

Minor Officials

Key Points of Emphasis

Timer

- The clock starts when the ball is touched in bounds (the official will chop it in).
- The clock stops when the whistle is blown and the official raises his hand straight up.
- The bonus light is put up on the side of the team shooting penalty after the 4th foul is committed by the other team. (Teams are actually awarded shots on the 5th foul by the other team.)
- Any time there is a substitute at the table, the horn shall be sounded **immediately** after the official blows their whistle to stop the clock.
- Last two minutes of the 4th quarter and all extra periods the clock **stops after a score**. The clock is re-started when the ball is touched in bounds. (Official will drop their hand to indicate time should start.)
- Last two minutes of the 4th quarter and any extra periods when the clock is stopped the new offensive team may substitute and the horn should be sounded **immediately** when the other team scores. (i.e. blue team scores then red can substitute)
- There is no need to track team fouls after the 5th team foul in any quarter (i.e. leave the team fouls at 5 for all subsequent fouls)

Scorer

- Home team wears the light-coloured jerseys (often white)
- Must record the running score first, then give to the individual player if known
- Must record all fouls for each player
 - Personal Fouls: Cross out the number on the scoresheet
 - Disruptive Fouls: Put a **D** on the next foul for that player
 - Flagrant Fouls: Put an **F** on the next foul for that player
 - Technical 1 Fouls: Put a **T** on the next foul for that player
 - Technical 2 Fouls: Put a **①** with a circle around it on the next foul on that player
- Players are disqualified when:
 - When a player gets a total of 5 fouls in the game
 - When a player gets a combination of two Flagrant and/or Technical 2 fouls
- Coaches Technical Fouls
 - on bench members are registered against the head coach: record as a **B**
 - on the head coach are registered as a **C**
- Record the team fouls by period (and reset by boxing after each period)
- All extra periods are considered part of the fourth period
- Record foul shots with a circle for each attempt. Fill in the circle if the attempt is successful
- If a successful 3-point goal is not signalled (touchdown signal) the goal shall be recorded as a successful 2-point goal
- The scorer shall track the alternating possession on the score sheet as a back up to the arrow

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Shot Clock Operator

- The shot clock shall be used for all games of ages U15 and older
- Shot Clock should be reset each of the following situations to 24 seconds
 - Start of a period
 - On a made basket
 - Every change of possession (note that a change of possession means the other team gains **control**. A deflection is not a change of possession)
 - Kick ball by defensive team when the ball is in the offensive teams back court
 - Every time the defensive team gains control of the ball after the ball hits the rim on a shot attempt
- Shot Clock should be reset each of the following situations to 14 seconds
 - On a defensive foul in the front court when there is less than 14 seconds on the shot clock
 - On a kick ball by the defense when the offensive team is in their front court
- The shot clock is **not** reset
 - If there is jump ball where there is **no change of possession**
 - On a deflection with no change of possession
 - A shot that does not hit the rim (backboard only is not a reset)
 - On a non-shooting foul with offensive team has the ball in the front court with more than 14 seconds on the shot clock
 - On a double foul or when the penalties offset
- If a reset occurs with less time on the game clock than the shot clock, the shot clock should be turned off
- If the shot clock goes off, play may continue if the defensive team gains easy possession
- The shot clock operator shall be responsible for switching the alternate possession arrow

ASK THE GAME OFFICIALS FOR ASSISTANCE AT THE NEXT DEAD BALL

Special Fouls / Warnings

