improve the content are most welcome at refereeing@fiba.basketball. FIBA always strives towards improving the development of basketball officiating worldwide.

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It also contains the latest Basketball Rules with Interpretations available.

## FIBA iRef Academy Pre-Game App

Specialised App for pre-game preparation of the basketball referees developed by FIBA.

It contains videos, pre-game checklist, technical manuals, FIBA basketball rules and official interpretations (OBRI), full & half court with referees, players, coverage area symbols, drawing tool, able to save your own play-situations.

**STANDARD QUALITY GLOBAL CONNECTION**

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# INTRODUCTION

# Chapter 1

## INTRODUCTION

The aim of this FIBA Commissioners Manual is to standardize, unify, and coordinate the work of the FIBA Commissioner and the Table Officials. The aim is to also summarize the most common aspects where the interaction of the FIBA Commissioner with the refereeing team is fundamental for the good development of the game.

Basketball is a constantly evolving sport. The increasing technical level of teams / leagues must be accompanied by an increase in the technical level of the officiating team (Referees, Tables Officials and Commissioners), to ensure the smooth running of each game.

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

This Manual is based on new techniques to help beginners and experienced Commissioners. It is also a tool to promote the unification of criteria (method of work, communication, performance standards, signals etc.).

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 eventually "speaks" the same basketball language and "performs" in the same way, regardless of their country.

The Commissioners Manual is structured according to the different interrelations with the Table Officials and their various functions.

In the case of a discrepancy between any guidelines in the Manual and the Official Basketball Rules (OBR) and/or the Official Basketball Rules Interpretations (OBRI), the latter (OBR and OBRI) will prevail.

***ONE GAME – ONE LANGUAGE – ONE METHOD – ONE FIBA***

# COMMISSIONER, REFEREES AND TABLE OFFICIALS

# Chapter 2

## COMMISSIONER, REFEREES AND TABLE OFFICIALS

### 2.1 THE COMMISSIONER'S DUTIES

- To ensure that the games are conducted according to the spirit and the letter of the OBR and the FIBA Internal Regulations
- To ensure the full cooperation of the FIBA referees, the organisers and the teams
- To provide information to the FIBA referees if they are requested to do so during or after the game, the final decision shall rest with the referees
- To be primarily responsible for the smooth running of the scorer's table, being seated between the timekeeper and the scorer
- Has full authority to resolve any problems that may arise between all parties involved
- To send to FIBA, without delay, any claim or protest received

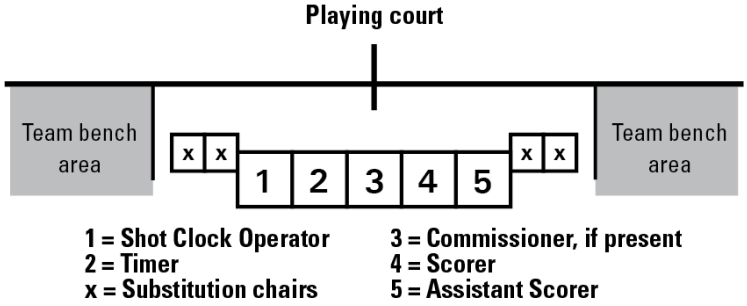
### 2.2 WHO ARE THE TABLE OFFICIALS?

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

The Table Officials shall consist of 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. The 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 increased within 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.

# COMMISSIONERS COMMON DUTIES

# Chapter 3

## COMMISSIONER'S COMMON DUTIES

### 3.1 TABLE OFFICIALS' MEETING

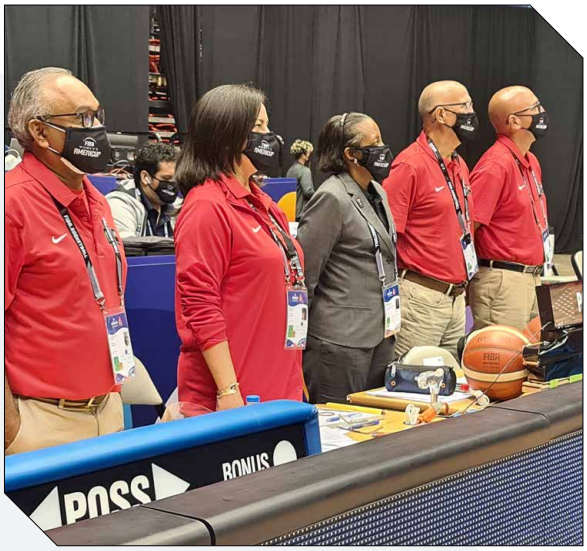
It is important for the Table Officials and the Commissioner to have a talk and prepare properly for the game in a pre-game meeting. This will form a strong team. It should take place in your designated room and away from other people at the arena.

In the pre-game 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 the 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, the colleagues and the commissioner, 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 in coordination with the commissioner, can leave the table. However, they must come back 5 minutes before the beginning of the 3rd quarter. There should always be one of them staying at the table to watch the teams.

## 3.2 PRE-GAME DUTIES

- Identify the Technical Delegate 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 .
- Request the team lists: each team must give its own list at least 40 minutes before the game is scheduled to begin.
- Notify the Crew Chief of any potential issues with the team lists or any other documentation needed to play the game.
- Check 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.
- The Table Officials and the Commissioner must be at the table before the referees enter the court.
- 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 confirmation of the names and corresponding numbers of the team members, the names of the head coach and first assistant coach and the starting 5 players from the head coach of each team 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.
- 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 referee 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.

## 3.3 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.
- Apply the rules correctly.
- Collaborate with table co-officials and referees.
- Speak professionally with the members of both playing teams.
- The Table Officials and the Commissioner 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, who should normally be the commissioner, if present.
- Record separately the time and the participants in fights and/or team bench personnel leaving the bench area during fighting situations.
- 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.

## 3.4 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 referees 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 for final approval and signature by the referee.
- 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, Technical Delegate/ 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 Technical Delegate/ 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 Technical Delegate/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 Technical Delegate/ 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 Technical Delegate/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 Technical Delegate/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 Technical Delegate / Commissioner and the respective FIBA Regional Office.
- Give a copy of the scoresheet and any license cards or other documents back to the teams
- 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 CHECKLIST

TIMELINE

| GAME PARTICIPANTS INVOLVED | | | | | |
|---|---|---|---|---|---|
| PROTESTING TEAM | OPPONENT TEAM | REFEREES | TECHNICAL DELEGATE OR COMMISSIONER | TABLE OFFICIALS | COMPETENT BODY |
| **END OF GAME** | | | | | |
| The captain signs in 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.<br>Referees go to the dressing room. | Technical Delegate (TD) or Commissioner (COM) verifies that the scorer enters the time in the «Game ended» column.<br>TD or COM remains at the scorer´s table. | The scorer enters the time in the «Game ended» column.<br>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 inform 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. |

# THE SCORER & ASSISTANT SCORER

# Chapter 4

## THE SCORER & ASSISTANT SCORER

### 4.1 SCORER & ASSISTANT 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 technical fouls charged against each head coach (2 'C 'or 2 'B'+'C') and must notify the referees immediately when a head coach should be disqualified. Similarly, the referees must be notified immediately when a player has committed 2 unsportsmanlike or technical fouls or 1 technical foul and 1 unsportsmanlike foul (a combination) and should be 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.

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.

## 4.2 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.

## 4.3 RECORDS – BEFORE THE GAME

### 4.3.1 EXAMPLES OF RECORDS: TEAMS, PLAYERS, STARTING FIVE AND COACHES' SIGNATURES

FIBA
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FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A BC MIES Team B CAT BASKET

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Competition | BASCUP 2022 | Date | 15.06.23 | Time | 20:30 | Crew Chief | KOTLEBA, L (SVK) | | |
| Game No. | 169 | Place | FIBA ARENA, GENEVE | Umpire 1 | JUNGEBRAND,C (FIN) | Umpire 2 | RIGAS.C (GRE) | | |

| 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. | | | | | | |

## 4.3.2 EXAMPLES OF RECORDS: GAME LOST BY FORFEIT

**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 |
|---|---|---|---|---|---|---|---|---|
| | ABSENT | | | | | | | |
| Head coach | | | | | | | | |
| First assistant coach | | | | | | | | |

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

## 4.4 RECORDS – DURING THE GAME

### 4.4.1 EXAMPLES OF RECORDS: SCORES

**1 point ( Free throw)**

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

**2 points**

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

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

**3 points**

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

## 4.4.2 EXAMPLES OF RECORDS: AT THE BEGINNING / FINISH OF EACH QUARTER AND OVERTIMES

### Closures end of the quarter

| 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 |

| | | | | |
|---|---|---|---|---|
| Quarter | ① | A 24 | B | 20 |
| Quarter | ② | A | B | |
| Quarter | ③ | A | B | |
| Quarter | ④ | A | B | |
| Overtimes | | A | B | |

### Overtime

| A | | B | |
|---|---|---|---|
| | 90 | 90 | 14 |
| 8 | 91 | 91 | |
| | 92 | 92 | |
| | 93 | 93 | 4 |
| 8 | 94 | 94 | 4 |
| | 95 | 95 | |

| | | | | |
|---|---|---|---|---|
| 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 | |

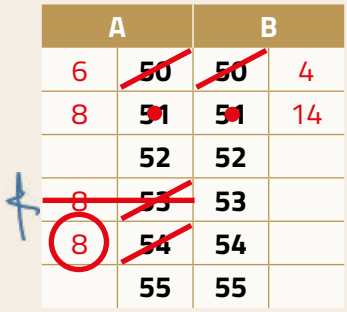
### The end of game or the overtime

| 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 | |

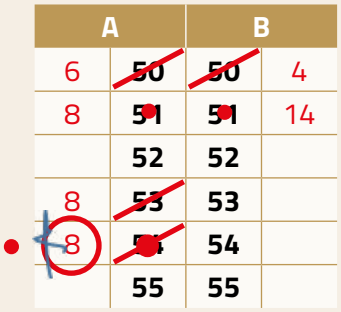
| | | | | |
|---|---|---|---|---|
| Quarter | ① | A 25 | B | 16 |
| Quarter | ② | A 16 | B | 27 |
| Quarter | ③ | A 24 | B | 24 |
| Quarter | ④ | A 27 | B | 25 |
| Overtimes | | A 8 | B | 6 |

## 4.4.3 EXAMPLES OF RECORDS: POSSIBLE MISTAKES AND SOLUTIONS

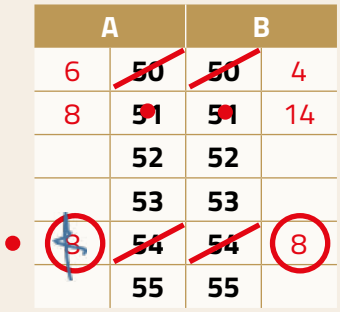
**Case 1**
**Less points recorded**



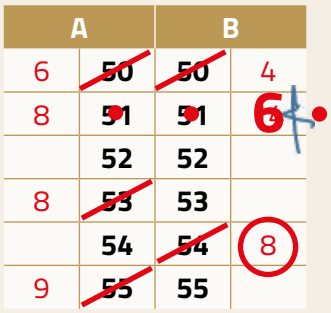
**Case 2**
**More points recorded**



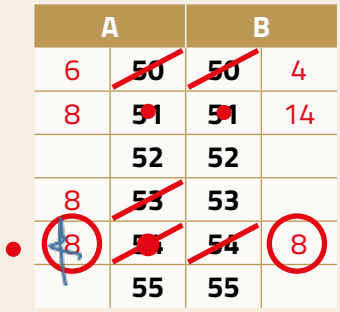
**Case 3**
**Recorded points for the incorrect team**



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

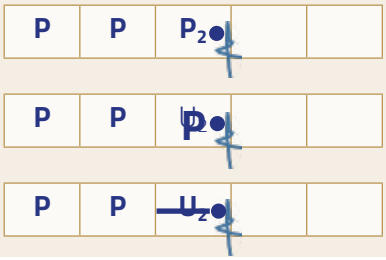


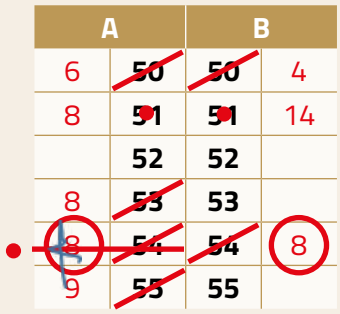
**Case 5**
**Wrong quarter score**



**Case 6**
**Wrong type of foul**

**Case 7**
**Foul entered to the wrong player**





If a mistake is discovered by the scorer:

- **At the end of the playing time** and before the scoresheet has been signed by the referee, the error should be corrected, even if this correction influences the result of the game. The referee must sign next to the correction and report the error to the organisers of the game, on the back of the scoresheet.
- **After the referee has signed the scoresheet,** no errors can be corrected. The referee or Commissioner, if present, must send a detailed report to the organising committee of the competition.

## 4.4.4 HOW TO RECORD DIFFERENT FOULS

### 4.4.4.1 RECORDING OF PLAYERS FOULS

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **PERSONAL FOUL, WITHOUT FREE-THROWS** | Player | P | | | | | |
| **PERSONAL FOUL, WITH 1, 2 or 3 FREE-THROWS** | Player | $P_1$ | $P_2$ | $P_3$ | | | |
| **FOULS WITH PENALTIES CANCELLED ACCORDING TO ART 42** | Team A | | | | | | |
| | Player | P | $P_2$ | $D_C$ | | | |
| | Team B | | | | | | |
| | Player | P | $U_C$ | | | | |
| **DOUBLE FOUL** | Team A | | | | | | |
| | Player | P | | | | | |
| | Team B | | | | | | |
| | Player | $U_2$ | P | | | | |
| **TECHNICAL FOULS & COMBINATION** | Player 1 | $T_1$ | $T_1$ | GD | | | |
| | Player 2 | $T_1$ | $U_2$ | GD | | | |
| | Player 3 | $T_1$ | P | P | $P_2$ | $T_1$ | GD |
| **UNSPORTSMANLIKE FOUL & COMBINATION** | Player 1 | $U_2$ | $U_2$ | GD | | | |
| | Player 2 | $T_1$ | $U_2$ | GD | | | |
| | Player 3 | $U_2$ | P | P | $P_2$ | $U_2$ | GD |
| **DISQUALIFYING FOULS** | Player | $D_2$ | | | | | |

### 4.4.4.2 RECORDING 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 | |
| **DISQUALIFYING FOUL BY A SUBSTITUTE** | Substitute | D | | | | |
| | Head coach | | | $B_2$ | | |
| **DISQUALIFYING FOUL BY AN EXCLUDED PLAYER** | Excluded player | P | P | $P_2$ | $P_2$ \| P | D |
| | Head coach | | | $B_2$ | | |

### 4.4.4.3 RECORDING 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. 39), 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 | |
| **TECHNICAL FOUL BY FIRST ASSISTANT COACH, SUBSTITUTE, EXCLUDED PLAYER AND 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 |
| **DISQUALIFYING FOUL** | Head coach | $D_2$ | | | |
| **DISQUALIFYING FOUL BY FIRST ASSISTANT COACH, SUBSTITUTE, EXCLUDED PLAYER OR ACCOMPANYING DELEGATION MEMBER** | A disqualifying foul against a first assistant coach | | | | |
| | Head coach | $B_2$ | | | |
| | First assistant coach | D | | | |
| | A disqualifying foul against a substitute, an excluded player or an accompanying delegation member | | | | |
| | Head coach | $B_2$ | | | |

### 4.4.4.4 RECORDING OF PLAYER & HEAD COACH FOULS

All fouls charged against the coach do not count as team fouls.

**TECHICAL FOULS – UNSPORTSMANLIKE FOULS & COMBINATION**

| | | | | | |
|---|---|---|---|---|---|
| Player | $T_1$ | P | P | | |
| Head coach | | | $C_1$ | GD | |

| | | | | | |
|---|---|---|---|---|---|
| Player | $U_2$ | P | | | |
| Head coach | | | $B_1$ | $B_1$ | GD |

| | | | | | |
|---|---|---|---|---|---|
| Player | P | P | P | $U_2$ | GD |
| Head coach | | | $C_1$ | | |

### 4.4.4.5 RECORDING DISQUALIFYING FOUL ART.39 FIGHTS

**DISQUALIFYING FOUL FOR FIGHTING ART 39 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 | $D_F$ |
| Head coach | | | $B_2$ | | | |

**DISQUALIFYING FOUL FOR FIGHTING ART 39 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 | | | $B_2$ | | | |

**DISQUALIFYING FOUL FOR FIGHTING ART 39**
**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 | $B_2$ | B | |

If two accompanying delegation members are disqualified

| | | | |
|---|---|---|---|
| Head coach | $B_2$ | B | B |

**DISQUALIFYING FOUL FOR FIGHTING (DF) ART 39**
**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 |

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 are disqualified

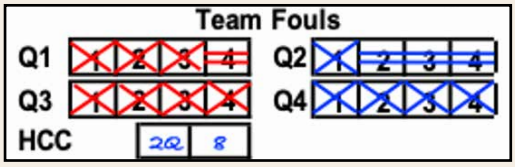
| | | | |
|---|---|---|---|
| Head coach | $B_2$ | $B_2$ | |

If two accompanying delegation members are disqualified

| | | | |
|---|---|---|---|
| Head coach | $B_2$ | $B_2$ | $B_2$ |

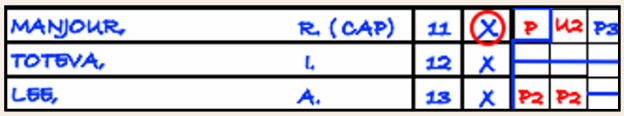
## 4.4.5 HOW TO RECORD THE DIFFERENT ACTIONS

***Team Fouls***



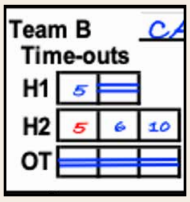
| Team Fouls | | | | | | | |
|---|---|---|---|---|---|---|---|
| Q1 | 1 | 2 | 3 | 4 | Q2 | 1 | 2 | 3 | 4 |
| Q3 | 1 | 2 | 3 | 4 | Q4 | 1 | 2 | 3 | 4 |
| HCC | 2Q | 8 | | | | | | | |

***When substitutes enter the game for the first time***



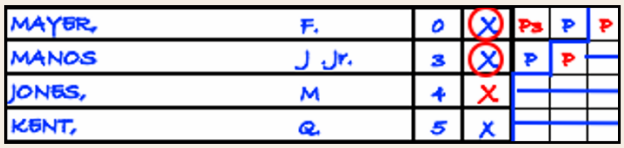
| | | | | | | |
|---|---|---|---|---|---|---|
| MANJOUR, | R. (CAP) | 11 | X | P | U2 | P3 |
| TOTEVA, | I. | 12 | X | | | |
| LEE, | A. | 13 | X | P2 | P2 | |

***Time-outs***



| Team B Time-outs | | | |
|---|---|---|---|
| H1 | 5 | | |
| H2 | 5 | 6 | 10 |
| OT | | | |

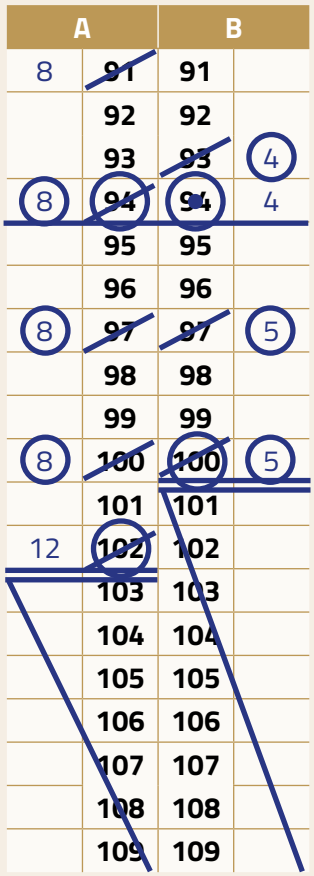
***Closure at the end of the 2nd quarter***



| | | | | | | |
|---|---|---|---|---|---|---|
| MAYER, | F. | 0 | X | P3 | P | P |
| MANOS | J Jr. | 3 | X | P | P | |
| JONES, | M | 4 | X | | | |
| KENT, | Q. | 5 | X | | | |

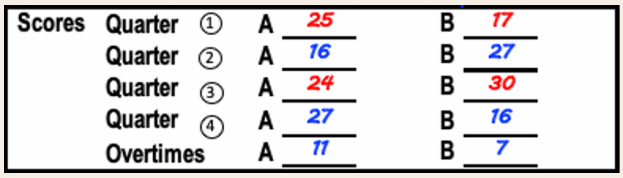
## 4.5 RECORDS – AT THE END OF THE GAME

***Running Score***



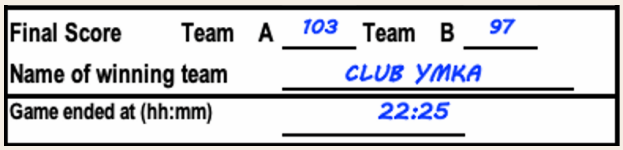
| A | | B | |
|---|---|---|---|
| 8 | 91 | 91 | |
| | 92 | 92 | |
| | 93 | 93 | 4 |
| 8 | 94 | 94 | 4 |
| | 95 | 95 | |
| | 96 | 96 | |
| 8 | 97 | 97 | 5 |
| | 98 | 98 | |
| | 99 | 99 | |
| 8 | 100 | 100 | 5 |
| | 101 | 101 | |
| 12 | 102 | 102 | |
| | 103 | 103 | |
| | 104 | 104 | |
| | 105 | 105 | |
| | 106 | 106 | |
| | 107 | 107 | |
| | 108 | 108 | |
| | 109 | 109 | |

***Partial Score***



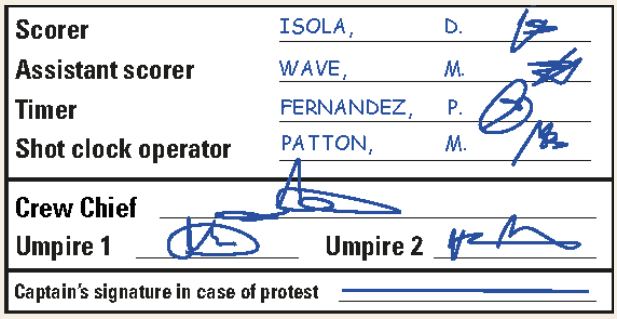
| Scores | | | | | |
|---|---|---|---|---|---|
| Quarter | 1 | A | 25 | B | 17 |
| Quarter | 2 | A | 16 | B | 27 |
| Quarter | 3 | A | 24 | B | 30 |
| Quarter | 4 | A | 27 | B | 16 |
| Overtimes | | A | 11 | B | 7 |

***Final score and name of the winning team***



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

***Finish the footer and signatures of the table officials crew***



| | | |
|---|---|---|
| Scorer | ISOLA, | D. |
| Assistant scorer | WAVE, | M. |
| Timer | FERNANDEZ, | P. |
| Shot clock operator | PATTON, | M. |
| Crew Chief | | |
| Umpire 1 | | Umpire 2 |
| Captain's signature in case of protest | | |

## 4.6 EXAMPLES OF SCORESHEETS

### 4.6.1 BEFORE THE GAME

FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
**SCORESHEET**

Team A: BC MIES  Team B: CAT BASKET

Competition: BASCUP 2022  Date: 15.06.23  Time: 20:30  Crew Chief: KOTLEBA, L (SVK)
Game No.: 169  Place: FIBA ARENA, GENEVE  Umpire 1: JUNGEBRAND,C (FIN)  Umpire 2: RIGAS,C (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 | | | | | | |
| 252 | MANOS | J Jr. | 3 | | | | | | |
| 253 | JONES, | M | 4 | | | | | | |
| 254 | KENT, | Q. | 5 | | | | | | |
| 255 | MARTINEZ, | C. | 6 | | | | | | |
| 256 | LOPEZ, | J. (CAP) | 7 | | | | | | |
| 257 | HEMEL, | D. | 8 | | | | | | |
| 265 | OBRADOVIC, | C. | 9 | | | | | | |
| 266 | AGUILAR, | V. | 10 | | | | | | |
| 268 | RIMKUS, | T. | 12 | | | | | | |
| 300 | PEROTTI, | R. | 15 | | | | | | |
| 301 | VIDOT, | A. | 20 | | | | | | |
| Head coach | C001 | CANUT | J. | | | | | | |
| First assistant coach | C80 | 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 | | | | | | |
| 501 | MANTILA, | P. | 5 | | | | | | |
| 502 | TANABE, | V. | 6 | | | | | | |
| 503 | PUIG, | J. | 7 | | | | | | |
| 505 | THRON, | H. | 8 | | | | | | |
| 506 | MITLSCH, | J. | 9 | | | | | | |
| 700 | MARTI, | C. | 10 | | | | | | |
| 750 | MANJOUR, | R. (CAP) | 11 | | | | | | |
| 751 | TOTEVA, | I. | 12 | | | | | | |
| 766 | LEE, | A. | 13 | | | | | | |
| 800 | KEM, | B. | 14 | | | | | | |
| | | | | | | | | | |
| Head coach | C50 | CASTRO | A. | | | | | | |
| First assistant coach | C111 | AURIENMA | 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'signature in case of protest ___

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

## 4.6.2 END OF 4TH QUARTER

FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
**SCORESHEET**

Team A: BC MIES — Team B: CAT BASKET

Competition: BASCUP 2022 — Date: 15.06.23 — Time: 20:30 — Crew Chief: KOTLEBA, L (SVK)
Game No.: 169 — Place: FIBA ARENA, GENEVE — Umpire 1: JUNGEBRAND,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 3Q 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, | 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. | | | | Co | | |
| 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 2Q 8

| Licence 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 | MITLSCH, | J. | 9 | X | P2 | P | P1 | | |
| 700 | MARTI, | C. | 10 | | | | | | |
| 750 | MANJOUR, | R. (CAP) | 11 | X | P | U2 | 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. | | | | Co | | |
| First assistant coach | C111 | AKRIENMA | J.M. | | | | | | |

**RUNNING SCORE**

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

## 4.6.3 END OF THE GAME

FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
**SCORESHEET**

Team A: BC MIES — Team B: CAT BASKET

Competition: BASCUP 2022 — Date: 15.06.23 — Time: 20:30 — Crew Chief: KOTLEBA, L (SVK)
Game No.: 169 — Place: FIBA ARENA, GENEVE — Umpire 1: JUNGEBRAND,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 3Q 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, | 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. | | | | Co | | |
| 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 2Q 8

| Licence 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 | MITLSCH, | J. | 9 | X | P2 | P | P1 | | |
| 700 | MARTI, | C. | 10 | | | | | | |
| 750 | MANJOUR, | R. (CAP) | 11 | X | P | U2 | 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. | | | | Co | | |
| First assistant coach | C111 | AKIRENMA | J.M. | | | | | | |

**RUNNING SCORE**

| A | B | A | B | A | B | A | B |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 12 | 41 | 41 | 12 | 81 | 81 | 14 | 121 | 121 |
| 7 | 2 | 2 | 6 | 42 | 42 | 7 | 82 | 82 | 122 | 122 |
| 3 | 3 | 6 | 43 | 43 | 0 | 83 | 83 | 123 | 123 |
| 4 | 4 | 7 | 44 | 44 | 13 | 0 | 84 | 84 | 11 | 124 | 124 |
| 0 | 5 | 5 | 8 | 0 | 45 | 45 | 85 | 85 | 125 | 125 |
| 6 | 6 | 14 | 46 | 46 | 14 | 86 | 86 | 9 | 126 | 126 |
| 3 | 7 | 7 | 14 | 3 | 47 | 47 | 7 | 87 | 87 | 127 | 127 |
| 8 | 8 | 14 | 48 | 48 | 11 | 88 | 88 | 14 | 128 | 128 |
| 9 | 9 | 15 | 49 | 49 | 89 | 89 | 129 | 129 |
| 0 | 10 | 10 | 4 | 50 | 50 | 11 | 0 | 90 | 90 | 6 | 130 | 130 |
| 11 | 11 | 51 | 51 | 91 | 91 | 131 | 131 |
| 20 | 12 | 12 | 4 | 7 | 52 | 52 | 9 | 20 | 92 | 92 | 132 | 132 |
| 13 | 13 | 53 | 53 | 93 | 93 | 133 | 133 |
| 14 | 14 | 14 | 54 | 54 | 94 | 94 | 134 | 134 |
| 3 | 15 | 15 | 20 | 55 | 55 | 11 | 95 | 95 | 135 | 135 |
| 16 | 16 | 56 | 56 | 96 | 96 | 136 | 136 |
| 17 | 17 | 14 | 0 | 57 | 57 | 11 | 97 | 97 | 137 | 137 |
| 3 | 18 | 18 | 6 | 58 | 58 | 98 | 98 | 138 | 138 |
| 19 | 19 | 4 | 6 | 59 | 59 | 5 | 99 | 99 | 139 | 139 |
| 20 | 20 | 60 | 60 | 5 | 100 | 100 | 140 | 140 |
| 4 | 21 | 21 | 3 | 61 | 61 | 101 | 101 | 141 | 141 |
| 22 | 22 | 11 | 62 | 62 | 102 | 102 | 142 | 142 |
| 15 | 23 | 23 | 6 | 63 | 63 | 9 | 103 | 103 | 143 | 143 |
| 24 | 24 | 64 | 64 | 104 | 104 | 144 | 144 |
| 4 | 25 | 25 | 14 | 20 | 65 | 65 | 11 | 105 | 105 | 145 | 145 |
| 26 | 26 | 66 | 66 | 106 | 106 | 146 | 146 |
| 6 | 27 | 27 | 14 | 0 | 67 | 67 | 107 | 107 | 147 | 147 |
| 28 | 28 | 68 | 68 | 13 | 108 | 108 | 148 | 148 |
| 20 | 29 | 29 | 8 | 69 | 69 | 109 | 109 | 149 | 149 |
| 30 | 30 | 7 | 70 | 70 | 9 | 110 | 110 | 150 | 150 |
| 31 | 31 | 11 | 71 | 71 | 9 | 111 | 111 | 151 | 151 |
| 0 | 32 | 32 | 15 | 72 | 72 | 112 | 112 | 152 | 152 |
| 33 | 33 | 73 | 73 | 113 | 113 | 153 | 153 |
| 34 | 34 | 11 | 7 | 74 | 74 | 11 | 114 | 114 | 154 | 154 |
| 20 | 35 | 35 | 75 | 75 | 115 | 115 | 155 | 155 |
| 36 | 36 | 20 | 76 | 76 | 116 | 116 | 156 | 156 |
| 20 | 37 | 37 | 11 | 7 | 77 | 77 | 9 | 117 | 117 | 157 | 157 |
| 38 | 38 | 11 | 7 | 78 | 78 | 118 | 118 | 158 | 158 |
| 12 | 39 | 39 | 79 | 79 | 6 | 119 | 119 | 159 | 159 |
| 12 | 40 | 40 | 3 | 80 | 80 | 14 | 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 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 92 — Team B 90
Name of winning team: BC MIES
Game ended at (hh:mm): 22:05

## 4.7 ALTERNATING POSSESSION ARROW

**The initial jump ball and the start of the quarters are the most common situations for the alternating possession arrow.**

Initial jump ball

White team gains control.
Possession arrow for red team.

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

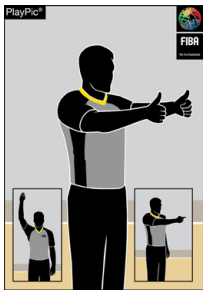
The scorer shall change the direction every time the ball touches or is legally touched by a player on the playing court, after a throw-in caused by a jump ball situation.

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 immediately at the beginning of the half-time, and the referees (and the Commissioner if present), are to be notified of this.

**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

## 4.8 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 so as to communicate with them effectively.
- Make a note of the number of players attempting field goals, or those that may be involved in fight situations. During 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. 11A, 2 points), and confirm at the same time the score reached (66 – 56 always in the order A-B); 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 the 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 referee 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 the 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 technical and/or unsportsmanlike fouls.

- In case of time-out requests, the scorer shall sound the signal only when the ball becomes dead (game clock stopped), and after the end of the referee´s signalling (if any) and before the ball becomes live again.
- 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 coach.
- Help the shot clock operator during the last seconds of possession, calling, "five, four……one, zero".
- Know the alternating possession rule and when necessary, change the direction of the arrow efficiently.
- Maintain eye contact with referees.

# THE TIMER

# Chapter 5

## THE TIMER

### 5.1 TIMER´S DUTIES

The timer shall:

- Measure the 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.

### 5.2 BEFORE THE GAME

#### 5.2.1 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 that the stopwatch works correctly.
- Know 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).

### 5.2.2 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.

### 5.2.3 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 scorer 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.

### 5.2.4 PRE-GAME TIMING

| 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 | |

## 5.3 DURING THE GAME

| INTERVAL | 1st Half | | | HALF-TIME | 2nd Half | | | INTERVAL | Overtimes | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 P | INT | 2 P | | 3 P | INT | 4 P | | E.P. | INT | ... |
| 20′ | 10′ | 2′ | 10′ | 15′ | 10′ | 2′ | 10′ | 2′ | 5′ | 2′ | ... |
| | 2 Time-outs | | | | 3 Time-outs | | | | 1 T-O | | |

### 5.3.1 HOW TO SHOW THE FOUL MARKERS

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 his/her 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.

There are some special situations to consider:

a. The same player has committed more than one foul (set of fouls, in the same dead ball period);
b. Two players have committed one foul each (e.g. double foul);

**Case a)**

In the same hand the timer shall show the player's foul markers that correspond to the committed fouls, as shown below.

1.

2.

3.

**Case b)**

In this case the timer shall take in the hand the foul marker that corresponds to the foul committed by each player. It is important to note that in the diagrams below, the table official is indicating that the team B player has committed his/her first foul and the team A player his/her third.

1.

2.

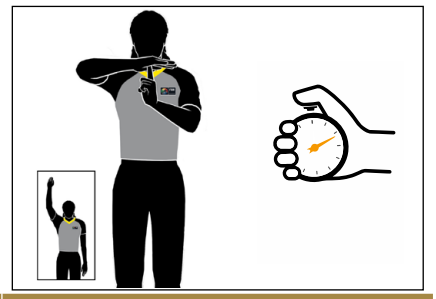
3.

### 5.3.2 TIME-OUT PROCEDURE

- 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.

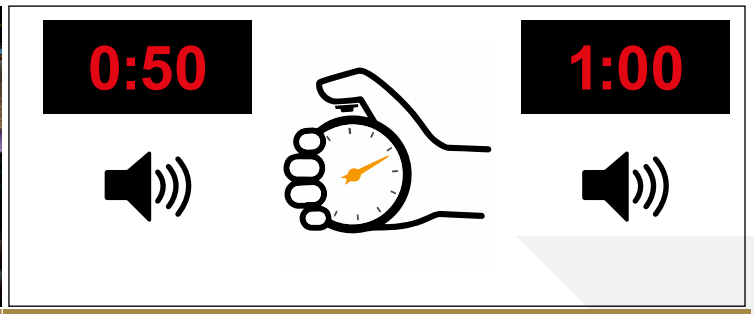
The coach requests a time-out

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.

<table>
<tr><th>SUMMARY</th><th>GAME CLOCK</th><th>STATUS OF THE BALL</th><th>TIME-OUT ALLOWED</th></tr>
<tr><td>PLAYING</td><td>Running</td><td>Live</td><td>NO</td></tr>
<tr><td>REFEREE BLOWS THE WHISTLE</td><td rowspan="3">Stopped</td><td rowspan="2">Dead</td><td rowspan="2">BOTH TEAMS</td></tr>
<tr><td>DEAD BALL</td></tr>
<tr><td>BALL AT DISPOSAL</td><td>Live</td><td>NO</td></tr>
</table>

### *5.3.3 COLLABORATING WITH COLLEAGUES DURING THE GAME*

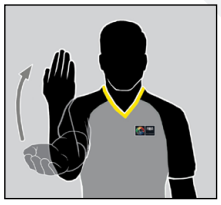
- Repeat periodically and loudly how long is left on the clock, so that the whole Table Officials crew know the time left to play, even in the case of a game clock failure. This should be agreed to in the pre-game meeting among the Table Officials crew.
- Count down loudly the final 5 seconds of each 24/14-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.

### 5.3.4 SUBSTITUTION 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.
- 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.

| 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 |

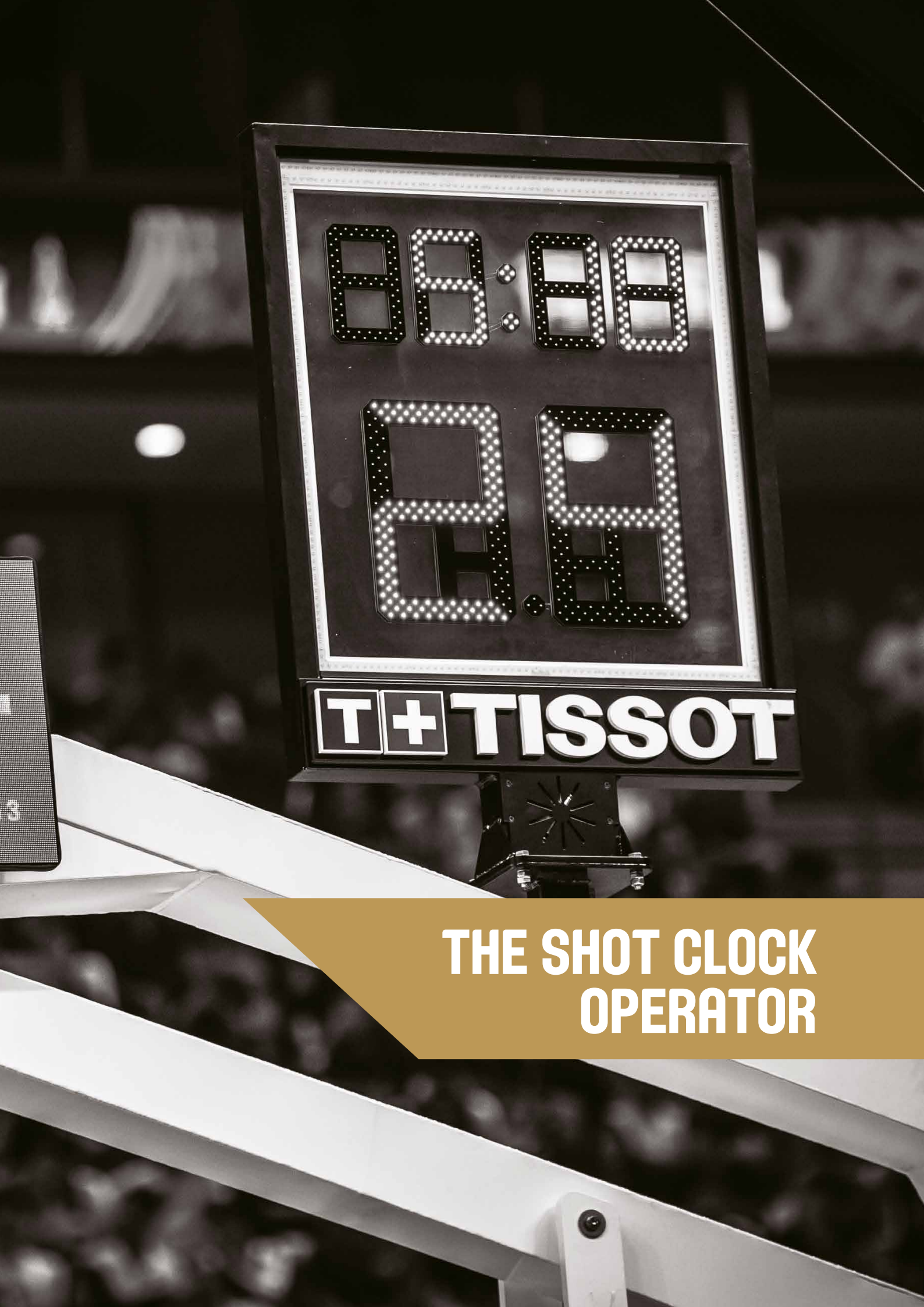
| SUMMARY | GAME CLOCK | STATUS OF THE BALL | SUBSTITUTION OPPORTUNITY |
|---|---|---|---|
| THE GAME CLOCK SHOWS 2:00 MINUTES OR LESS IN THE 4TH QUARTER AND OVERTIME | | | |
| PLAYING WITH 2:00 TO GO IN LAST QUARTER OR OVERTIME | Running | Live | NO |
| GOAL IS MADE | Stopped | Dead | FOR THE NON-SCORING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

## 5.4. 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.




# THE SHOT CLOCK OPERATOR

# Chapter 6

## THE SHOT CLOCK OPERATOR

### 6.1 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.

### 6.2 BEFORE THE GAME

#### 6.2.1 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.

#### 6.2.2 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 or hung from the ceiling.
- Have the numbers of the shot clock in red and the numbers of the duplicate game clock in yellow.
- Have the numbers of the shot clock displayed at 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.

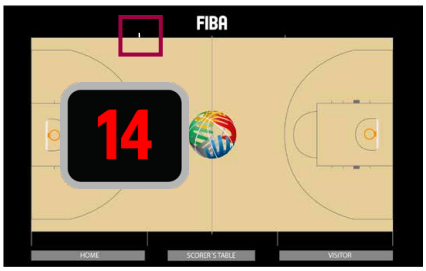
## 6.3 SHOT CLOCK OPERATOR SITUATIONS

**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.

**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.

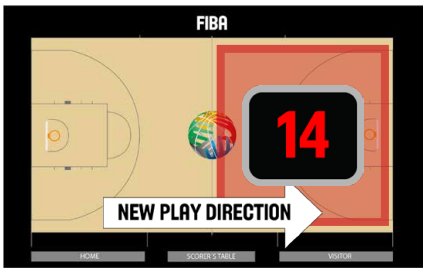



**SHOT CLOCK AFTER OFFENSIVE FOUL / VIOLATION / BASKET IN THE FRONTCOURT BY OFFENSIVE TEAM**

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

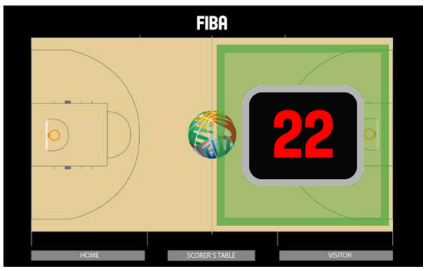
**SHOT CLOCK AFTER OFFENSIVE FOUL / VIOLATION / OUT-OF-BOUNDS IN THE BACKCOURT BY OFFENSIVE TEAM**

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



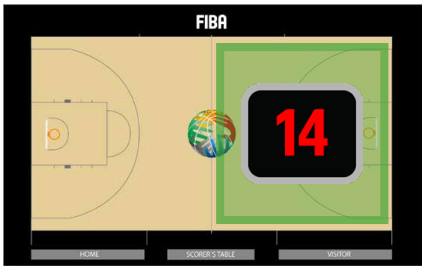

**SHOT CLOCK AFTER DEFENSIVE FOUL / VIOLATION IN THE FRONTCOURT BY DEFENSIVE TEAM**

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.



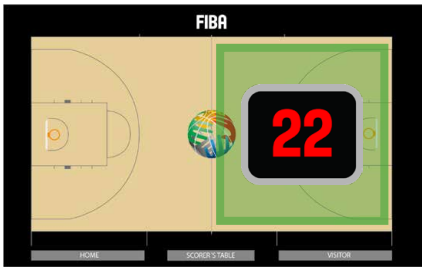
**SHOT CLOCK AFTER**
**DEFENSIVE FOUL / VIOLATION**
**(except OOB)**
**IN THE FONTCOURT**
**BY DEFENSIVE TEAM**

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.



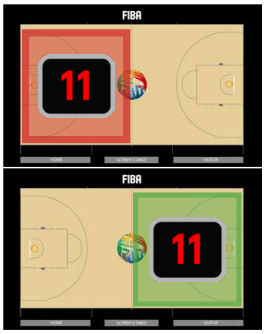

**SHOT CLOCK AFTER**
**TECHNICAL FOUL BY**
**THE TEAM IN CONTROL OF THE BALL**

**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.



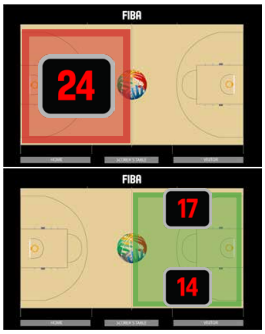

**SHOT CLOCK AFTER**
**TECHNICAL FOUL BY**
**THE TEAM NOT IN CONTROL**
**OF THE BALL**

**Throw-in Backcourt**

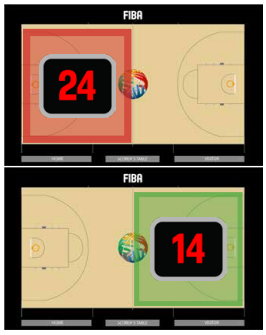
24 SECONDS

**Throw-in Frontcourt**

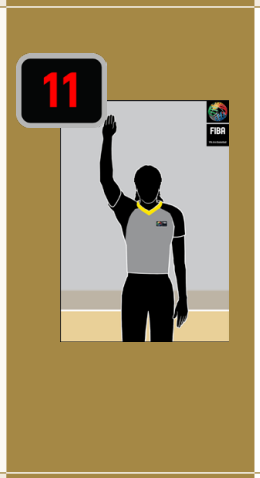
- NO RESET if the SC shows 14 sec or more
- 14 SECONDS if the SC shows 13 sec or less

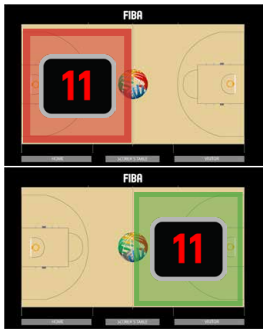


**SHOT CLOCK AFTER**
**TECHNICAL FOUL**
**NO TEAM IS IN CONTROL OF THE BALL**
**JUMP BALL SITUATION**
**Throw-in Backcourt**
24 SECONDS
**Throw-in Frontcourt**
14 SECONDS

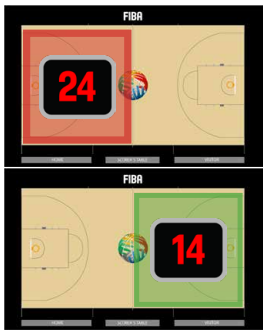



**SHOT CLOCK AFTER**
**FIGHTING (Art.39) WITH ALL**
**PENALTIES CANCELLING EACH OTHER,**
**OR AFTER A DOUBLE FOUL**
The team which was in the control of the ball or was entitled to the ball when the fight began or when the double foul occurred, shall be awarded a throw-in from the place nearest to where the ball was located when the fight/double foul occurred.
The team shall have the remaining time on the SC when the game was stopped.

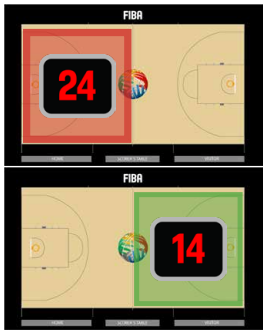


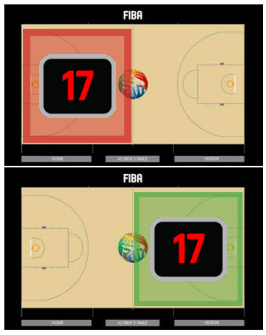

**SHOT CLOCK AFTER**
**OUT-OF-BOUNDS**
**NO TEAM IN CONTROL OF THE BALL**
**JUMP BALL SITUATION**
**Throw-in Backcourt**
24 SECONDS
**Throw-in Frontcourt**
14 SECONDS




**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.

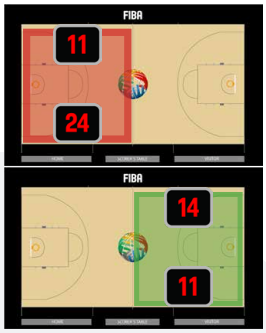



**SHOT CLOCK AFTER**
**TIME-OUT L2M**
**Throw-in Backcourt**

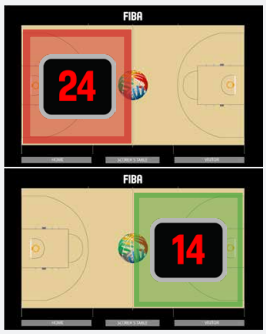
- Out of bounds: NO RESET the SC shall continue from the time it was stopped
- Basket / Foul / Other Violation the SC shall be RESET to 24 SECONDS

**Throw-in Frontcourt**

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



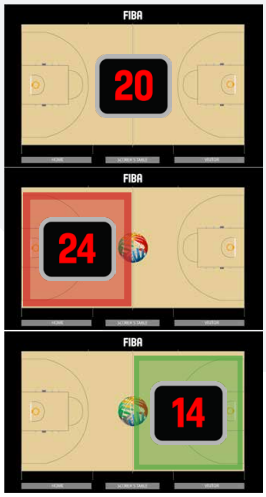

**SHOT CLOCK AFTER**
**JUMP BALL SITUATION**
**NO TEAM IS IN CONTROL OF THE BALL**
**Throw-in Backcourt**
24 SECONDS
**Throw-in Frontcourt**
14 SECONDS




**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



## 6.4 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.

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.

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.

**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 he/she 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).

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.

## 6.5 MECHANICS SUMMARY

The shot clock operator's duties require 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 your table co-officials know, by calling out loudly, when there are 10 second left in a shot clock period.** The timer will then count the last 5 seconds loudly (5, 4, 3… zero).
- **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.**
- At the end of each quarter, when the shot clock has been switched off, the shot clock operator 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").
- 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.

## 6.6 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.

**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.

# STANDARD QUALITY
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