# COURTSIDE QUICK USER GUIDE

SELECT A GAME

From the list of games displayed, select the game to be scored

SELECT MATCH, COACHES AND PLAYERS

1. Add an existing player from the Team List to 'Playing the Game' by selecting their name and then tap on the green button ⊕
2. You may need to edit their player number. To do this, tap on the players number and type in the new number.
3. If the player does not appear in the "Team List" you need to let the court controller know and they will determine whether the missing player can be added to the team list.
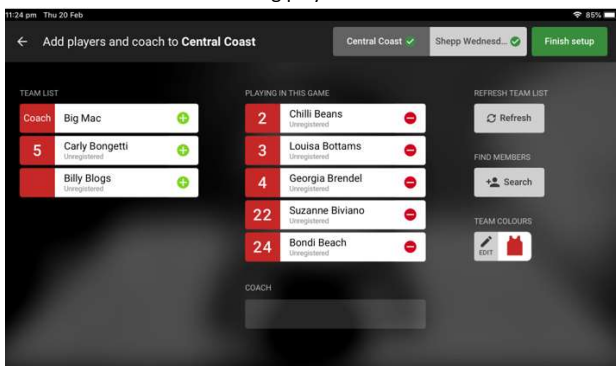
1) Adding points and Fouls

1. To add scores and fouls to the match select the player's name first and then select +1, +2, +3 or foul second
2. This sequence can also be done in reverse, you can select +1, +2, +3 or foul first, then select the players name second.
3. You can allocate Disqualifying Foul, Technical Foul, or Unsportsmanlike Foul by selecting the applicable option below the foul button.

2) Correcting Mistakes

If you discover an error immediately, select the 'Undo last' button to have the last action cancelled
For earlier errors, select 'Action Log'

TIP If a player or action is selected in error, select the 'X' in the message box at the bottom of the screen to return to the 'In-Game' screen

3) Change team colour or a player number

To change a team colour or a player's number, tap on the Edit option.
1. To change a team's shirt and or number colours, select Edit under Team Colours.
2. To change a player's number, select the relevant player and tap on his number and overwrite the existing number with the new number

4) Referee Actions

The referee actions button once selected allows a referee to select from one of four actions (Confirm Game, Injury, Incident, Forfeit).
1. Select Referee button
2. Select action (Confirm Game, Injury, Incident, Forfeit)
3. Enter Referee code
4. Select confirm

5) Adjusting the Time

1. Select 'Stop Clock'
2. Select 'Edit Clock'
3. Using the arrows, you can adjust the minutes and /or seconds depending on your local competition rules
4. Select 'Save'
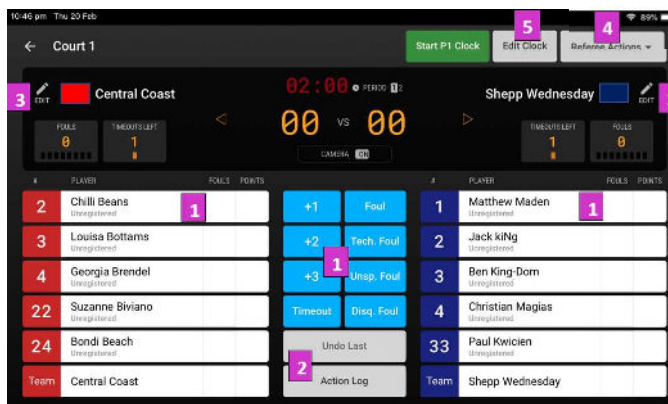
Club Scoretable Brochure

This information has been compiled to assist parents to perform Scoretable duties required for RedCity Roar Association competitions at Junior Club level

For more information and all the rules and interpretations:
https://www.fiba.basketball/documents

Compiled by P Lyle and B Lyle as at 14/02/21

General

- Teams are shown on the draw as follows:

  The first team named on the schedule is the 'HOME' team (TEAM A). The second team named on the schedule is the 'AWAY' team (TEAM B).
  TEAM A sits on the left-hand side and TEAM B sits on the right-hand side of the scorer's table, facing the court.
- The referee is the controller of the game. Always follow the direction of the referee.
- The RedCity Roar junior competition games consist of 4 quarters of 10 minutes each and requires 2 people on the scoretable: Scorer and Time / Visuals operator.
- The clock is only stopped in the last two minutes of the 4th quarter for a whistle or a made basket.

Substitutions

Request must come from the players to the scoretable personnel
Subs are permitted:
- For both teams after the official has finished signaling a foul, violation or jump ball.
- For both teams after a successful last free throw.
- For both teams during timeouts and during the game stoppages such as floor being wet or injuries.
- For the NON-Scoring team when a field goal is scored in the last two (2) minutes of the fourth quarter or the last two (2) minutes of each overtime.

Fouled out and disqualified players have 30 seconds to make a substitution.

Timeouts:

Four (4) one-minute timeouts to each team per game
Two in first half (1st and 2nd quarter) and Two in second half (3rd and 4th quarter)
Timeouts (of 1 minute) are permitted by either team:
- For both teams after an official blows their whistle for any call.
- For both teams after a successful last free throw.
- For the NON-Scoring team when any field goal is scored.

The scoring team cannot have a timeout after a basket.

Neither team can have a 1-minute timeout in quarter 1,2 or 3 if there is less than 1-minute remaining on the clock. _They can take the timeout only for the number of seconds left until it gets to 1 minute on the clock_. In the 4th quarter, because the clock is stopped in the last 2 minutes for any whistle, basket or timeout, a 1-minute timeout is allowed even with less than 1-minute remaining on the clock.

No timeouts allowed in the last 2 minutes of the 4th quarter if the points margin is greater than 20.

Note: _Normally 2 timeouts are allowed in the 1st half, 3 in the second half and 1 in each overtime per team. At the PCYC you will need to adjust the timeouts available at the start of the 3rd period. You adjust the timeouts on the visuals to show that there are only 2 available. CDSHS doesn't currently show timeouts. You will need to manually keep a record of timeouts available and timeouts used._

Fouls

Types:
- Personal Foul (Free throws if in the act of shooting or if team has 5 fouls)
- Technical Foul (1 Free throw, possession to the team in control at the time of the technical, from where the technical was called)
- Unsportsmanlike Foul (2 Free throws, possession to fouled team, from the throw-in line in the team's frontcourt)
- Disqualifying Foul (2 Free throws, possession to fouled team, from the throw-in line in the team's frontcourt)
- Bench Technical Foul (1 Free throw, possession to the team in control at the time of the technical, from where the technical was called)
- Coach Technical Foul (1 Free throw, possession to the team in control at the time of the technical, from where the technical was called)
- Team fouls are not reset for overtime. The 4th quarter foul counts are carried forward to each and every overtime.

Bench and Coach fouls do not count as team fouls.

TIME / VISUALS OPERATOR

Responsible for:
- Communicating with the referees and with your fellow scoretable official
- Running the game clock and visuals (starting the clock at the start of each quarter, putting up the score, fouls, timeouts etc., starting and stopping the clock in the last two minutes of the game)
- Changing the directional arrow as required. **Remember to switch the arrow during the halftime break** – do not let the referees switch it again if you have already done so (they should ask you and NOT just do it)
- Calling fouls and baskets to the scorer, providing the player's number and team colour
- Accepting and administering requests for substitutions (**from players ONLY**) and timeouts (from Coaches and Assistant Coaches)
- Sound the siren and signal for substitutions and timeouts only when the ball is dead. If the referee is reporting a foul,

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wait until that has been completed before signaling the substitute or timeout
- Place the team foul indicators (red lights) on the bench after the 4th team foul in each quarter
- Notify the Referee if the team is on 5 team fouls as free throws are required after each defensive foul against that team (NOTE: Offensive fouls are **not** awarded a free throw after 5 teams fouls are reached). **Sound the siren to get the referee's attention if they are not aware that the team is on 5 team fouls and they attempt to resume play without free throws.**
- Observe the team benches should a fight occur to assist the referees in disqualifying players
- Time the timeouts (1 minute) and press the siren at 50 seconds into the timeout, and again when the full minute is up so the referees can call the teams back to the game

Stop Game Clock in the last 2 minutes of the game _unless margin is greater than 20 points_:
- When the whistle is blown by an official
- When a field goal is scored
- After a field goal is scored and the NON scoring team has requested a timeout

SCORER

The scorer completes the scoresheet & is responsible for:
- Recording all successful baskets made & calling the score aloud to the person on visuals
- Record all personal, team and coach fouls committed & calling to the visuals
- Record timeouts taken – record the minute of playing time only i.e. timeout with 4 mins showing on clock is 6 min of playing time in 10 min quarter
- Display the foul bats after each foul to indicate the number of fouls the player is on
- Notify the referee if a player has 5 fouls by displaying the 5th foul bat. **Sound the siren to ensure the game does not start with a player with 5 fouls still on the court**. Get the referee's attention – sound the siren until you do if necessary.
- Observe the team benches should a fight occur to assist the referees in disqualifying players
- If a paper scoresheet is being used, ensure that the scoresheet is completed, checked and signed at the end of the game by the referees and scoretable staff.
- iPad / Courtside – Get the referees to confirm the game with their access code.