



## RIPLEY VALLEY BASKETBALL – SCORE BENCH GUIDE

Thank you for volunteering to score for the game. We will do our best to break this down into sections, however if you have any questions please email us:

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As we are involved at an entry level for junior basketball, you do not need to be already experienced or officially qualified in the score bench tasks.

Below is a guideline to help the parents new and existing to basketball, learn some basic rules to assist them with score bench duty during the Season.

### **Below is a quick summary of score bench duties:**

- For the most part you are keeping a progressive tally of each team score, each player's individual fouls, time outs taken and each team's foul tally per game quarter.
- The children must approach the score bench to ask for a 'sub' (player substitution in the game), and you should indicate this to the referees by pressing the clock siren promptly with the next STOP in play (A substitution can be made when the ball has come to a stop).
- The coaches must approach the score bench to ask for time outs, which you also note on the score sheet/lpad and once again indicate to the referees by pressing the clock siren with the next STOP in play. A time out may also be called by the team who has possession.
- The scorer and time keeper continue to regularly check that the game clock matches the score sheet/lpad. **Note:** What is on the score sheet (or electronic score console) is the official record.
- The game commences with a jump ball and the team that **DOES NOT** gain possession has the possession arrow set in their favour from the neutral start position.
- The possession arrow is one task that many people struggle with, if you need to get help, as soon as the next stop in play occurs, press the siren button and ask the team manager or referees to clarify anything you need to know or need to have recalled by them if a previous referee call was missed or seemed unclear.

### **WHICH TEAM IS CONSIDERED TEAM A AND TEAM B?**

The team listed **first** in the draw match is considered **Team A**. The team listed **second** is **Team B**.

See below diagram for example:

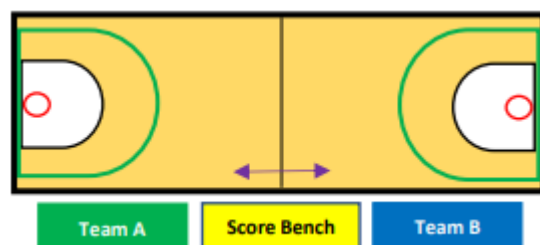
**Game Draw:** Ripley V Comets



**Brumbies V Ripley**



During the game, referees will allocate each team one colour (that is one syllable long). These colours are commonly used during a game to signal which team has committed a foul or which team has an inbound pass. Ripley is commonly known as grey or gold.



### WHICH BENCH DOES EACH TEAM SIT ON?

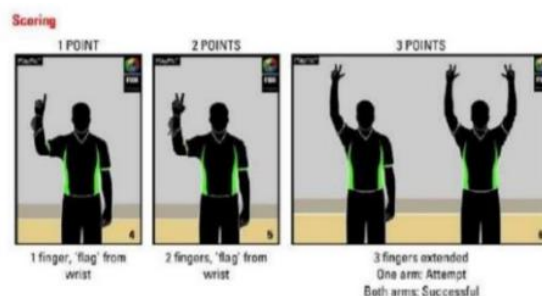
Team A sits to the left of the score bench and Team B sits to the right of the score bench – see below diagram.

### BASIC PLAYING RULES

- 5 x players maximum from each team on the Court and 4 players minimum per team to start the game (U8s only have 4 maximum on the court)
- 10-minutes of play per quarter (4 quarters in total) with a running clock
- 1-minute break between quarters (except for half time – 2-minutes break given)
- Fully timed clock in the last 2 minutes of the final quarter – meaning clock is stopped every time there's a whistle at the STOP of play. This includes holding the clock for free-throws and time outs.
- 2 x timeouts available to each team in the 1st half of the game and 3 x timeouts available to each team in the 2nd half of the game. In the last 3 minutes of the game, only 2 x timeouts available to each team if they have timeouts allotted left (i.e. 3 total in 2nd half).
- Players arriving AFTER half time are **ineligible** to join the game.
- No extra time given if scores are tied at full time on a regular game. This is considered a draw.
- If a team is late to start, the game clock will start and the opposing team is awarded 2 points *per minute* up until the referee calls a forfeit.

### POINTS GUIDE

- **2 points** for baskets made inside the 3-point line
- **3 points** for baskets made outside the 3-point line
- **1 point** scored for each basket made from the free-throw line (following a foul call)



## FOULS GUIDE

- Each player has a 5 fouls limit. A player will be fouled out of the game when they reach 5 fouls.
- Each team is allowed 4 team fouls per quarter **before** they go into penalties which gives the opposing team 2 x free-throw opportunities for any defensive foul calls for the remainder of that quarter. (Once they reach 5 team fouls)
- Team fouls reset to NIL at the end of each quarter – individual player fouls **DO NOT RESET**
- Shooting fouls give the shooter 2 x opportunities from the free-throw line, worth 1 x point each basket made, unless see below notes.
- If a shooting foul is made on a player who makes a basket, if the refs signal that the basket is counted, the player who shot the ball would score 2 x points and then line up at the free-throw line and get 1 x free-throw shot attempt to score 1 more point, i.e. a chance for a player to score 3 points in total. This is what's commonly referred to as an AND1.
- If a shooting foul is made on a player who doesn't make a basket, the player would line up at the free-throw line and get 2 x free-throw shot attempts, each basket worth 1 point each.

## THE ALTERNATING POSSESSION ARROW

- The game commences with a jump ball and the team that **DOES NOT** gain possession has the possession arrow set in their favour from the neutral start position.
- The possession arrow is best changed by one only of the scorers for the whole of the game.
- It changes while the quarter is in play – when the referee indicates a jump ball, with a blow of the whistle and signals both thumbs up, the referee will look to the possession arrow to determine which team has possession. A player from the team who has possession will then pass the ball into play from out of bounds.
- Once the ball touches a player's hands on the court the arrow is switched to point in the other teams favour no matter which team touched the ball on the court from the out of bounds pass in.
- The possession similarly changes at the start of the 2nd and 4th quarter when the ball is given by the referee for an out of bounds pass into the team who has the possession arrow in their favour. When the ball is thrown in at the start of 2nd, 3rd and 4th quarter, the arrow switches to the other team as soon as the ball touches a player's hands on the court.
- At half time the teams change their attacking basket ends of the court, so the arrow must be switched so that the team with possession at the end of the 2nd quarter is indicated by the possession arrow as the team to have 'passing in' possession at the start of the 3rd quarter.
- The half time change is best not to be done until both the score bench people and the referees are all observing the switch change at the same time during the half time break.



## IMPORTANT THINGS TO REMEMBER

- For U8s Mixed Age Groups, please note we **do not** count/display the points scored on the game clock (scoreboard console). Only fouls and the timer are recorded/shown on the game clock. However, points are recorded on the Ipad/score sheet. There are no finals and no ladders shown on Basketball Connect as this is a non-competitive age group.
- For U10s, scores and fouls are displayed on the game clock (scoreboard console), however, there are no finals and no ladders shown on Basketball Connect as this is a non-competitive age group.
- When on score bench duty, you must remain neutral on the bench.
- Please watch the game closely to record the correct player scoring points and the correct player and team committing fouls. The referees will only signal to the score bench which player **(using their jersey number)** committed the foul. If you are unsure which number, ask the referee to clarify the number again. If points are allocated to the incorrect player during the game, you can seek help from the referee, anything after the game has been confirmed cannot be changed.

*Remember to remain calm and ask for assistance on any matter. In the heat of a game the coaches, players, officials and spectators may become tense. Do not allow anything to become personal and remember to remain neutral and in control of the game. You can always hit your siren and ask the referees a question if required.*