



## MINOR OFFICIALS QUICK REFERENCE GUIDE SCORESHEET

League / Tournament Regular Season Division / Level Varsity Boys Game # 2 Game Time 19:00pm Male  Female   
 Location Northern High School Court West Date Saturday November 1 Umpire Jack Boorman  
 Winning Team Southern Collegiate Final Score 100 to 95 Umpire Stephanie King

HOME <u>Northern High</u>	Time 1 2 3 4	Running Score	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66
VISITOR <u>Southern Coll</u>	Time 1 2 3 4	Running Score	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66

HOME <u>White</u>				HOME SCORE			VISITOR <u>Black</u>				VISITOR SCORE				
Uniform Number	PLAYER'S FULL NAME	I	Player Fouls	FIRST HALF 1st Period	2nd HALF 2nd Period	TOTALS	Uniform Number	PLAYER'S FULL NAME	I	Player Fouls	FIRST HALF 1st Period 2nd Period	SECOND HALF 3rd Period 4th Period	TOTALS		
2	John Macintosh	✓	"	200	03	13	3	Stephen Jeffries	✓	"	22	00	203	14	
4	Tony Smith	✓	"	22	00	12	4	Jordan Harrison	✓	"	2	00	00	7	
5	Ryan Jones	✓	"	2	3	9	5	Paul Sadowski	✓	"	002	2	3	10	
10	Jason Anderson	✓	"	22	00	8	7	Gregory Rows	✓	"	2	222	00	9	
11	Rob Francis	✓	"	2	00	2	8	Robert Peterson	✓	"	22	2	2	12	
12	Kelly Johnson	✓	"	22	2	2	9	Alan Webster	✓	"	000	22	22	7	
13	Kevin Simpson	✓	"	00	00	1	10	Victor Rueben	✓	"	222	222	26		
14	Steven Thang	✓	"	2	2	6	11	Justin Norton	✓	"	2	2	2	8	
15	Darren Stevenson	✓	"	22	2	11	12	Mike Knueger	✓	"	222	222	5		
20	Randy Gordon	✓	"	2	2	8	20	Robert Peterson	✓	"	222	222	14		
21	Jesse Donaldson	✓	"	22	00	2									
22	Peter Hendricks	✓	"	2	22	9									
Coach	Gerry Simpson		T				Coach	Tom Webster		T					
<b>TEAM TOTAL</b>				30	17	23	<b>TEAM TOTAL</b>				30	27	28	15	100

HOME TEAM FOULS: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100  
 Signature of Scorer: Tony Peters Signature of Referee: Jack Boorman  
 Timer: Bev Francis Umpire: Stephanie King

### SHOT CLOCK OPERATOR

- The shot clock operator shall be provided with a twenty-four (24) / thirty (30) second clock which shall be:
- Started or restarted when:**
    - A team gains control of a live ball on the playing court.
    - On a throw-in, the ball touches or is legally touched by any player on the playing court.
  - Whenever an official blows the whistle as a result of:**
    - A foul or violation (not for the ball having gone out-of-bounds by the team not in control of the ball).
    - The game being stopped because of an action not connected with the team in control of the ball.
    - The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- the shot clock shall be:
- Stopped and reset to twenty-four (24) seconds / thirty (30), with no display visible, when:
    - The ball legally enters the basket.
    - The ball touches the ring of the opponents' basket (unless the ball lodges between the ring and the backboard).
    - The team is awarded a backcourt throw-in or free throw(s).
    - The infraction of the rules is committed by the team in control of the ball.
  - Stopped but not fully reset to twenty-four (24) seconds when the same team that previously had control of the ball is awarded a frontcourt throw-in and fourteen (14) seconds or more are displayed on the shot clock.
  - Stopped and reset to fourteen (14) seconds when the same team that had control of the ball is awarded a frontcourt throw-in and thirteen (13) seconds or less are displayed on the twenty-four (24) second clock.
- Stopped, but not reset, when the same team that previously had control of the ball is awarded a throw-in as a result of:**
    - A ball having gone out-of-bounds.
    - A jump ball situation.
    - A cancellation of equal penalties against the teams.
    - A player of the same team having been injured.
    - A double foul.



REMOVE THIS REFERENCE GUIDE PAGE FOR USE DURING THE GAME

- Team Rosters.** Have coaches complete the scoresheet with full names and numbers, as well as the name of the captain of the team. Include date, time & location (see reverse side for a sample).
- Scoring.** Mark running score first with a slash "/" mark. Mark individual score second; "2" for a two-point score - "3" for a three-point score - full or empty circles to indicate made or missed free throws (1 point each)
- Personal Fouls.** Record personal fouls as "P" in 'player fouls' box next to the corresponding name - 5 personal fouls = disqualification.
- Technical Fouls.** Marked as "T" - go towards personal and team foul totals. Mark coach's 'Ts' next to their names
- Timeouts.** Are requested through the scoretable. Granted to requesting team at the next whistle or if the requesting team is scored upon. Record all time outs on sheet next to team's name. Two (2) one minute timeouts in the first half; three (3) one minute timeouts in the second half per team. One (1) timeout per team per overtime period. No carryovers. Community Club games see two (2) one minute time outs for each team. None in the last five minutes.
- Team Fouls: Penalty.** After team reaches five (5) team fouls in a period, other team is awarded 2 free throws. Notify officials by sounding horn. All team fouls reset going into the next period.
- Intervals of Play (Period & Halftime Breaks).** Indicate the period and halftime scores; separate 1st half team fouls by drawing long line down 'fouls' column; draw long 'squiggle' line down 1st half score box to prevent marking of 2nd half stats in 1st half columns.
- Extra Periods.** Time-outs DO NOT carry over to the extra period(s). Teams receive one timeout per extra period (no carryover).
- End of Game.** Total all scores and write in 'winning team' and 'final score'; total all the individual points; home team / tournament host keeps original white copy, give yellow to 'winning team' and pink to 'losing team'.

Communicate with "timer" at all times to ensure game score is correct

### SCORER & TIMER DUTIES

- Game Times.** STOPPED TIME (game clock stops at every whistle)
    - Senior / CIS / MCAC / Varsity / 17U Club (RSL): 4 x 10 minute periods; 5 minute overtime period, if necessary
    - Junior Varsity: 4 x 10 minute periods; 5 minute overtime period, if necessary
    - Junior High / Middle School: 4 x 8 minute periods; 4 minute overtime period, if necessary
    - 15U Club or younger (RSL): 4 x 8 minute periods; 4 minute overtime period, if necessary
    - Community Club: 4 x 10 minute RUNNING TIME periods with the last five (5) minutes of the game being STOPPED TIME with a 4 minute overtime period in playoffs only. In the case of a tie at the end of regulation time, there will be no overtime except in playoff situations which will consist of three (3) minutes each (1 min running, 2 min stopped time) until a winner has been determined.
  - Game Clock Operation.** In 'stopped' time situations, start clock as referee drops hand (ball touches player on court) - watch the official that puts the ball into play. Stop clock at sound of all whistles - keep clock running after a score except if a field goal is scored in the last 2 minutes of the 4th quarter and the last 2 minutes of any extra period, as well as when the team scored upon requests a timeout. Keep hand on clock switch at all times.
  - Alternating Possession Arrow.** Point alternating possession arrow to the basket of the team that loses the jump ball. Switch "alternating possession arrow" after every jump ball situation.
  - Scoring.** Indicate on the scoreboard one (1) point for every made free throw; two (2) points for every made field goal; three (3) points for every made 3-point field goal - watch the referee's hands for what each shot is worth.
  - Timeouts.** Are requested through the scoretable. Granted to requesting team at the next whistle or if the requesting team is scored upon. Two (2) one minute timeouts in the first half; three (3) one minute timeouts in the second half per team. One (1) timeout per team per extra period. No carryovers. Community Club games see two (2) one minute time outs for each team. None in the last five minutes. Sound the horn when fifty (50) seconds of the timeout have elapsed and, if necessary, when the full timeout has ended (1 min).
  - Period Breaks (Intervals of Play).** Normally, two (2) minutes between the 1st & 2nd period, between the 3rd & 4th period, and before each extra period (ask local host). Sound horn before the first and third period when 3:00 minutes and 1:30 remain until the beginning of the period. Sound horn before the second, fourth and each extra period when 0:30 seconds remain until the beginning of the period.. Reset all bonus lights, team fouls.
  - Halftime.** Five (5) to ten (10) minutes. Ask game host. Reset all bonus lights & team fouls. Sound horn with 3:00, 1:30, and 0:30 remaining in the half.
  - Overtime.** Games using 4 x 10 min periods will use a five (5) minute extra period; games using 4 x 8 min periods will use a four (4) minute extra period. Two (2) minute break heading into each extra period. The 4th quarter team foul penalty situation carries over into all extra periods. WMBA Community Club overtime will occur in playoffs only and consist of an extra four (4) minute stopped time period.
- Communicate with "scorer" at all times to ensure game score is correct

