

SCORE CLOCK OPERATIONS

- U13, U15 and U18 V&DABA night league basketball runs on two 13-minute halves, per game.
- The scoreboard clock should be pre-set for you by officials at 13:00. If not, flag down a league official (they wear red shirts).
- The clock is stopped at every whistle by the referee, and started again when the ball is back in play.
- Regular baskets are worth 2 points. Free throws are 1 point each.

THE POSSESSION ARROW

The purpose of the possession arrow is to help referees switch back and forth between which team gets the ball after certain plays. The arrow alternates, so both the guest and home teams get equal treatment. As scorekeeper, you help the refs keep track of whose turn it is to get the ball by displaying the arrow for them on the board.

1) At opening tip-off, whichever team **does not win the ball** gets the arrow. Push the **ARROW** button above the (GUEST) SCORE buttons to switch the arrow to the guest team, and above (HOME) SCORE for home team. **2)** After every “jump ball” (when two girls wrestle for a ball and the ref blows the whistle to stop the play), change the possession arrow to the other team (but first wait until the play restarts). **3)** After half time, also change the arrow to the other direction.

SCORING

Consult with the scorekeeper and ref to make sure which are the “guest” team and the “home team.”

When the guest team scores a regular basket, press **+1** twice on the **(GUEST) SCORE** side to add two points. If the home team scores, do the same on the **(HOME) SCORE** side.

For a free-throw basket, press **+1** once on either side.



FOULS

Each time a team gets a foul, the referee with signal to the scorekeeper who is fouled. Your only job as timekeeper is to press **FOUL +1** on whichever team has committed the foul. The button on the left is for the GUEST side. The button on the right is for the HOME side.

CLEARING FOULS

At half time, press the **FOUL CLR** button, which will clear the fouls for each team.

RESET TIME AT HALF

At the end of the first 13:00, the buzzer sounds at 00:00. Press **RESET TIMER** to set another 13:00 for the 2nd half.

START & STOP TIME

At the first tip off of the game, start the clock by pressing **START /STOP**. After every whistle, press it again to stop. When the ref's hand drops and the ball is back in play, press again to resume. You will spend most of the game pushing this button.