



BBBA – Guide to Scoring a Basketball Game **Domestic/Local Competition**

Current as of 15/08/2024

This is junior local basketball competition, and parents do not need to be already experienced or officially qualified in the score bench tasks. However, at every level of basketball for juniors, all parents are required to do scorebench duty as part of their child playing on a team.

Below is a guideline to assist all parents learn some basic rules to assist them with score bench duty during the Season.

BBBA have volunteers who are court controllers, admin staff and referees at every game who can help if in need.

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', and you should indicate this to the referees by pressing the clock siren promptly with the next STOP in play.
- 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 can also be called after a scoring goal, but only for the team who has to pass in the ball after the scored goal and can also be called before the first of any free throws that are awarded.
- The scorer and time keeper continue to regularly check that the game clock matches the score sheet/lpad, as 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.
- If you need help or make a mistake, as soon as the next stop in play occurs, press the siren button and ask the court controller 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 & TEAM B?

(Light and Dark is not used in basketball scoring – the scores are decided according to draw)

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

The team listed **second** is **Team B**.

e.g. Draw – **Hornetz** vs **Sunz** (Hornetz is Team A & Sunz is Team B)

The referees will usually allocate each team one colour (that is one syllable long) and based on their jersey colour.

These colours are commonly used during a game for calling fouls or out of bounds.

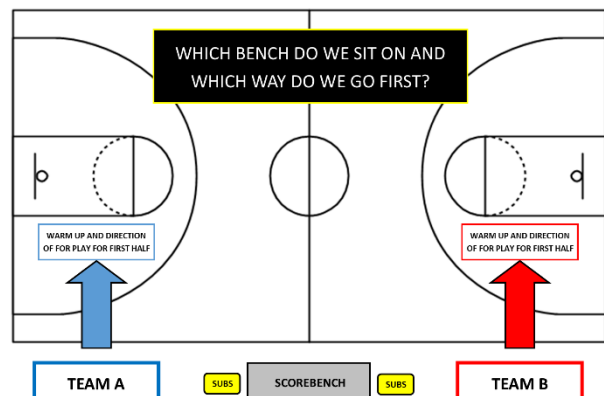
WHICH BENCH DOES EACH TEAM SIT ON?

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

Only the head coach is allowed to stand in his coaching area and all players must sit on players bench unless they are being subbed into the game. No other persons are allowed to sit on players bench except Coach, Asst

Coach, Manager and players.

Subs must sit in the designated chairs beside scorebench or be encouraged to stand next to scorebench in a way that still allows scorebench to see the game.



BASIC PLAYING RULES

- 5 x players maximum from each team on the Court and 4 players minimum per team to start the game
- 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)
- Running Clock during time-outs – Time outs are not allowed in the last 2 minutes of each quarter.
- 1 x timeouts available to each team in each quarter only.
- No extra time given if scores are tied at full time on a regular game. This is a draw.



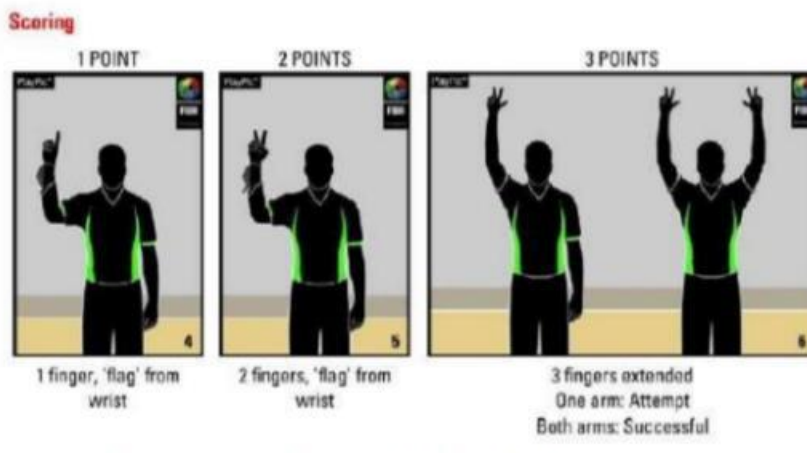
- RULES CHANGE FOR FINALS – Please see full rules on our website www.byronbasketball.com in Resources section.

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. (*exceptions made for Primary School Comp only – please see rules*)
- Each team is allowed **4 team fouls per quarter before** they go into bonus penalty which gives the opposing team 2 x free-throw opportunities for any defensive foul calls for the remainder of that quarter.
- 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 arrow is based on fair turns for the teams and **ONLY** changes when we use it.
- We use it (and it needs to be changed after we use it) when:
 - We start a quarter (which way the ball goes at the start)
 - A held ball is called (two thumbs up from referees and who gets the ball)
- We change it when 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.



IMPORTANT THINGS TO REMEMBER

- *When on score bench duty, you have to 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.*

Remember be 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 calmness and good manners will set the right example.

Any questions or concerns, please send an email to welcome@byronbasketball.com and/or info@byronbasketball.com.