



Scoreboard Training

Basics:

- One absolute rule: Pay close attention to the game.
- Prior to the game, get familiar with the scoreboard operation.
- The Home team should be sitting on the home bench and wearing a light color. The visiting (Guest) team should be sitting on the visitor bench and wearing a dark color.

Clock:

- The clock runs whenever the ball is in play. The clock is stopped whenever the ball goes out of bounds, a foul is called, free throws are being shot, and during time outs. When the ball is inbounded, the clock starts once a player touches the ball.
- Start the clock when the referee drops his arm, commonly called chopping.
- The clock stops when the referee blows his whistle.
- The clock does not stop after a made basket.
- On the opening tip, the clock starts when a player makes contact with the ball.
- On a made free throw the clock starts when the ball is inbounded. On a missed free throw (2nd of 2 shot penalty) the clock starts when a player makes contact with the ball. The referee will chop.
- In the Henley league, if the score reaches a difference of 20 or more points in the 2nd half the clock runs continuously, except for during free throws and time outs.

Scorekeeping:

- Free throws count as 1-point.
- Field goals count as 2-points. The referee will hold up 2 fingers.
- Three point shots count as 3-points. The referee will signal a 3-point shot attempt with the thumb and index finger in a circle and the other finger extended. The referee will raise both hands straight up to signal a made 3-point shot similar to the made kick in football.

Buzzer:

- Sound the buzzer at a dead ball, prior to the 2nd foul shot of a 2-shot foul or prior to the 1st foul shot of a 1-and-1 or And-1 foul shot, if there are player substitutes at the scorer table and the referee is not aware and has not motioned for them to enter the game. The substitute player(s) must be waiting at the table.
- Prior to the game discuss with the referees how they prefer to handle time outs. The refs normally keep the time and use their whistles to notify players to take the court when the time out is over. Some refs appreciate assistance keeping the time and use of the buzzer to signal the time out end.

Possession Arrow

- The scorebook keeper will keep track of the possession arrow for held ball situations. Prior to the game, decide with the scorebook keeper who will change the possession arrow at held balls.
- At the start of the game, the possession arrow points in the direction of the team that loses the jump ball.
- The possession arrow changes direction after the ball has been awarded due to a tie up. Change the arrow direction after the ball has been inbounded.
- Possession at the start of each quarter/half is awarded based on the possession arrow position at the end of the previous quarter/half. Switch the arrow direction as soon as the ball is inbounded.