



SCOREBENCH GUIDE





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## BASIC REFEREE SIGNALS

Within a game, the referees will use various different signals to communicate to the players, themselves and also the scorebench. There are multiple signals those on the scorebench will need to pay attention to, which are simple to understand.





The following signals are used for stopping and starting the game clock.

STOP THE CLOCK



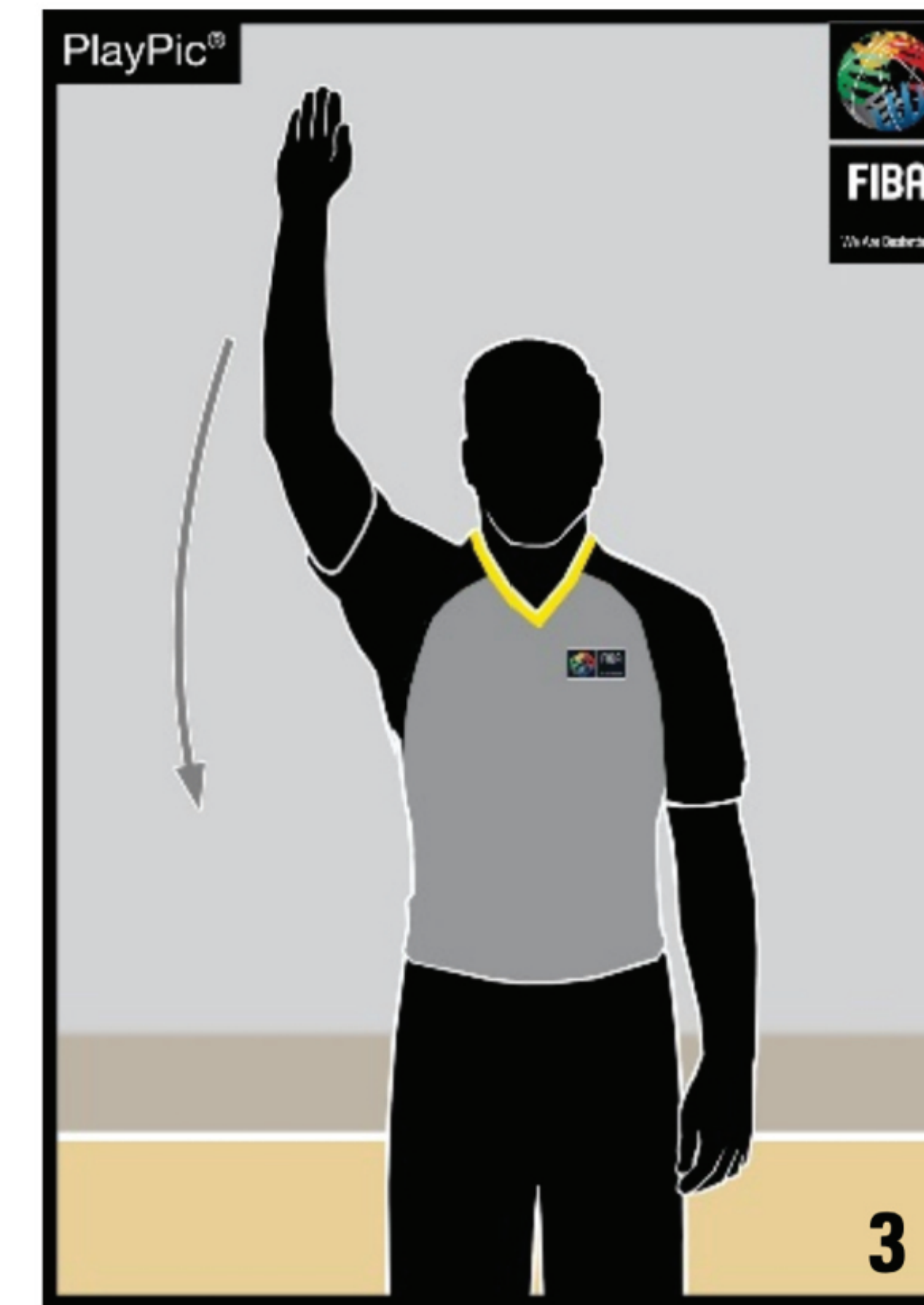
OPEN PALM

STOP THE CLOCK FOR A FOUL



CLENCHED FIST

START THE CLOCK



CHOP WITH HAND



The following signals are used for indicating the worth of a made basket.

### 1 POINT



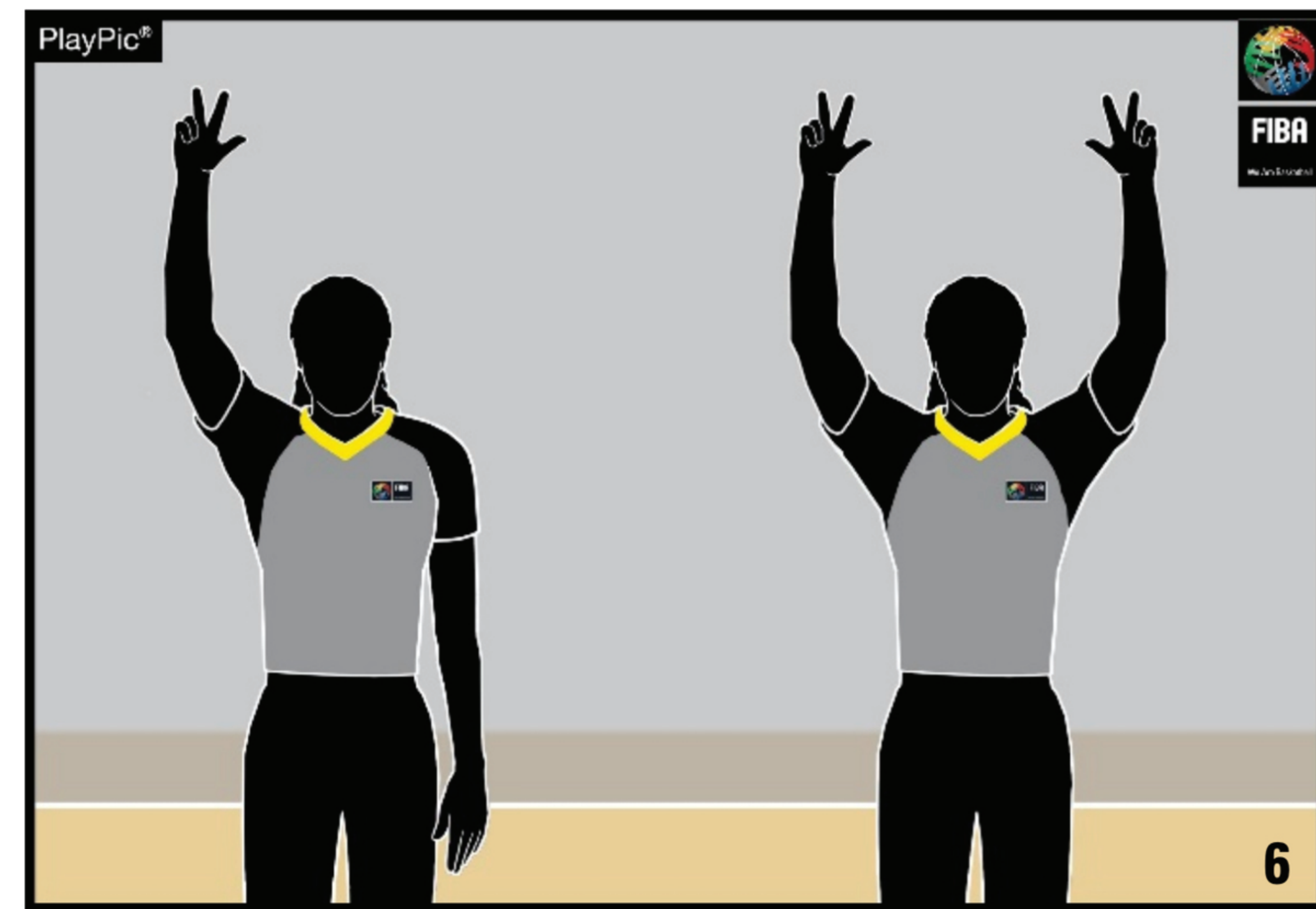
1 FINGER, 'FLAG'  
FROM WRIST

### 2 POINTS



2 FINGERS, 'FLAG'  
FROM WRIST

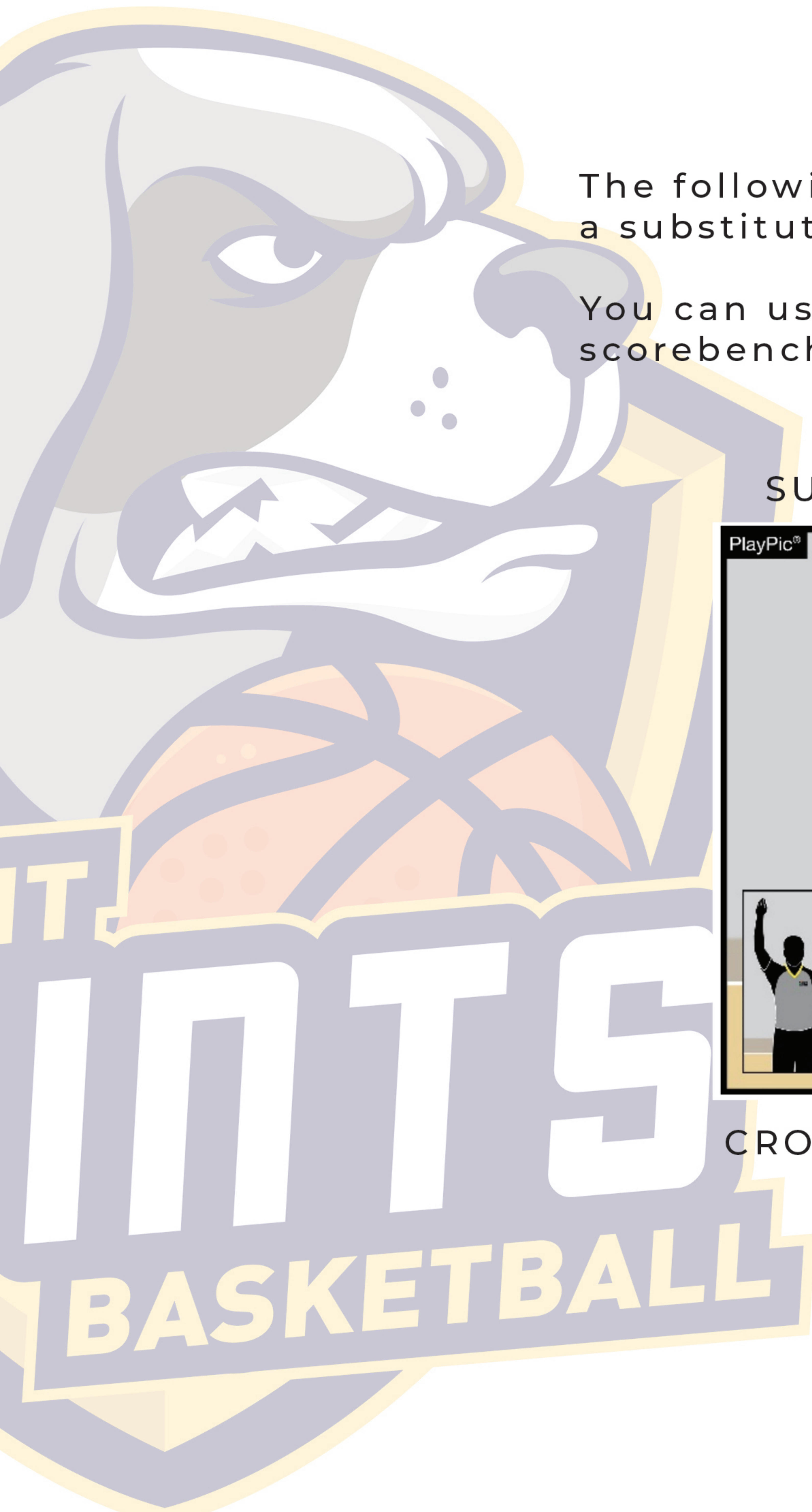
### 3 POINTS



3 FINGERS EXTENDED  
ONE ARM: ATTEMPTED  
BOTH ARMS: SUCCESSFUL

**BASKETBALL**

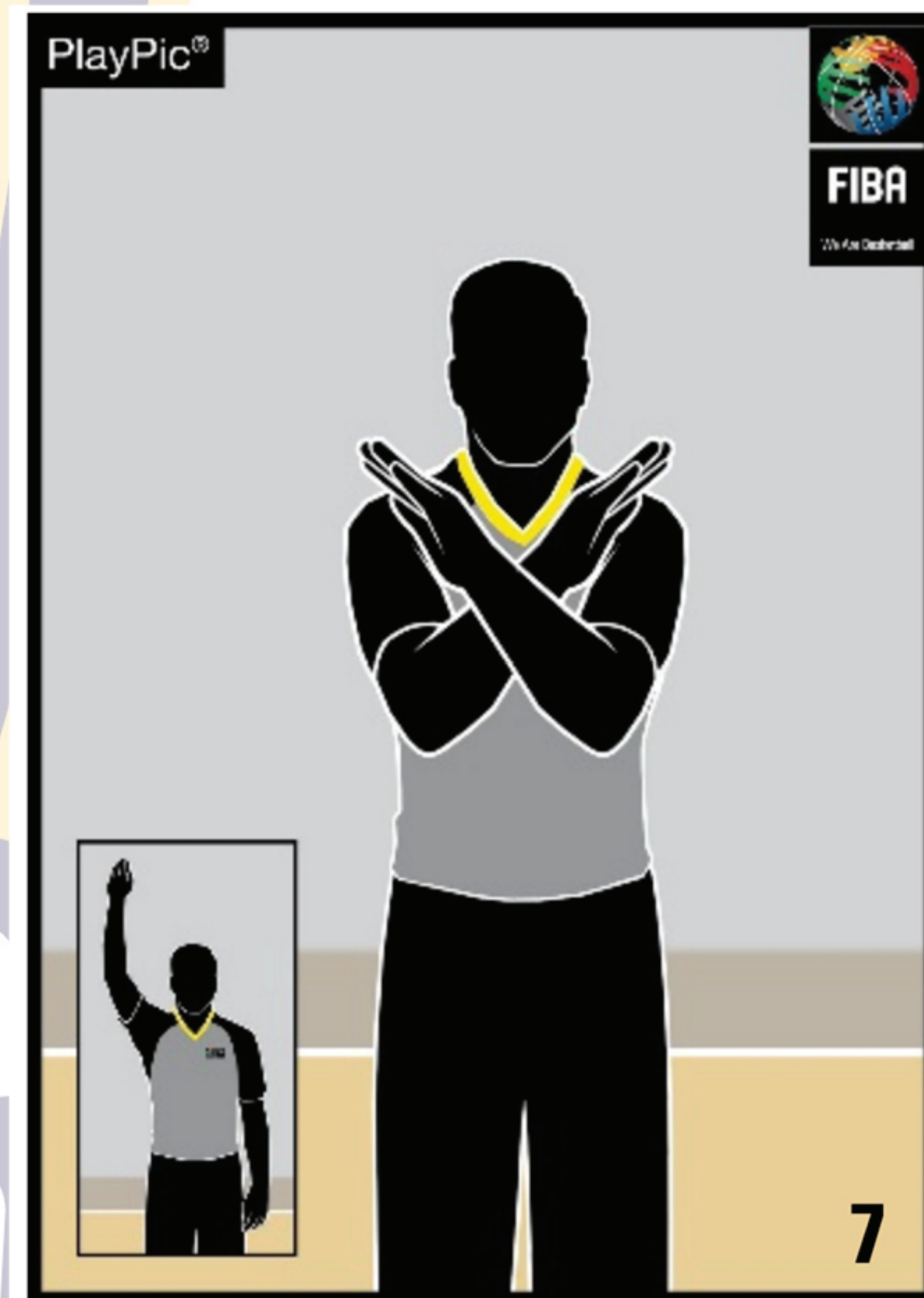




The following signals are used for indicating a substitution or time-out request.

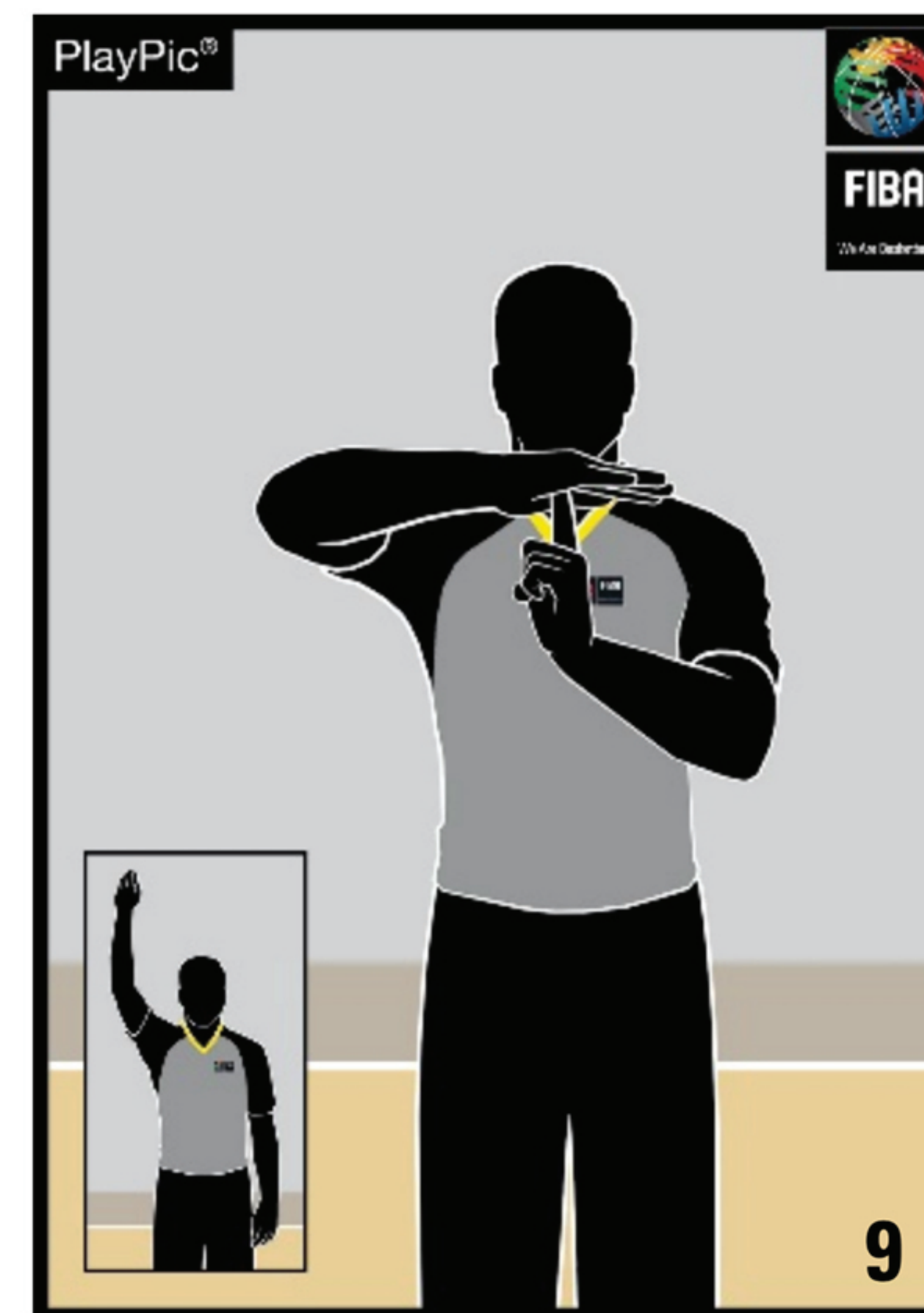
You can use these signals also while on the scorebench to communicate to the referees if needed.

### SUBSTITUTION



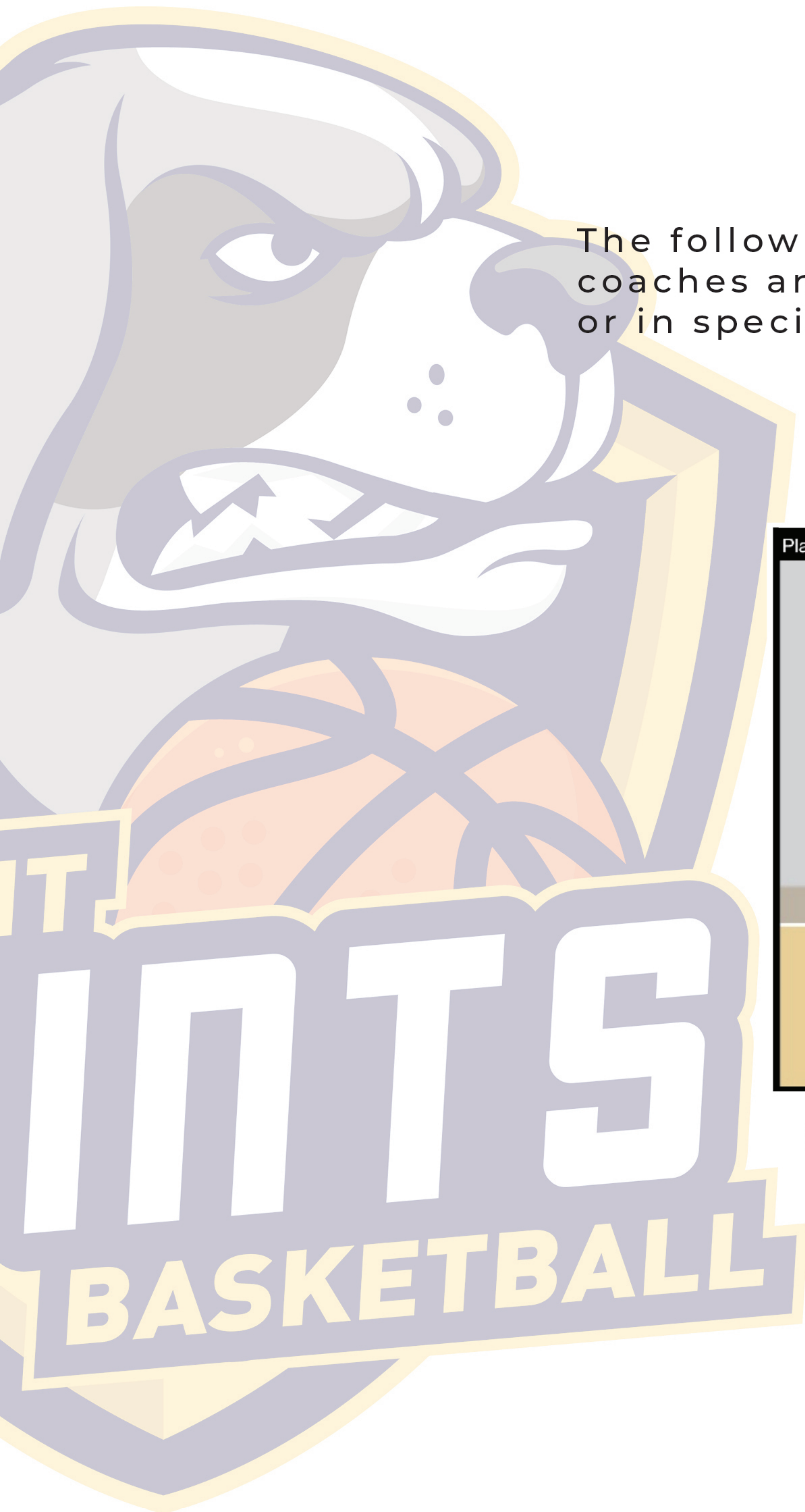
CROSS FOREARMS

### TIME-OUT



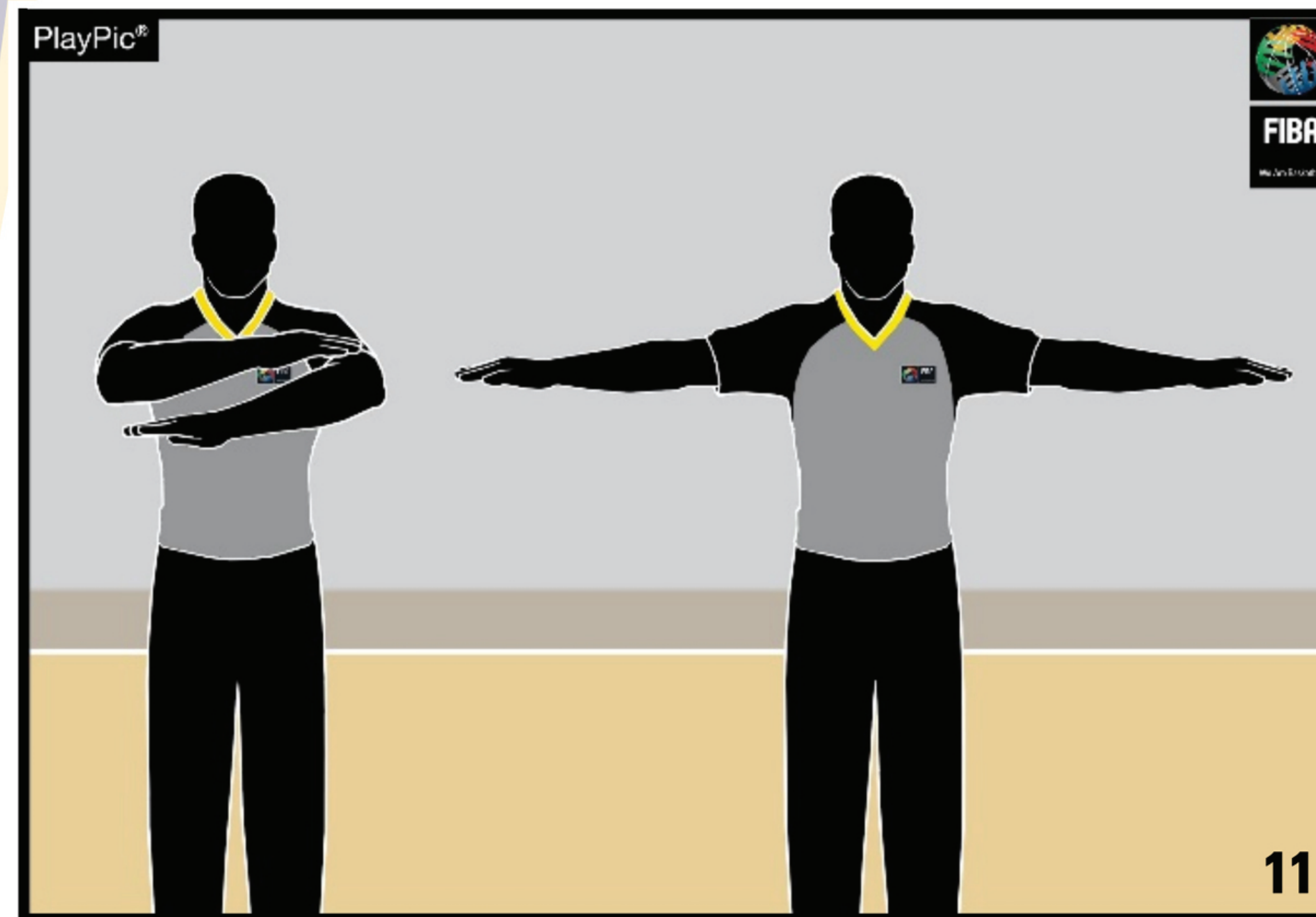
FORM T,  
SHOW INDEX FINGER





The following signal is used to inform players, coaches and the scorebench of a cancelled basket or in special cases, a cancelled/forfeited game.

CANCEL SCORE,  
CANCEL PLAY



SCISSOR-LIKE ACTION WITH ARMS,  
ONCE ACROSS CHEST





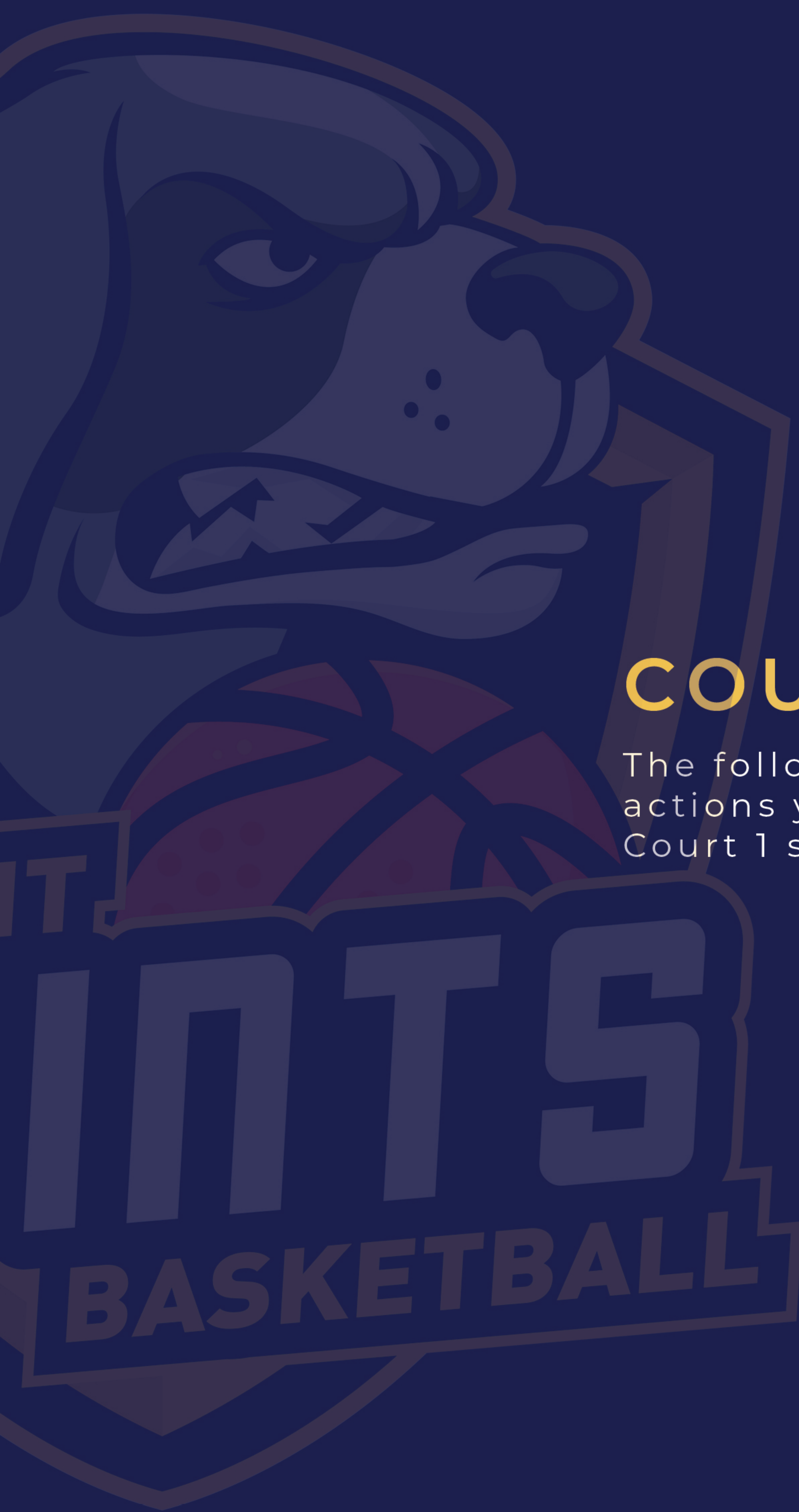
## REPORTING FOULS

After calling a foul in play, the referee will walk toward the bench. They will signal to you the number of the player who committed the foul, the type of foul, and the following action.

They will also use their voice to communicate to you.

You will need to remember and thus enter into the scoreboard or iPad the team and/or player who committed the foul.

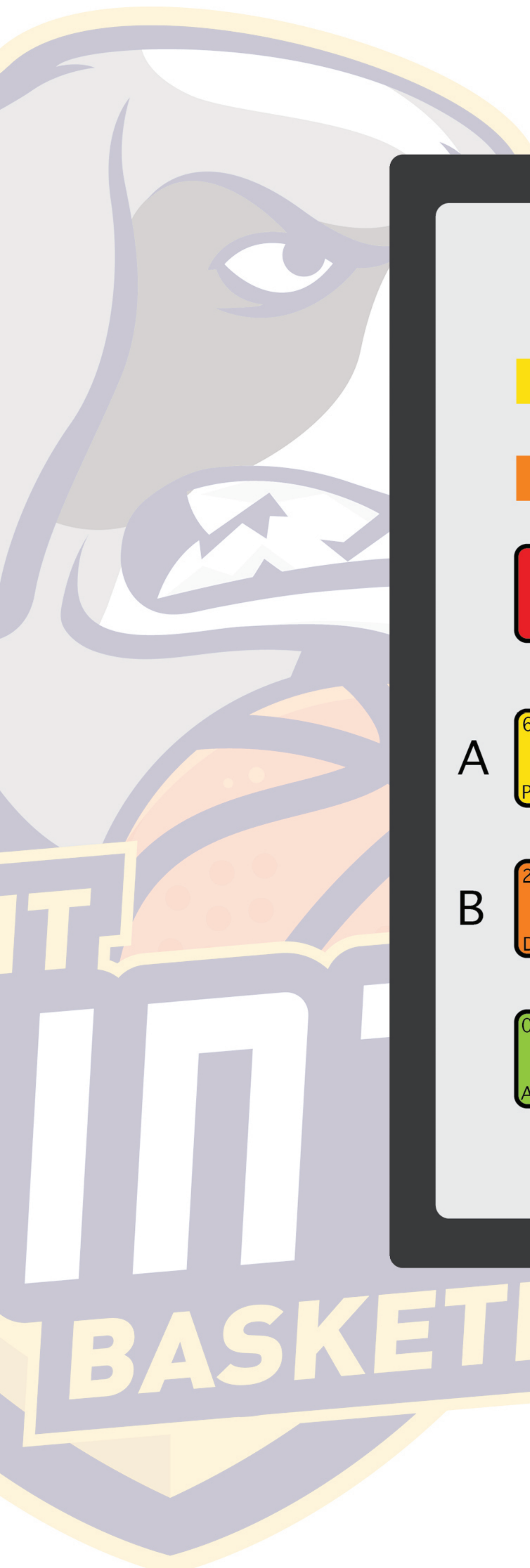




## COURT 1 SCOREBOARD

The following pages will take you through the key actions you will need to perform when working the Court 1 scoreboard.





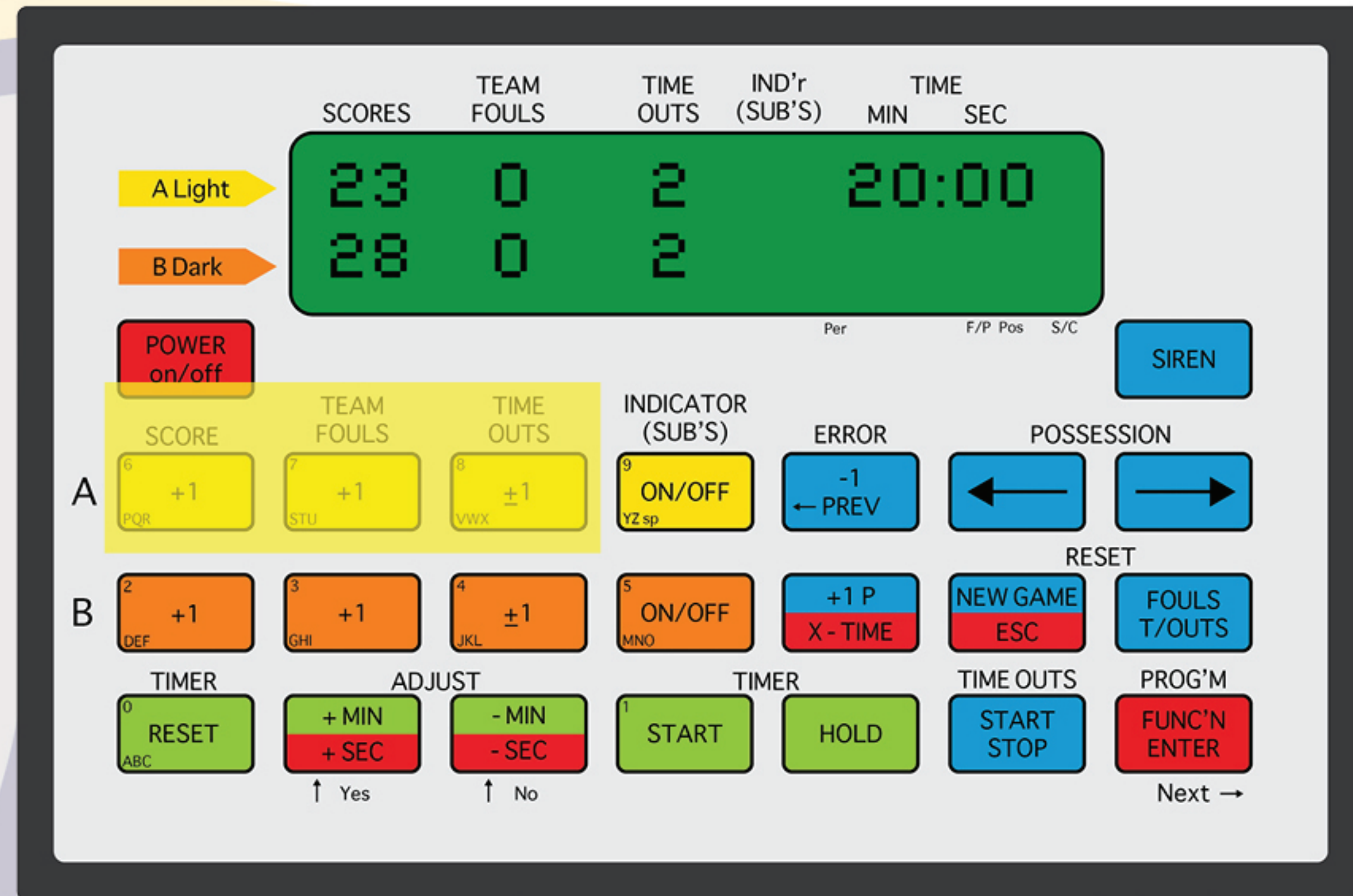
	SCORES	TEAM FOULS	TIME OUTS	IND'r (SUB'S)	TIME MIN	TIME SEC
A Light	23	0	2		20:00	
B Dark	28	0	2			

POWER on/off					Per	F/P Pos	S/C	SIREN
A	SCORE 6 +1 PQR	TEAM FOULS 7 +1 STU	TIME OUTS 8 ±1 VWX	INDICATOR (SUB'S) 9 ON/OFF YZ sp	ERROR -1 ← PREV	POSSESSION ← →		
B	2 +1 DEF	3 +1 GHI	4 ±1 JKL	5 ON/OFF MNO	+1 P X - TIME	RESET NEW GAME ESC		FOULS T/OUTS
	TIMER 0 RESET ABC	ADJUST + MIN + SEC ↑ Yes		- MIN - SEC ↑ No	TIMER 1 START	HOLD	TIME OUTS START STOP	PROG'M FUNC'N ENTER Next →

This is the box used to operate both of the two scoreboards on Court 1 of Rowland Cowan Stadium.





# A Light

SCORE

6  
+1  
PQR

TEAM  
FOULS

+1  
ST U

TIME  
OUTS

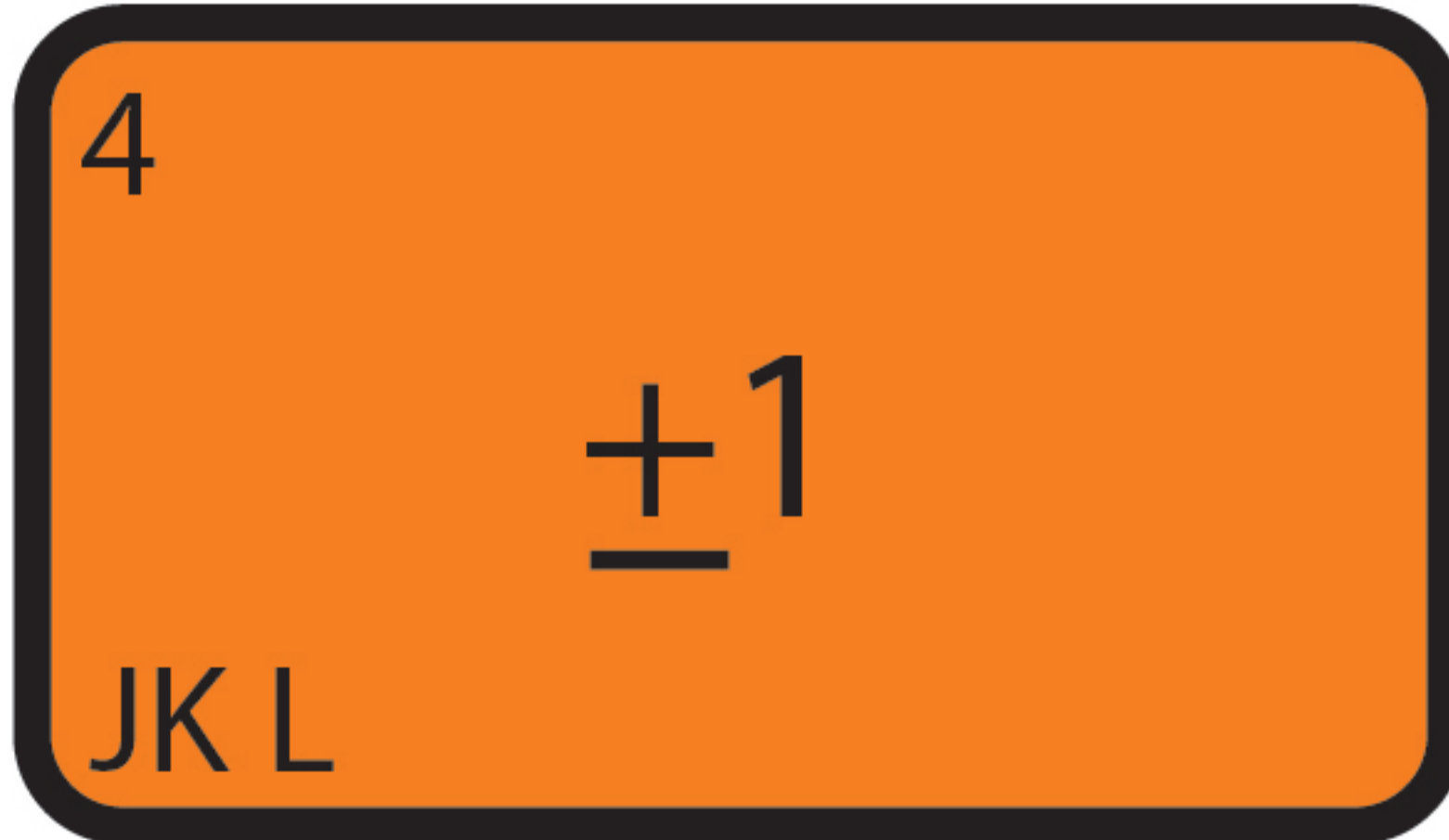
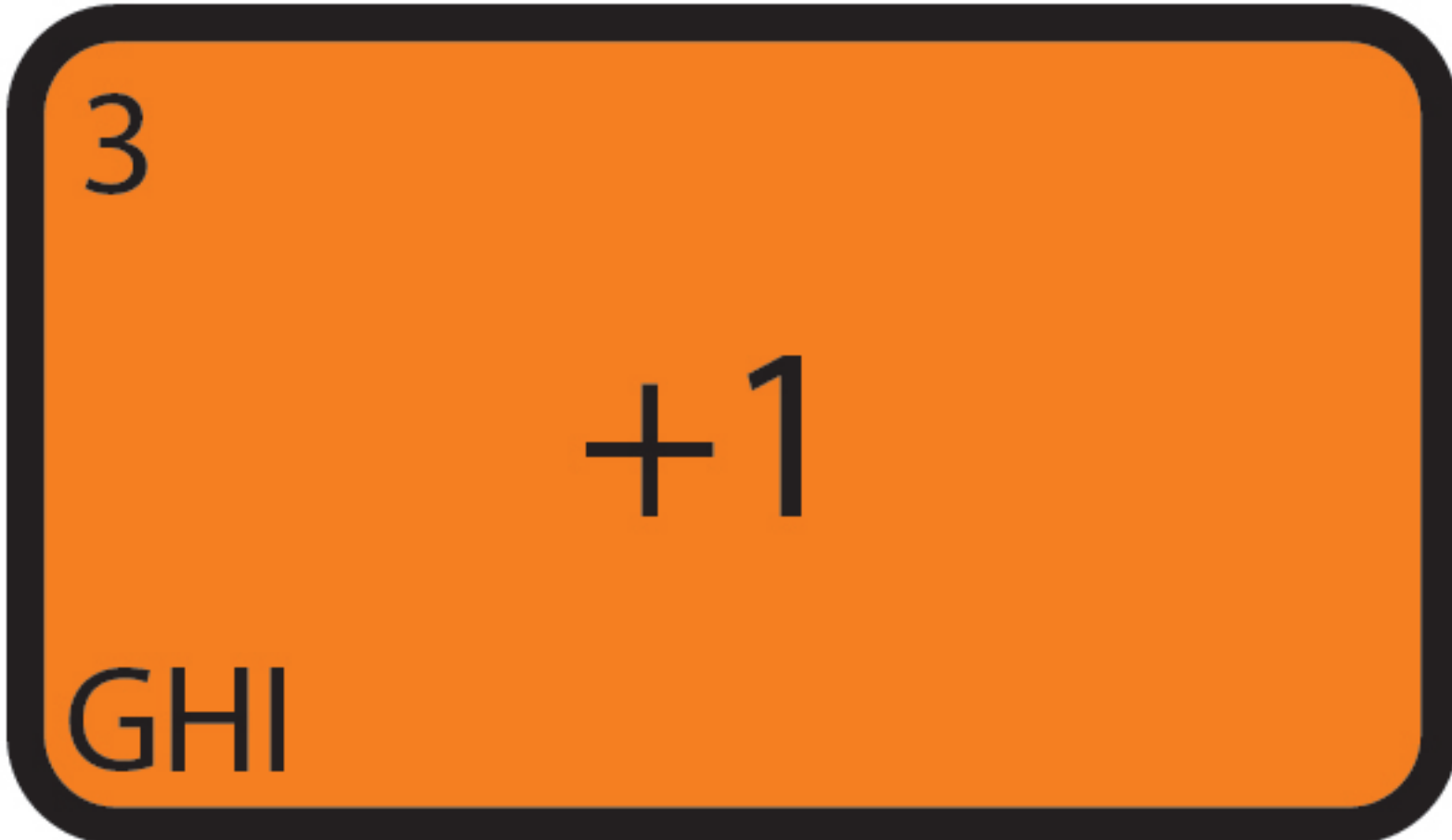
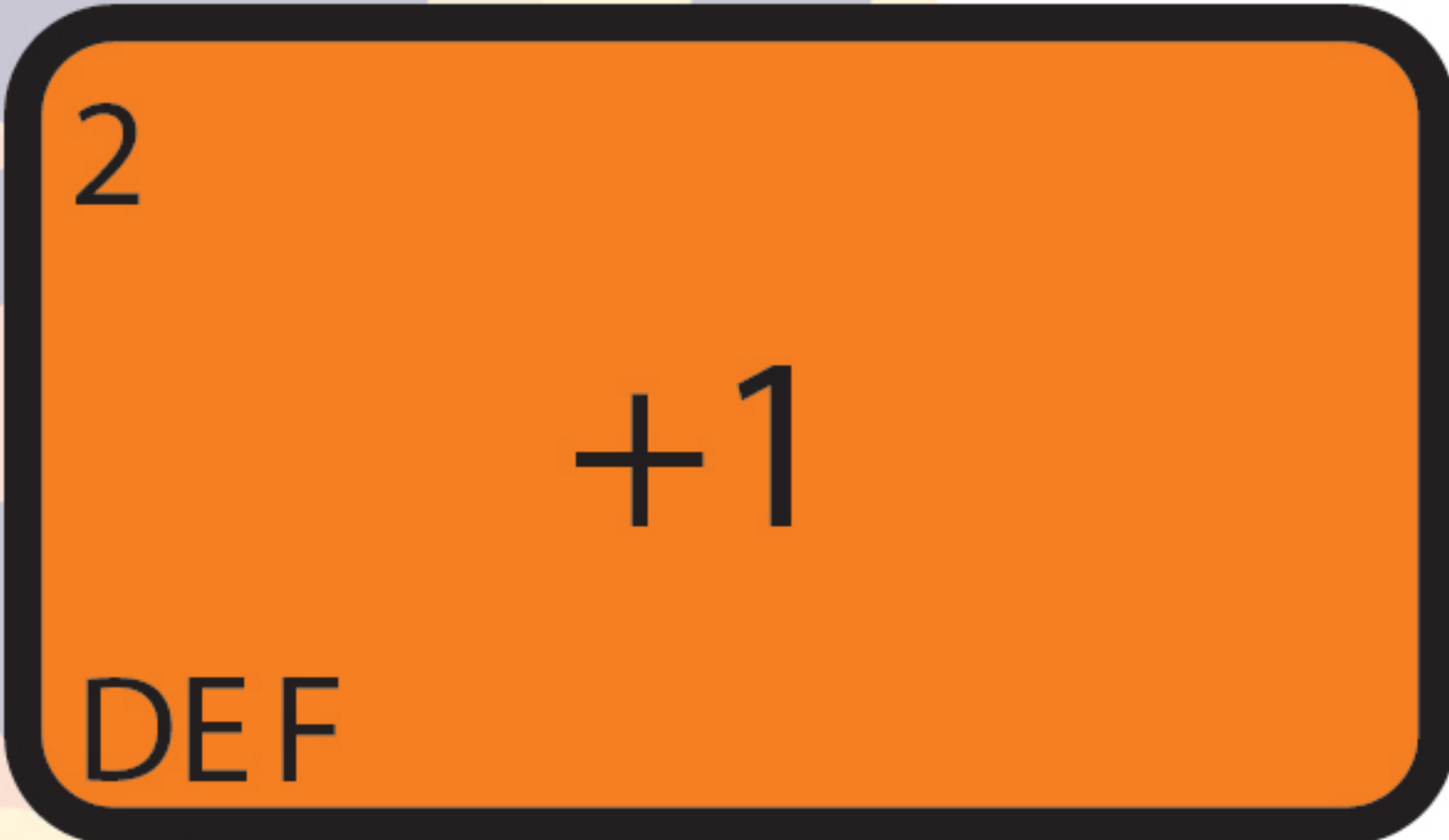
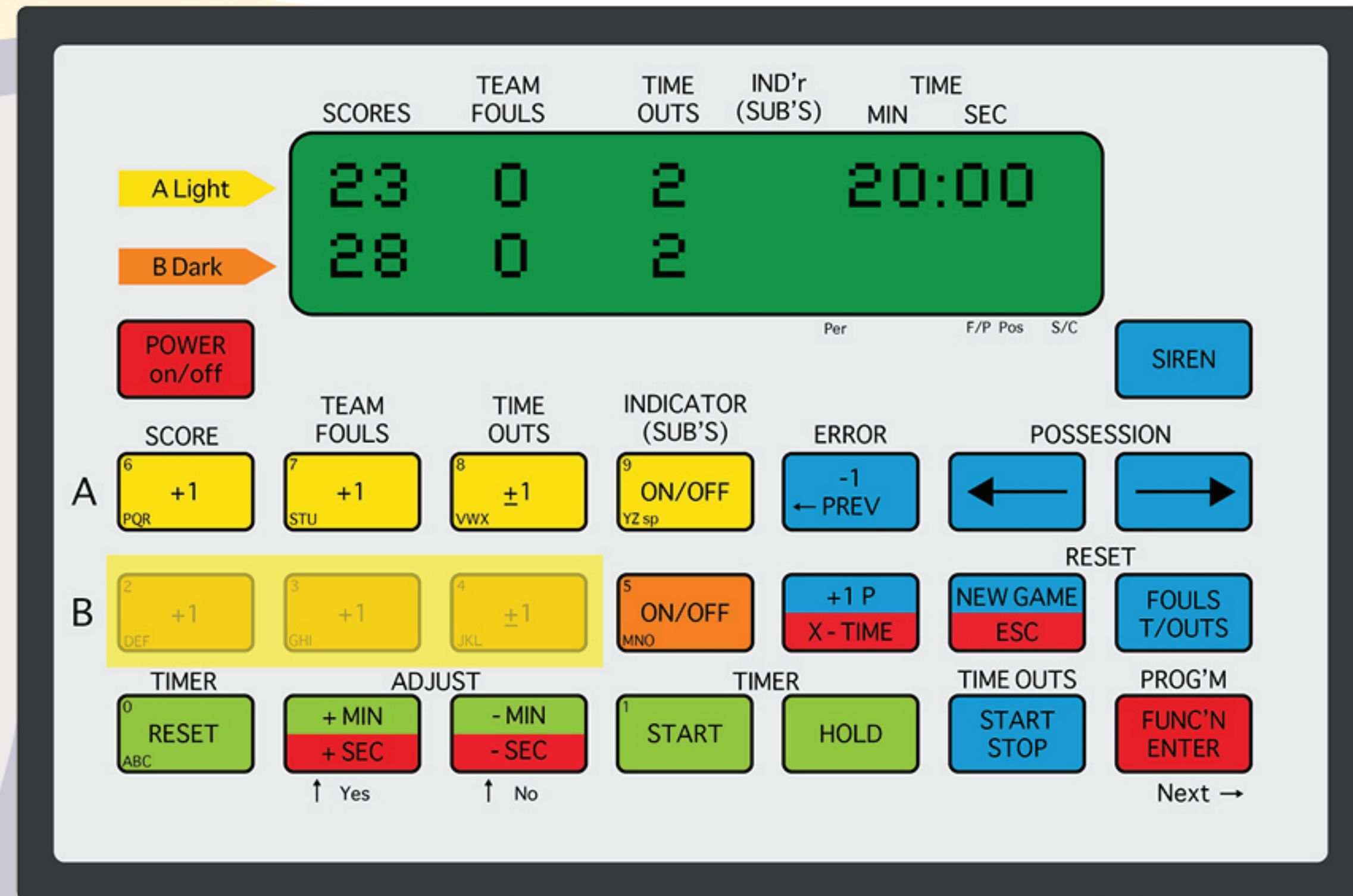
8  
±1  
VW X

The yellow buttons are used to control the **score, team fouls and time-out** numerals for **Team A-Light**.

The Sub's button is only used in higher leagues. There is no need to press it in club basketball.

Press these buttons once to increase their amount by 1.



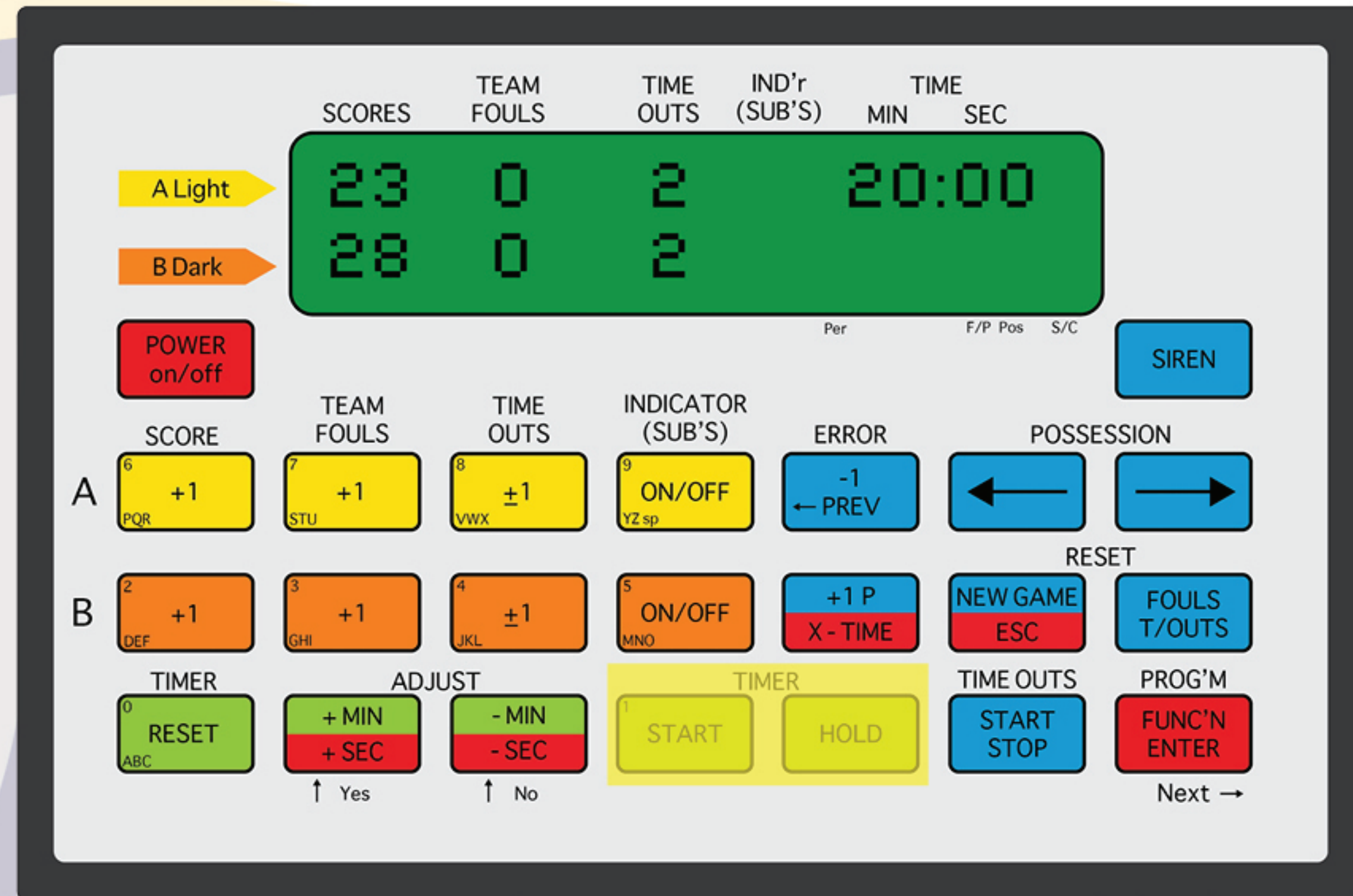


The orange buttons are used to control the **score, team fouls and time-out** numerals for **Team B-Dark**.

The Sub's button is only used in higher leagues. There is no need to press it in club basketball.

Press these buttons once to increase their amount by 1.





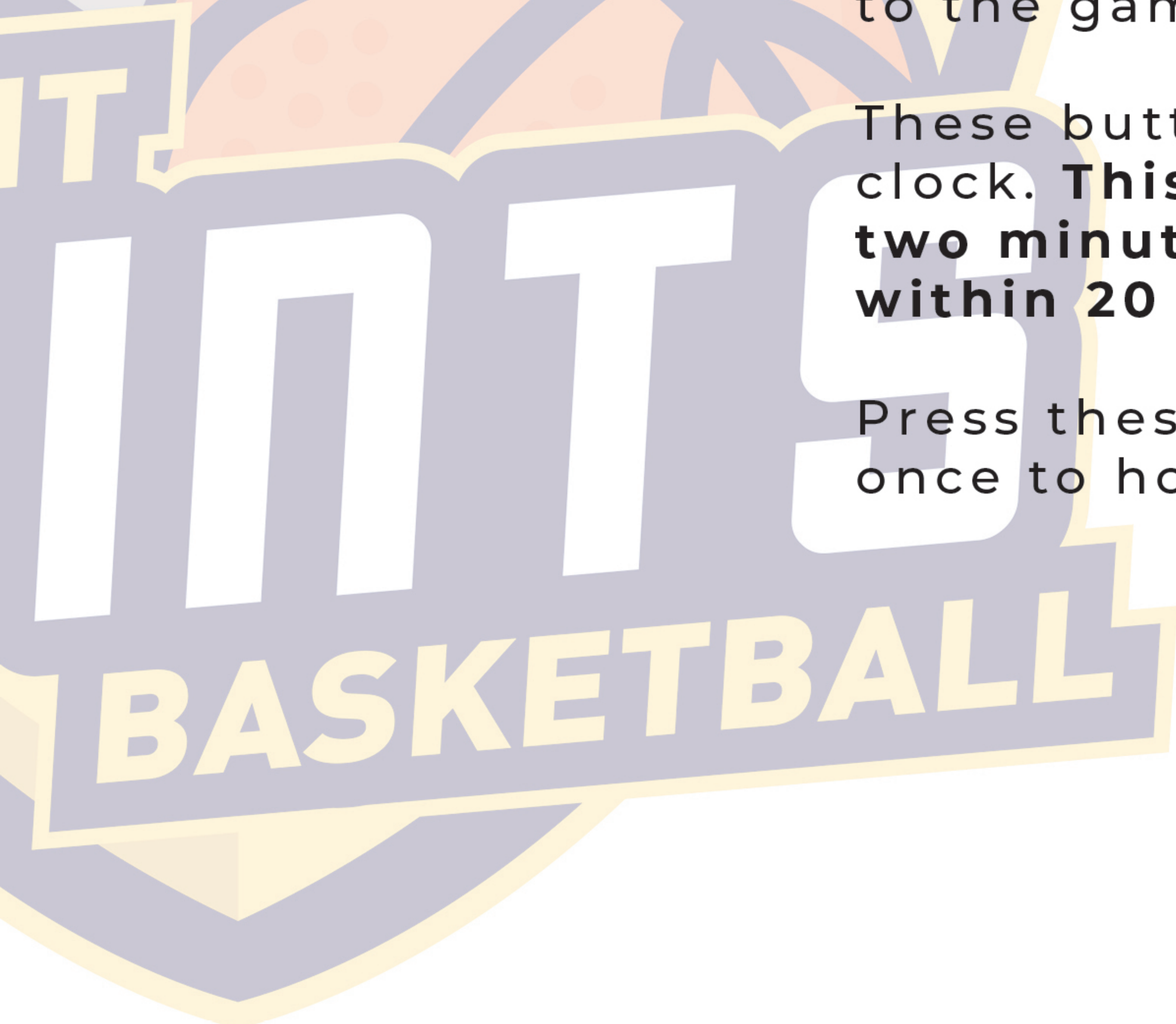
## TIMER



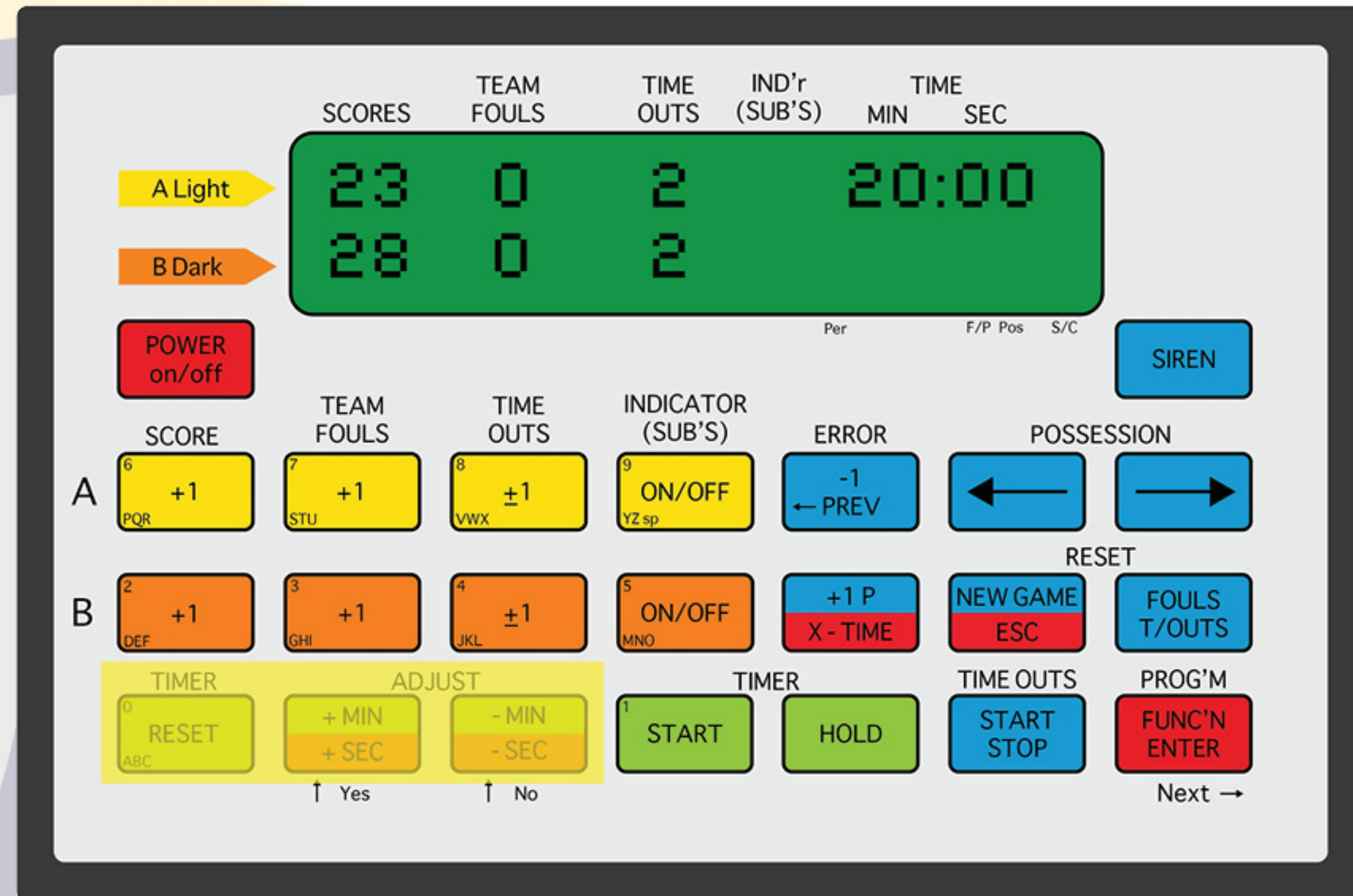
Green buttons are for any function relating to the game clock.

These buttons are for starting and stopping the game clock. **This is something to be done only in the last two minutes of the game, if the score margin is within 20 points.**

Press these buttons once to start, and once to hold respectively.







## TIMER

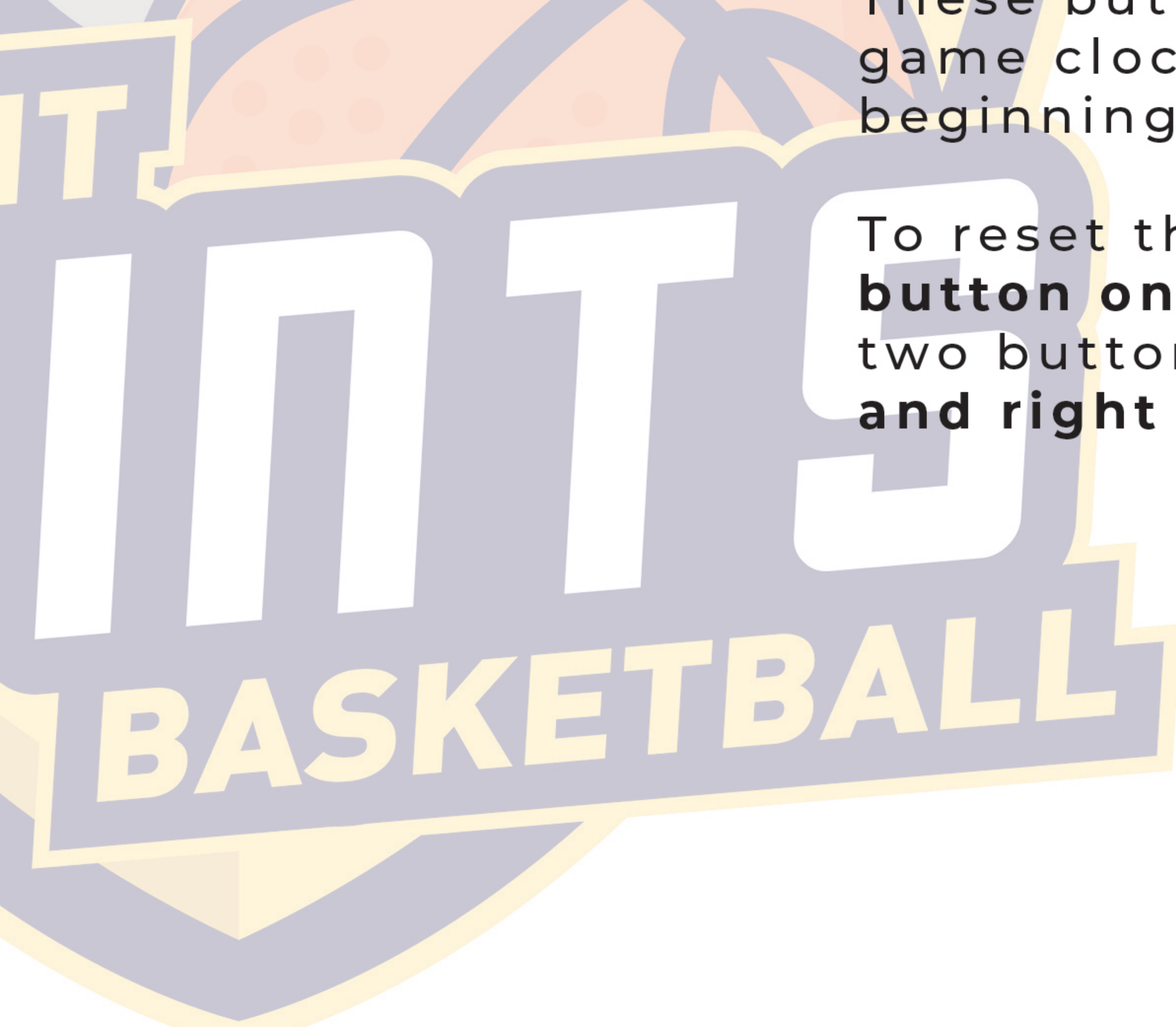


## ADJUST

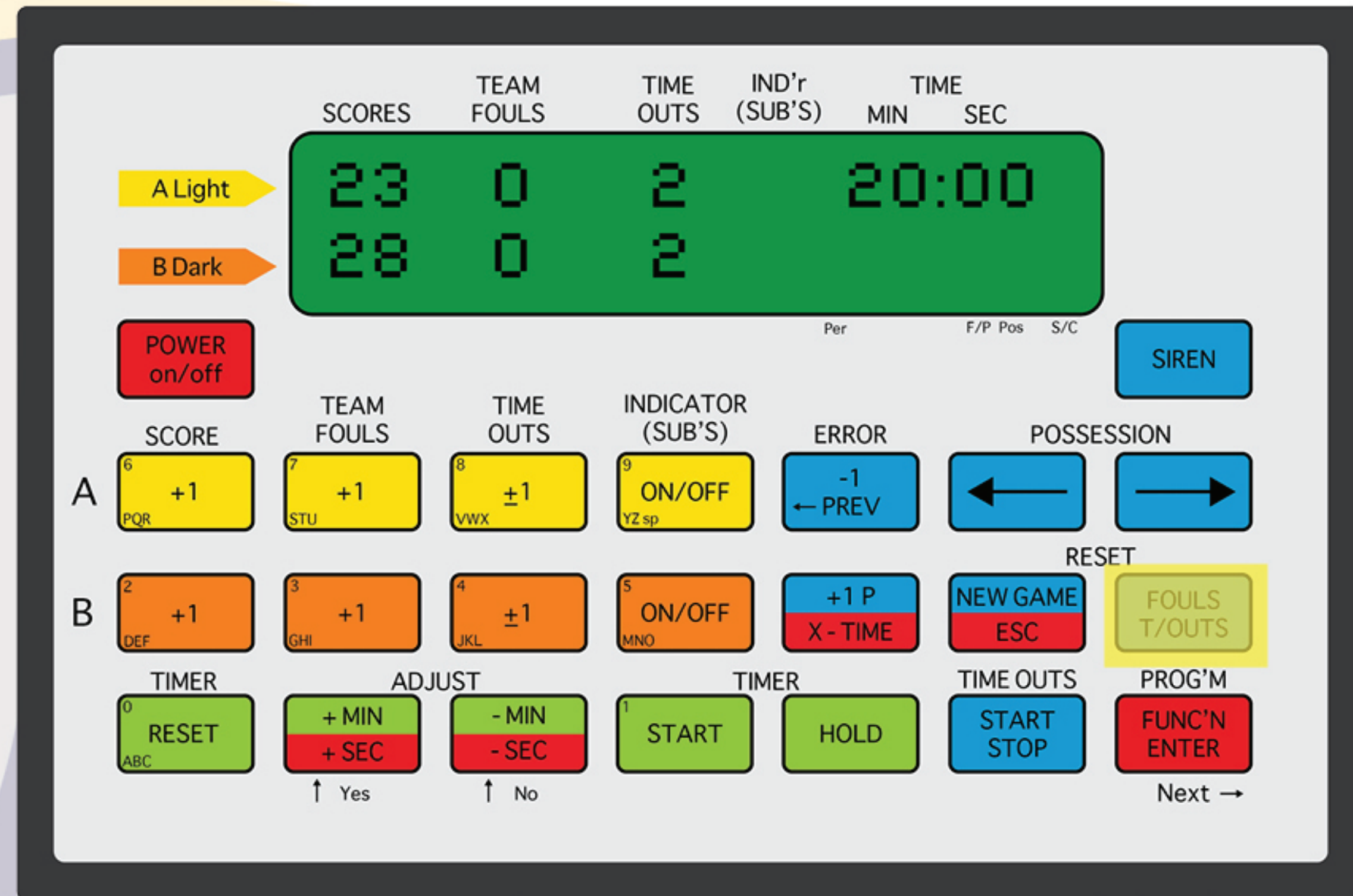


These buttons are for resetting and adjusting the game clock at the end of a half or the beginning of a game.

To reset the game clock entirely, **press the Reset button once**. Adjust the time in accordance to the two buttons beside the Reset button, **left going up and right going down in minutes**.





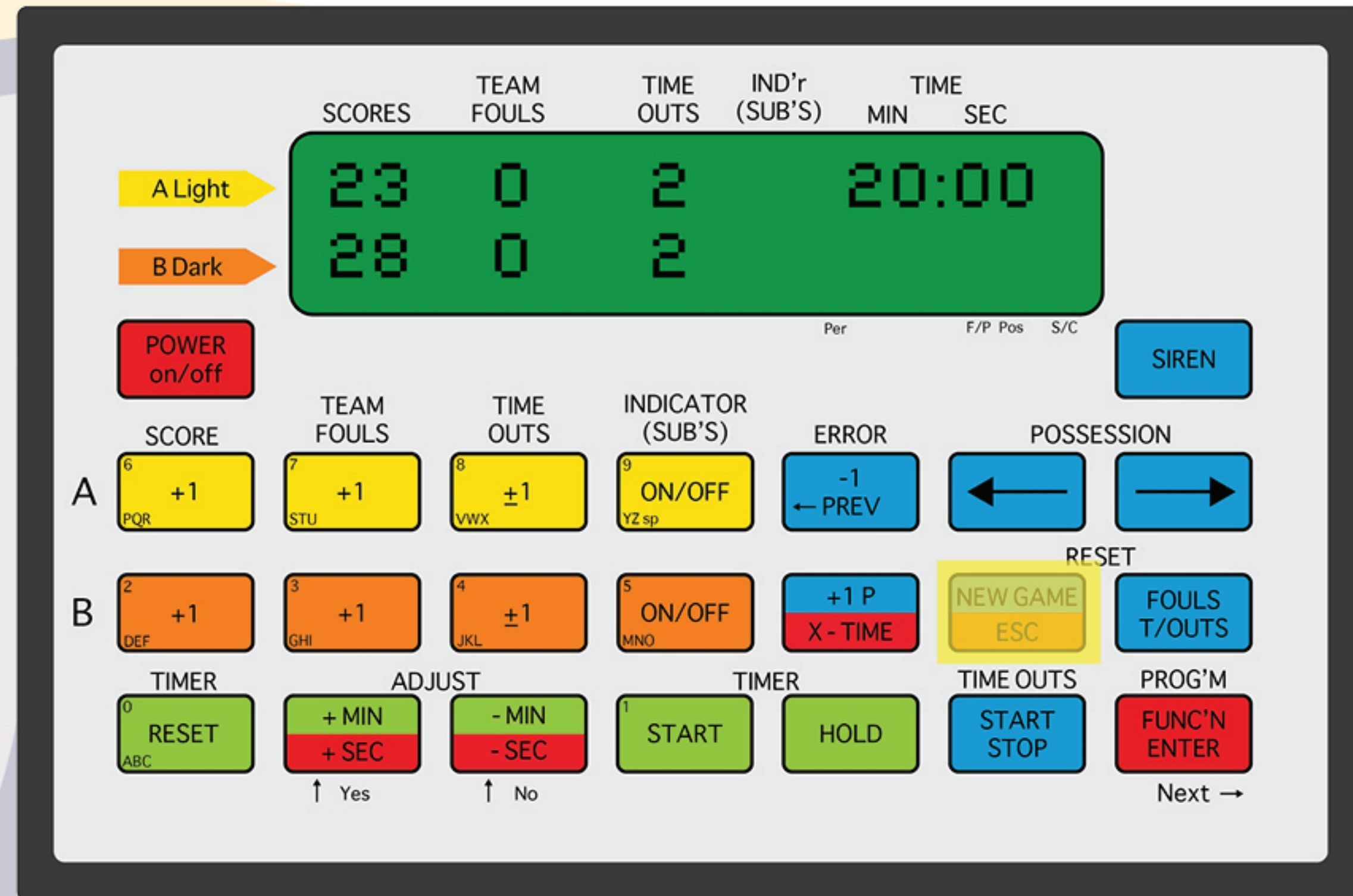


## FOULS T/OUTS

This button is used at the end of the first half to **reset all Team Fouls and Time-Outs for both teams.** Press this button once to reset.



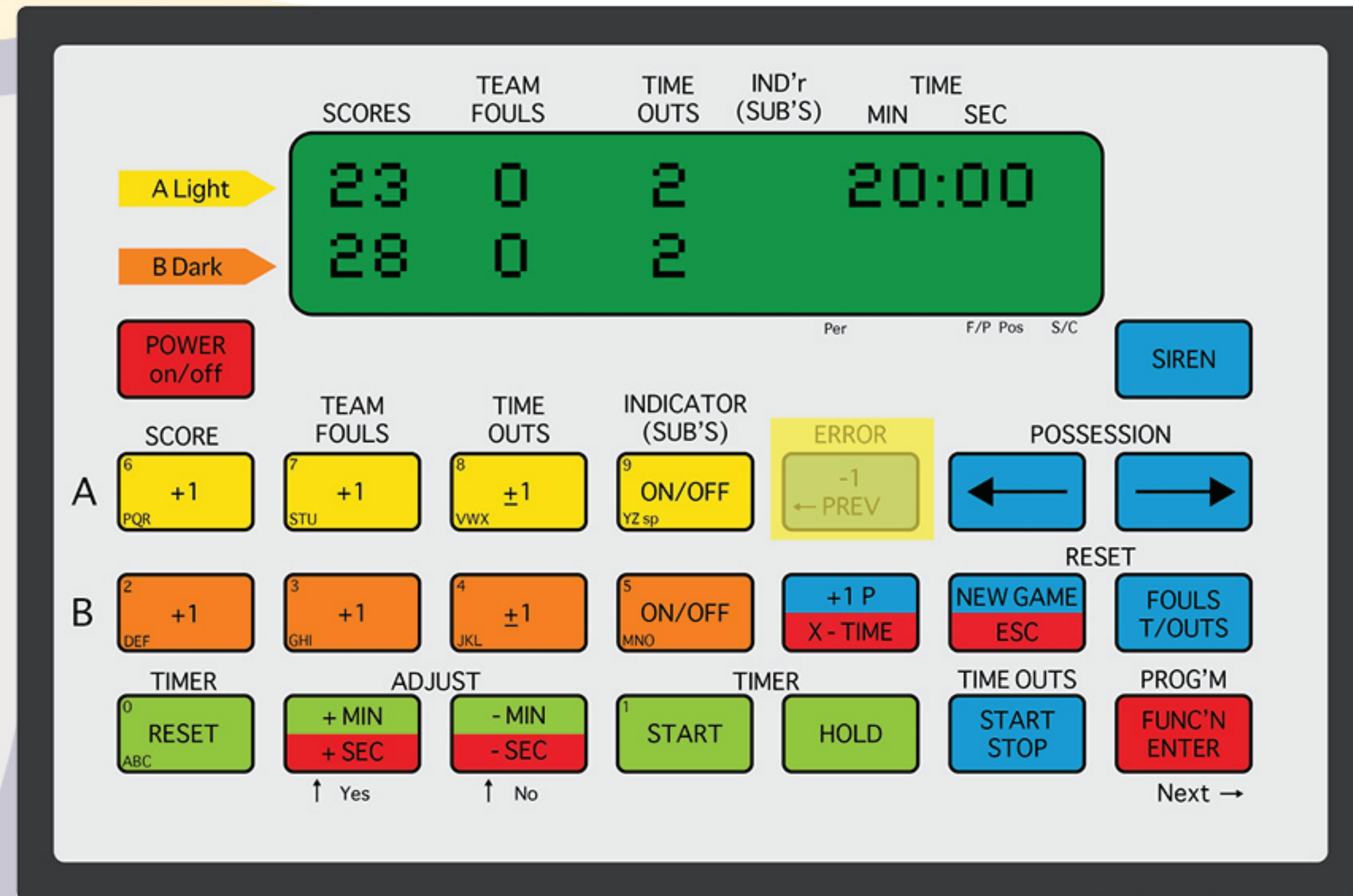




At the end of the game, **press this button once to erase all entries on the scoreboards** to get ready for the next game on this court.







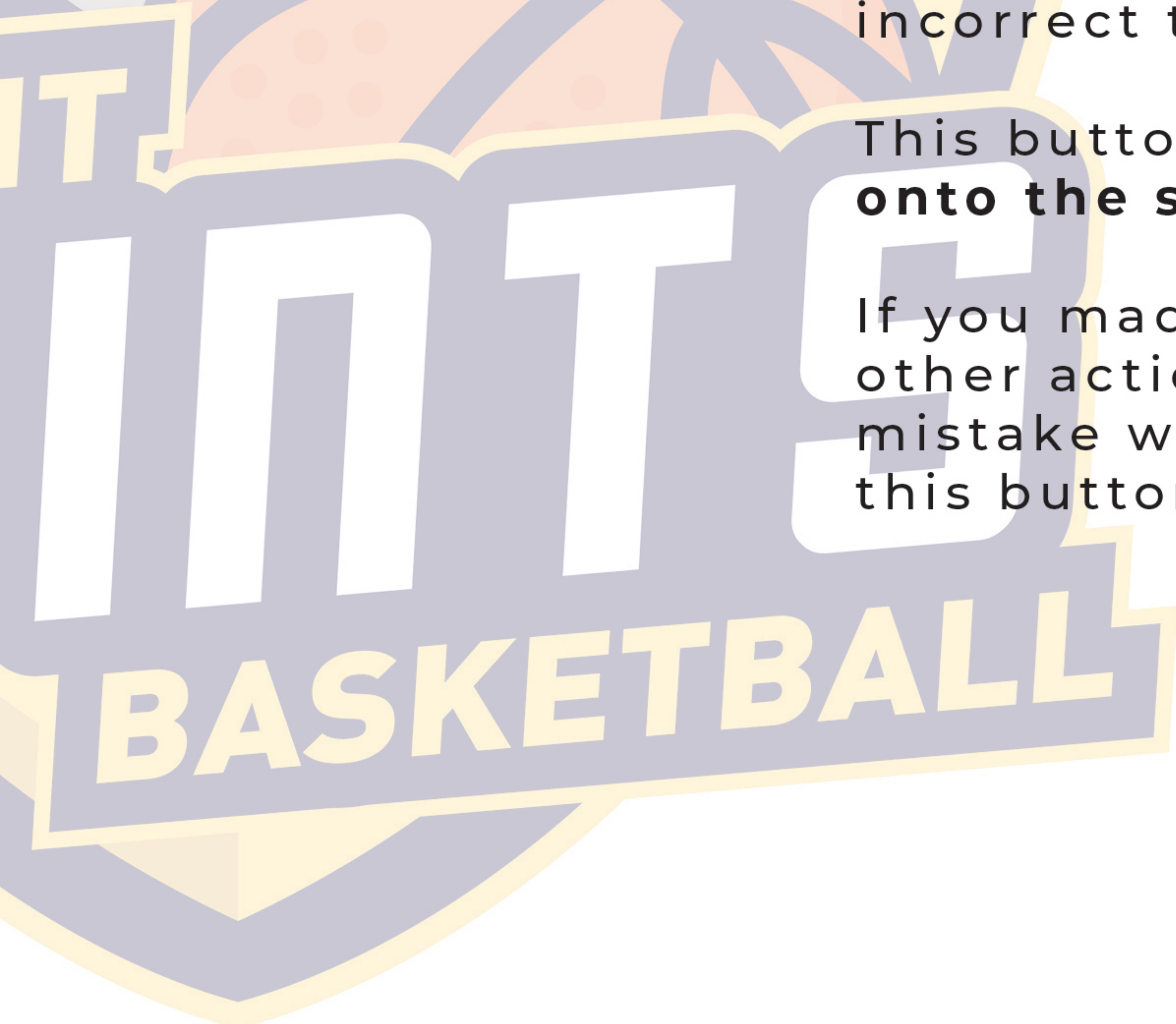
## ERROR



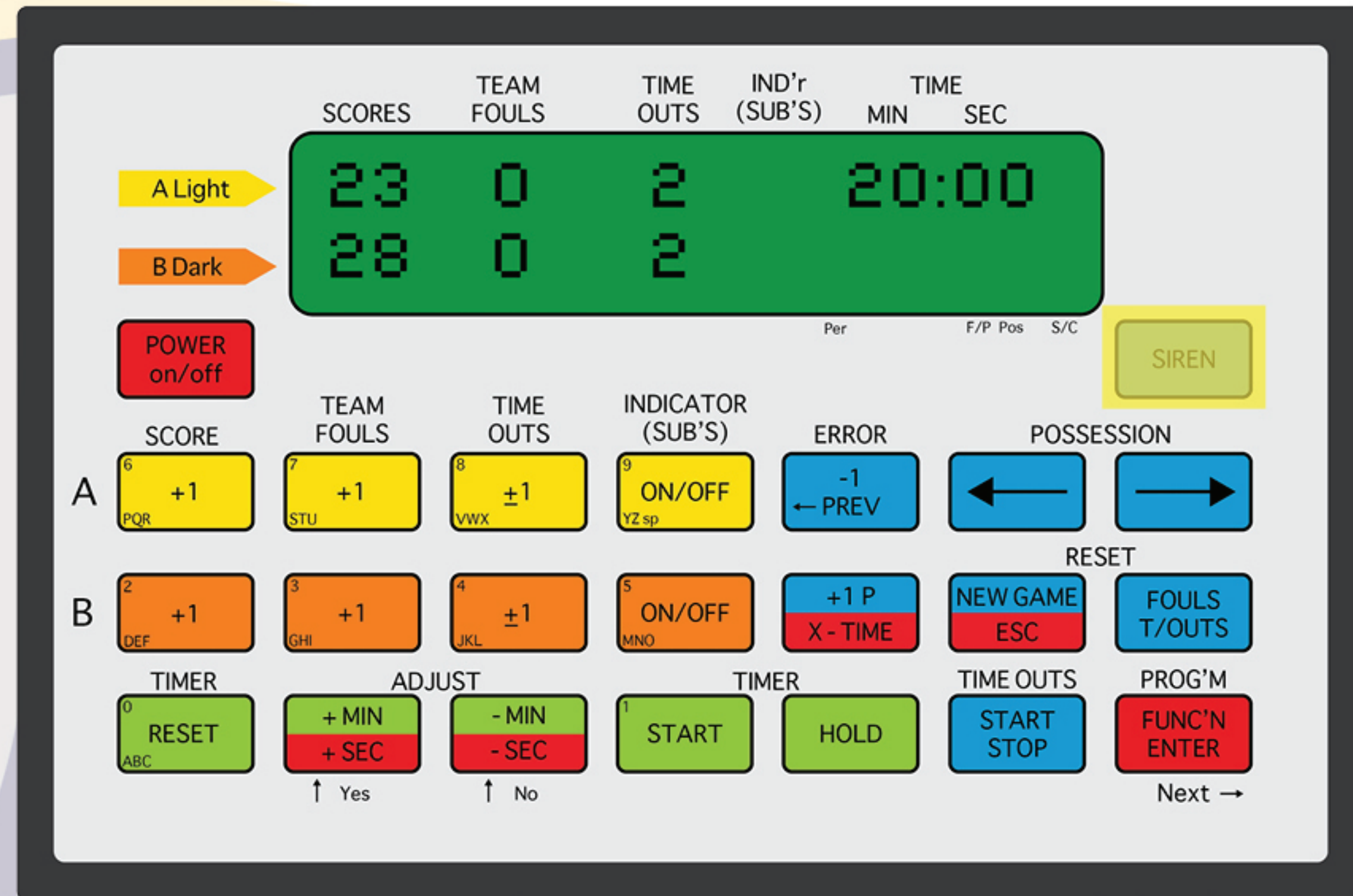
This button is for any mistakes made on the scoreboard (eg. adding too many points, foul to incorrect team, etc.)

This button will **undo your last entry made onto the scoreboard.**

If you made a mistake and realised after entering in other actions, simply press the button you made the mistake with, so it becomes the last entry, then click this button twice.







This button will activate the Siren used so the scorebench can grab the attention of the referees of the game.

You may use this button to **indicate to the refs that a team would like a Substitution, Time-Out or if there is a problem at the bench** you need help with solving.

**Substitutions may be called on any whistle. In the last 2 mins of the game, after a basket is made the team inbounding the ball may call in a substitution.**

**Time-Outs can be called on a whistle, or if one team scores and the team inbounding the ball afterwards requests it.**

**A team who scores cannot request a Time-Out immediately after their made-basket.**

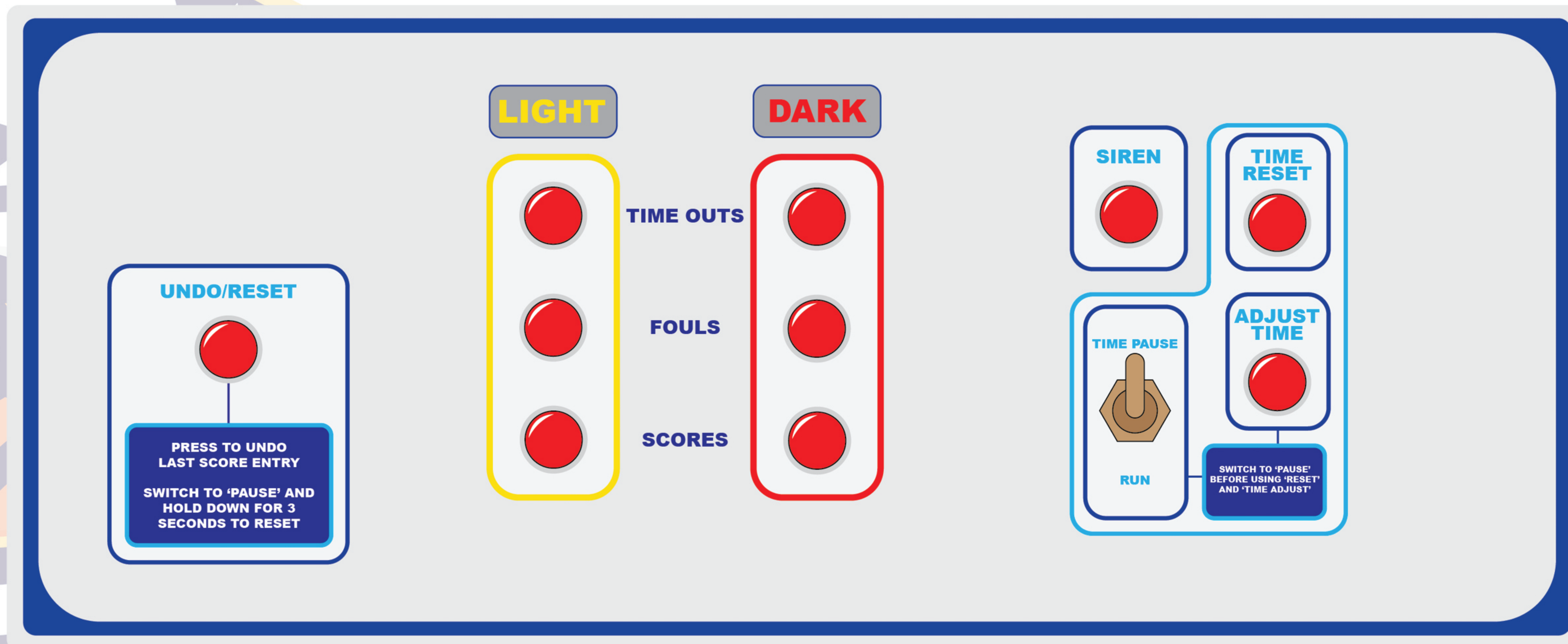




## COURTS 2, 3, & 4 SCOREBOARD

The following pages will take you through the key actions you will need to perform when working the Courts 2, 3 & 4 scoreboards.

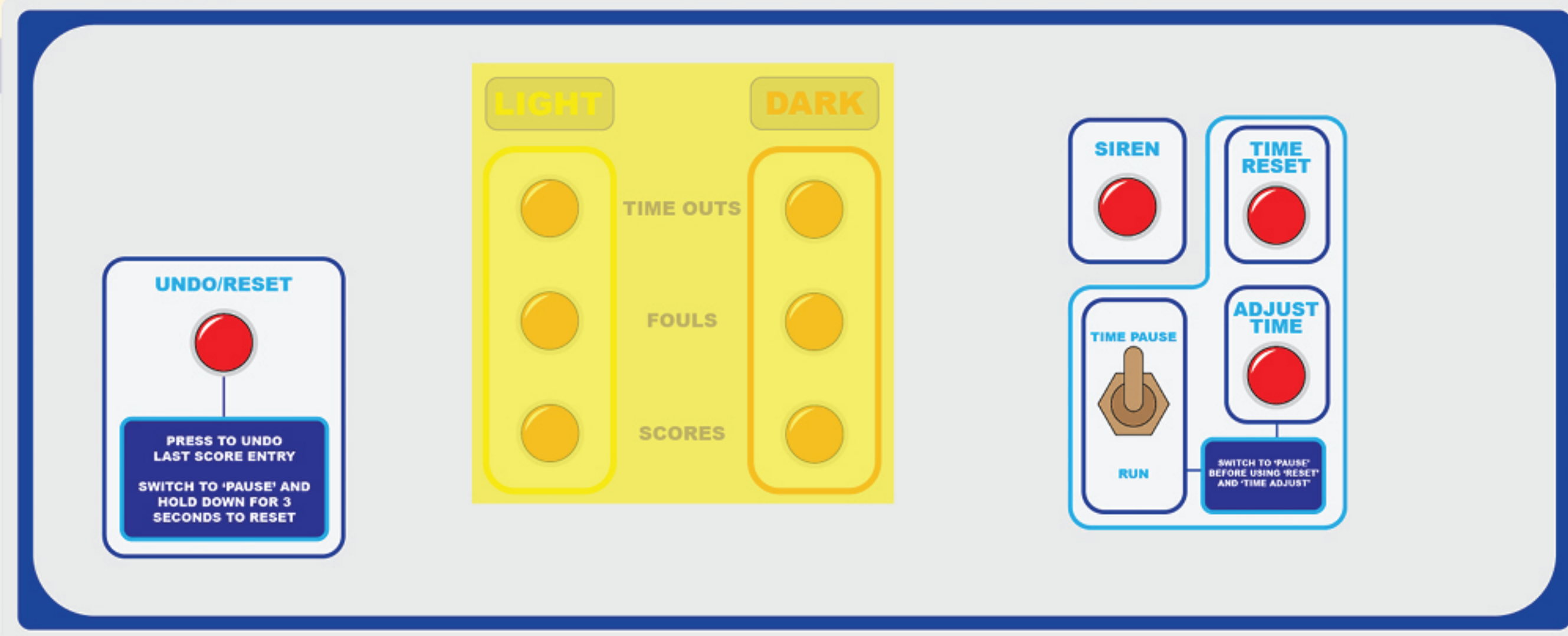




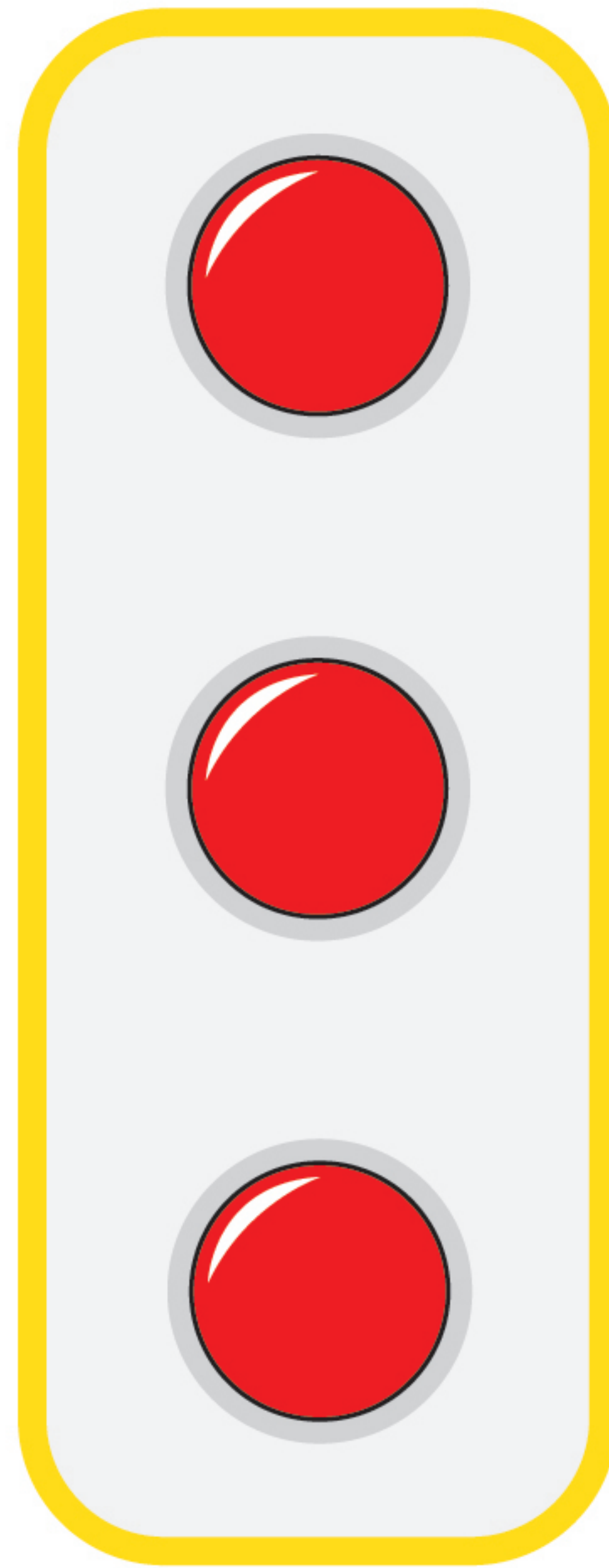
This is the box used to operate the scoreboards on Courts 2, 3 & 4 of Rowland Cowan Stadium.

**Please Note:** All 3 scoreboxes on these courts look slightly different, however feature the same buttons and work the same way.

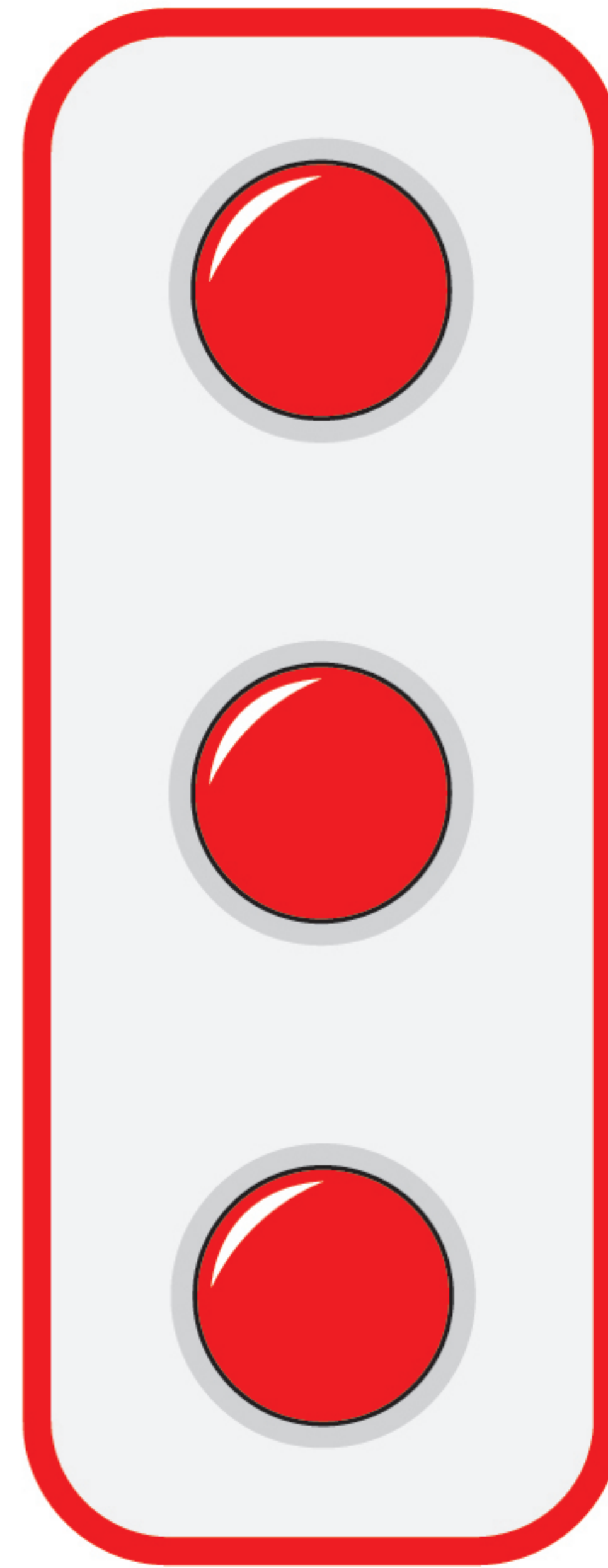




**LIGHT**

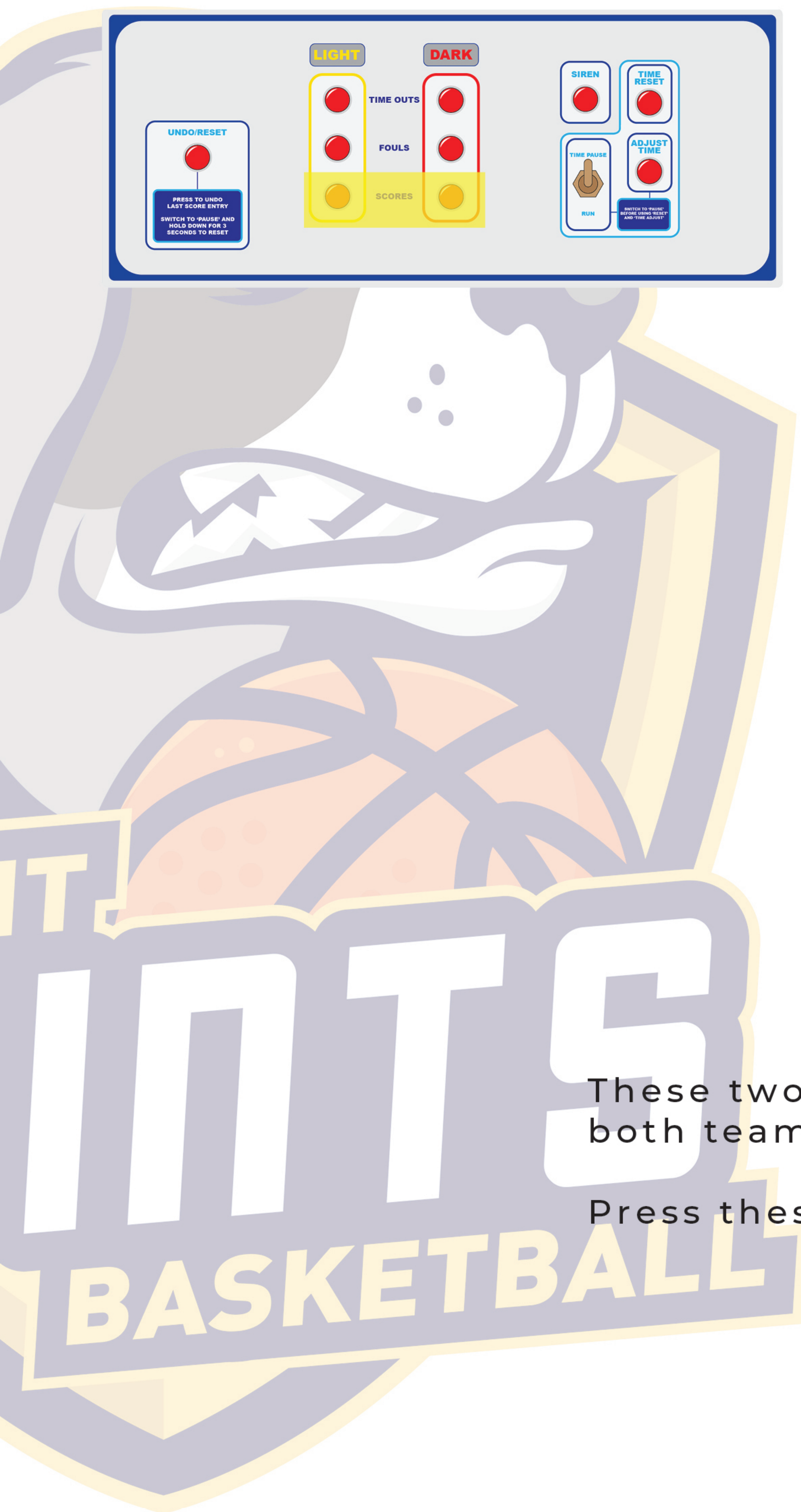


**DARK**



Team control buttons are grouped in two, in regards to which teams numerals they control. Corresponding to the two sides of the scoreboard itself.

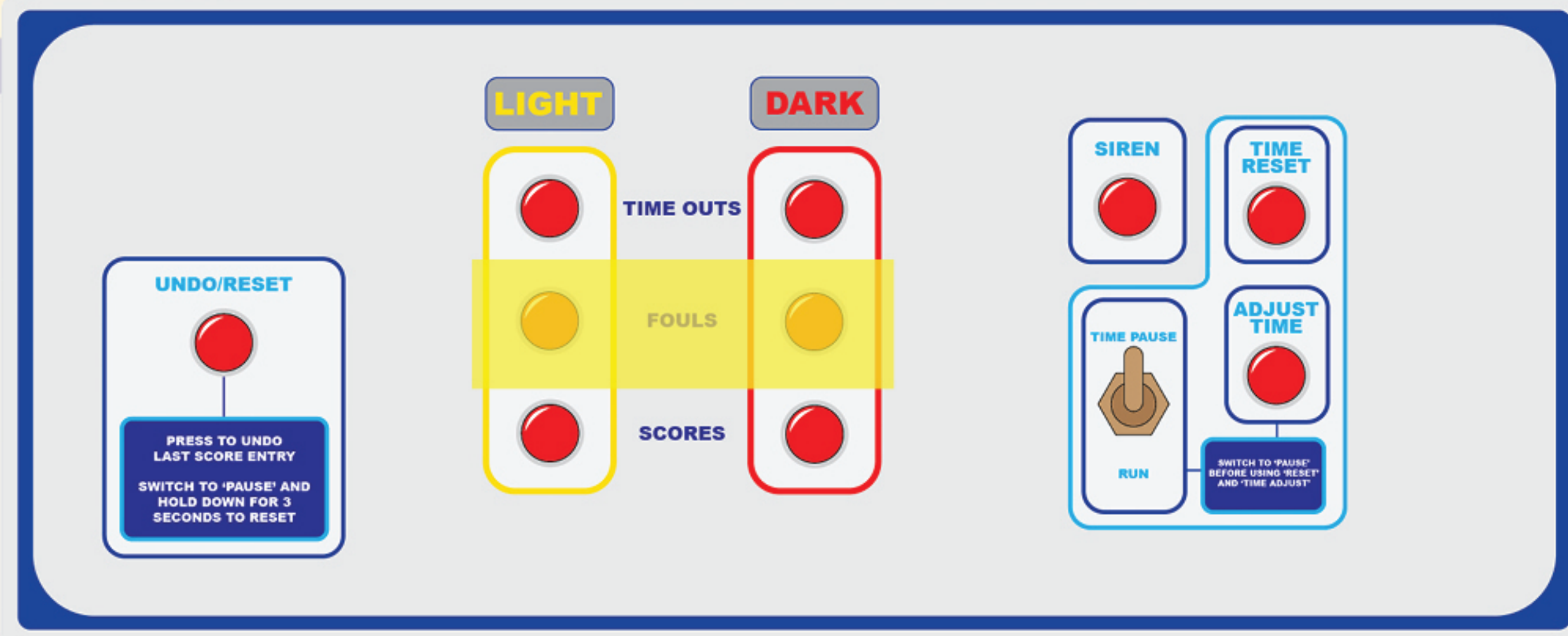




These two buttons are used to **control the scores** of both teams, corresponding to their groups.

Press these buttons **once to add 1 Point** to the team.





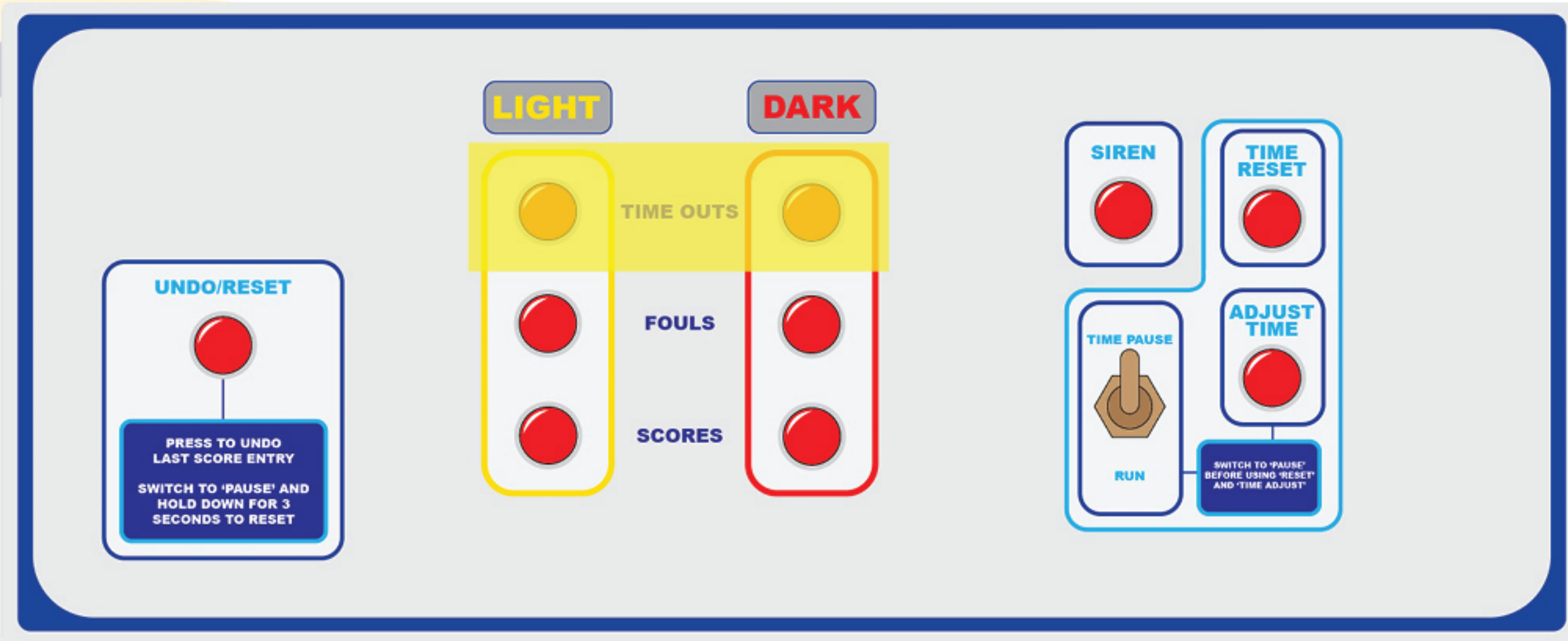
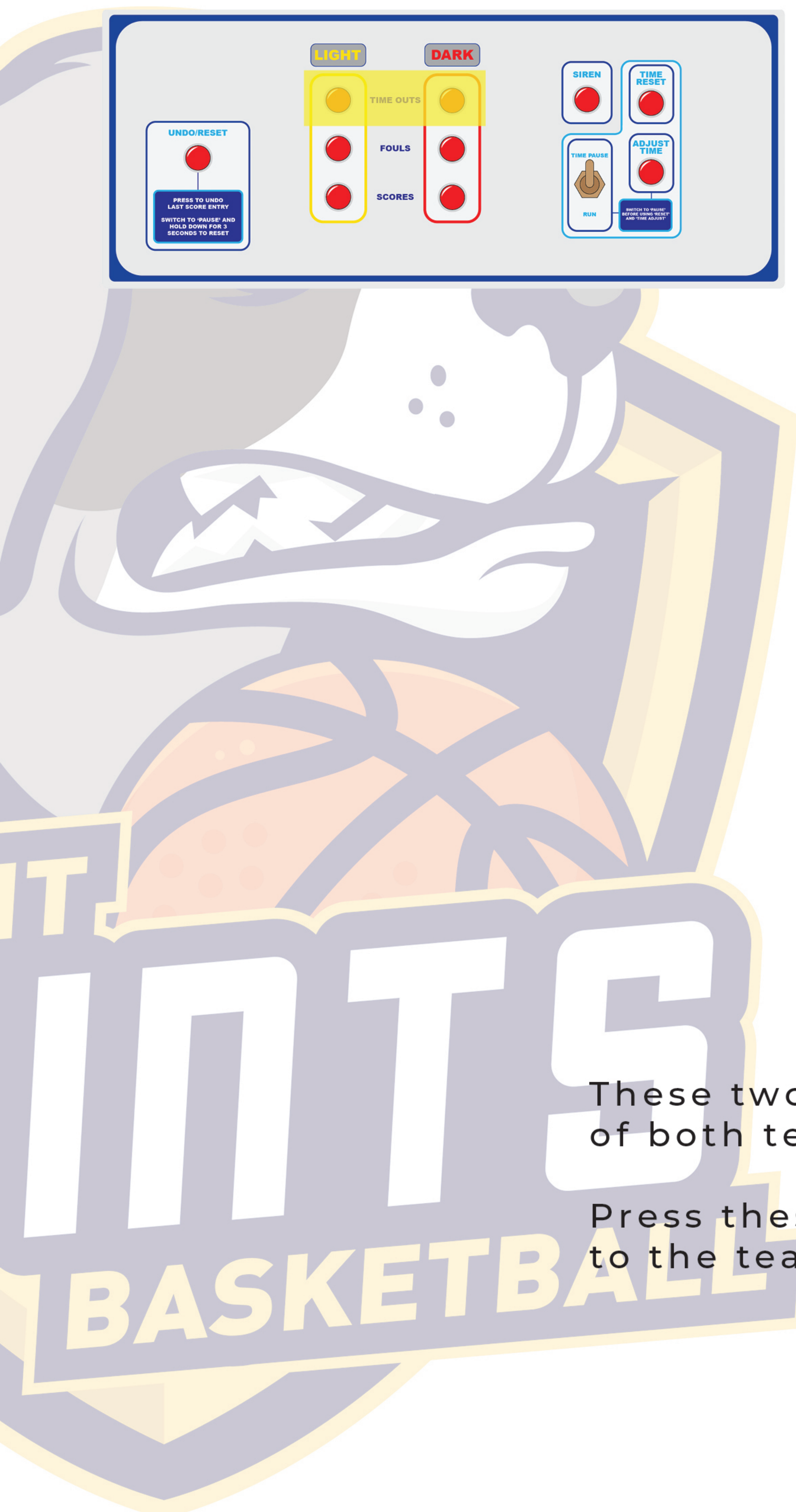
These two buttons are used to **control the fouls** of both teams, corresponding to their groups.

Press these buttons **once to add 1 Foul** to the team.

To **reset fouls at halftime**, you can **either**:

- Continue pressing the button until it hits 9 fouls, then once more to automatically reset to 0
- Add 1 more foul, then use the Undo/Reset button (see pg. 29 for details) to go back down to 0

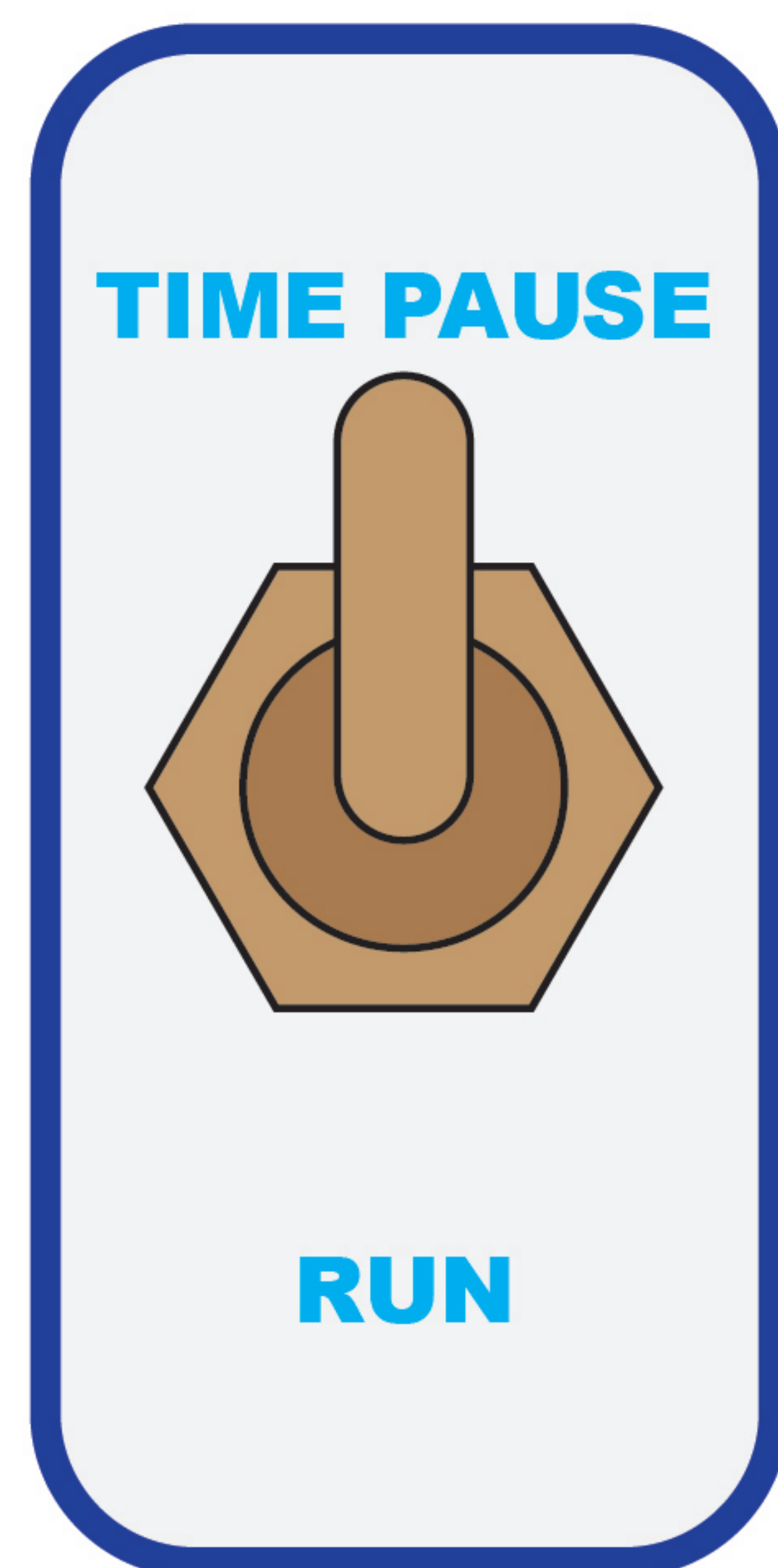
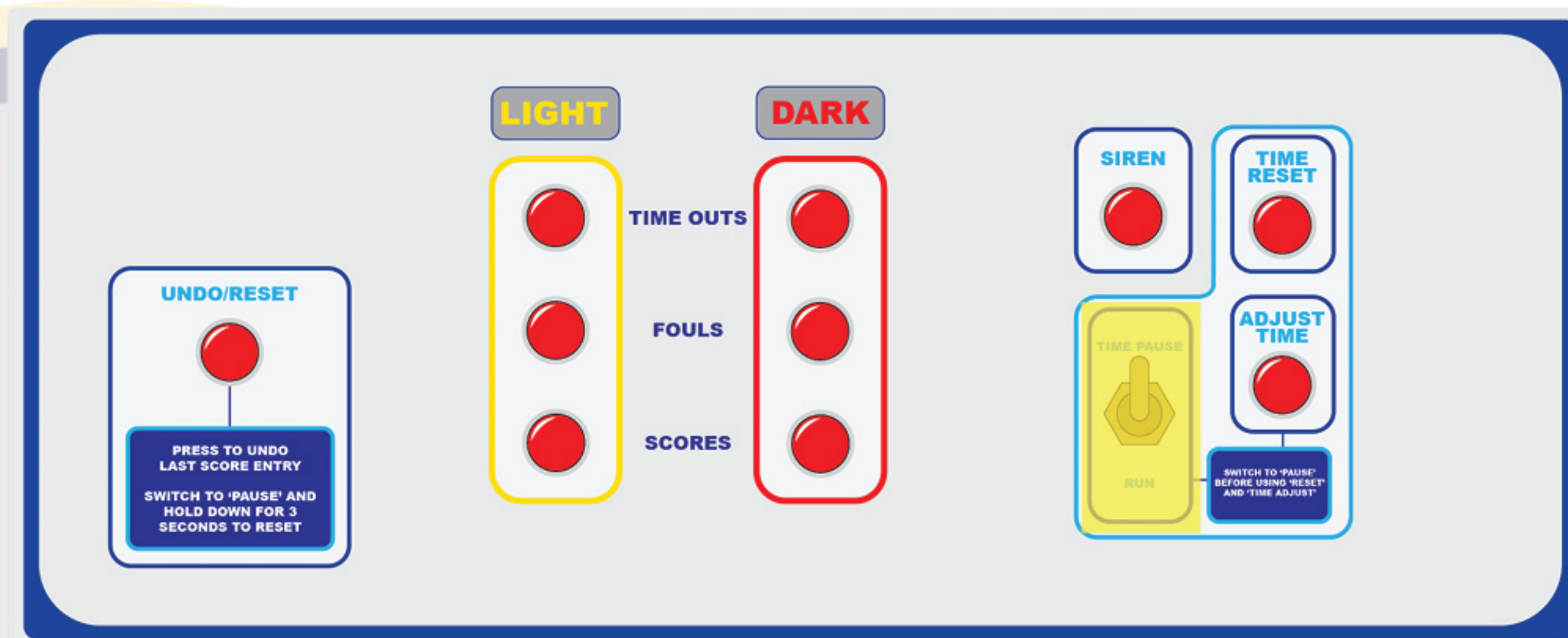




These two buttons are used to **control the time-outs** of both teams, corresponding to their groups.

Press these buttons **once to add 1 Time-Out** to the team.

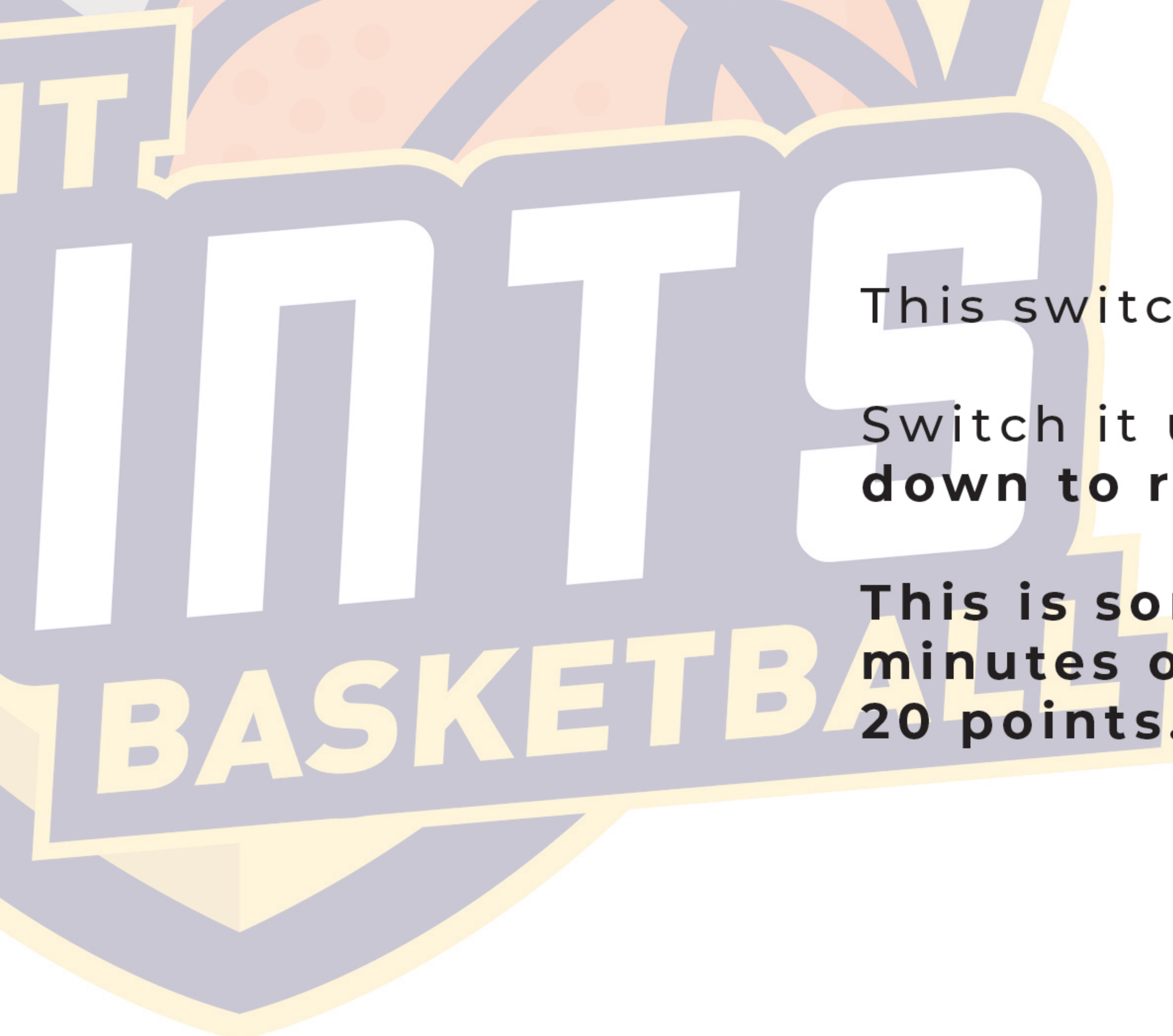




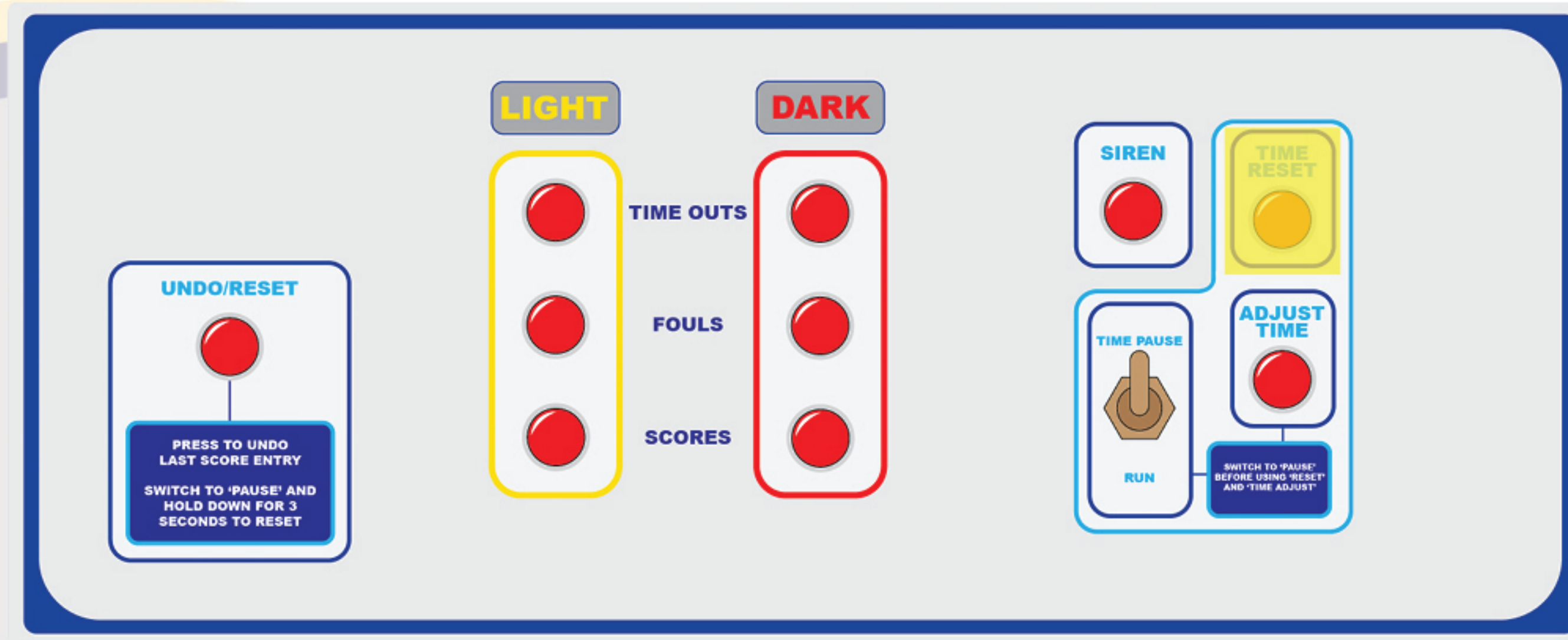
This switch is used to **run and pause the game clock.**

Switch it **up to pause** the time, and switch it **down to run.**

This is something to be done only in the last two minutes of the game, if the score margin is within 20 points.







**For this button to function, the time must be paused.**

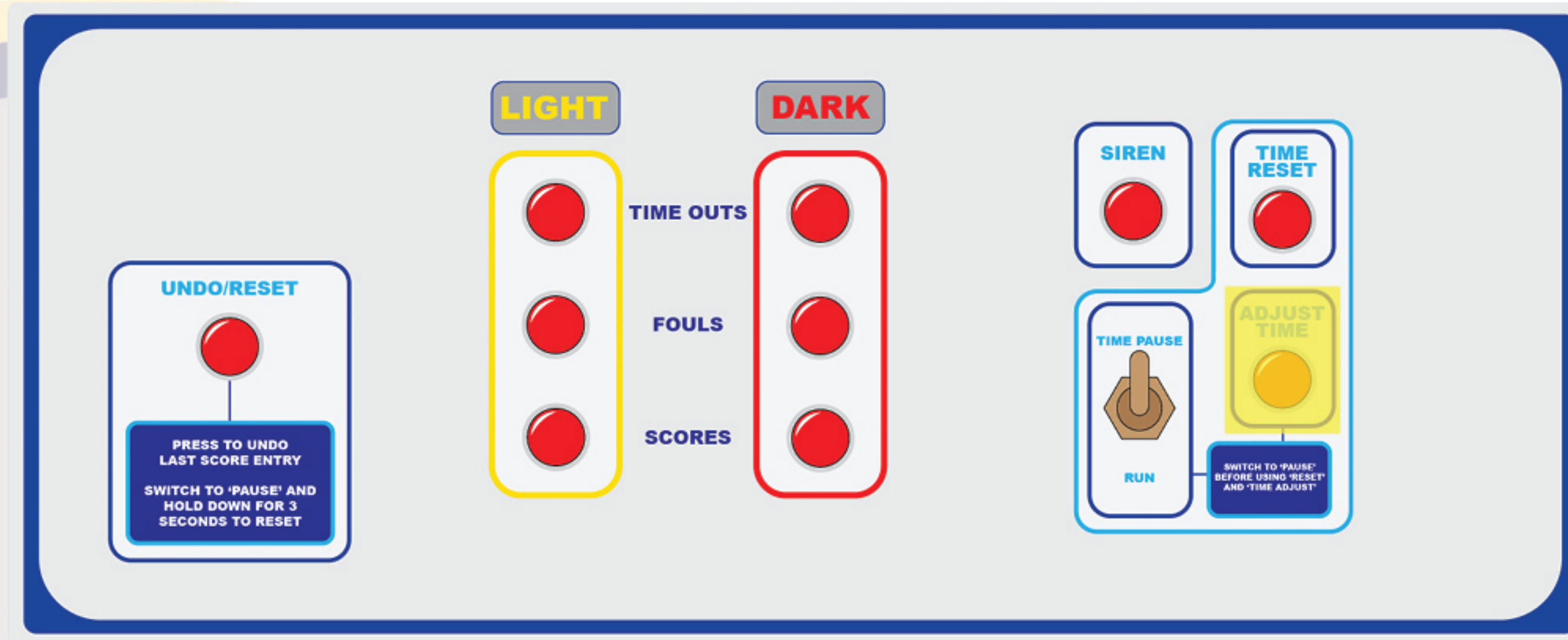
**This button is used to add time back onto the clock.**

**Press this button once to add 20:00, twice for 40:00, or three times for 60:00 minutes to the time.**

**For club games, you will need to add 40:00 mins at the end of a half or the end of a game. Then, see next page to further adjust the time.**







**For this button to function, the time must be paused.**

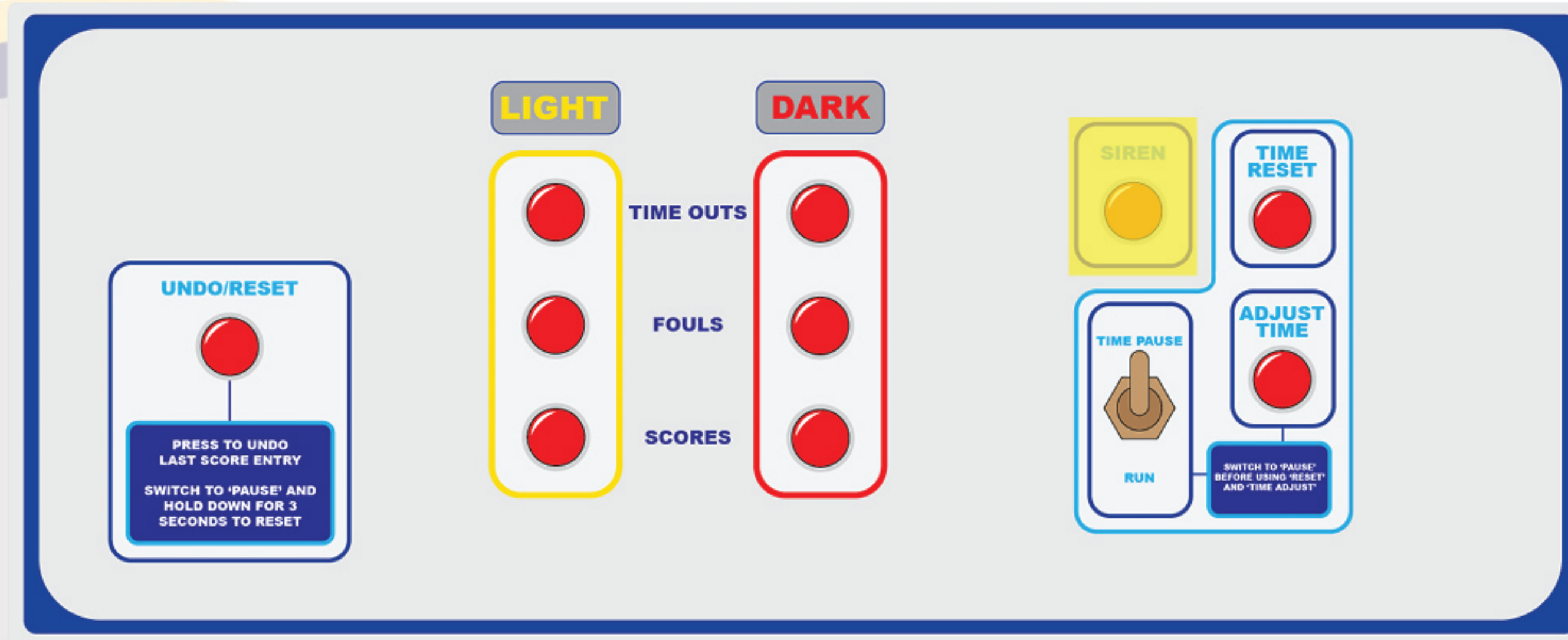
**This button is used to adjust the time on the clock.**

**Press this button once to take away 1 minute from the time.**

**For club games, you will need to adjust the time to equal 23:00 mins at the end of a half or the end of a game.**

**Referees will start the game when the clock equals 20:00 mins, giving teams either a 3-min halftime break or 3-min warm-up period.**





This button will activate the Siren used so the scorebench can grab the attention of the referees of the game.

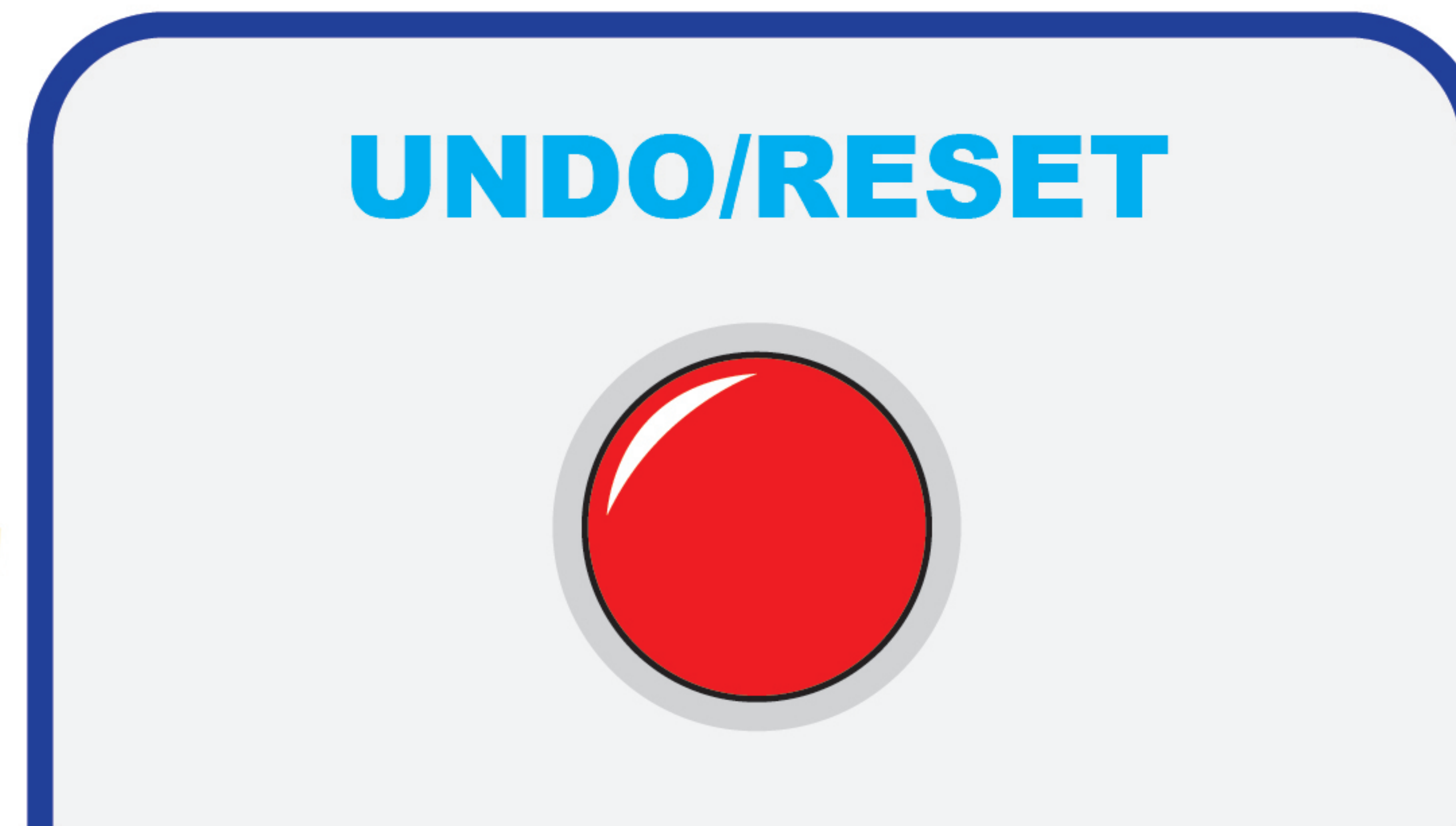
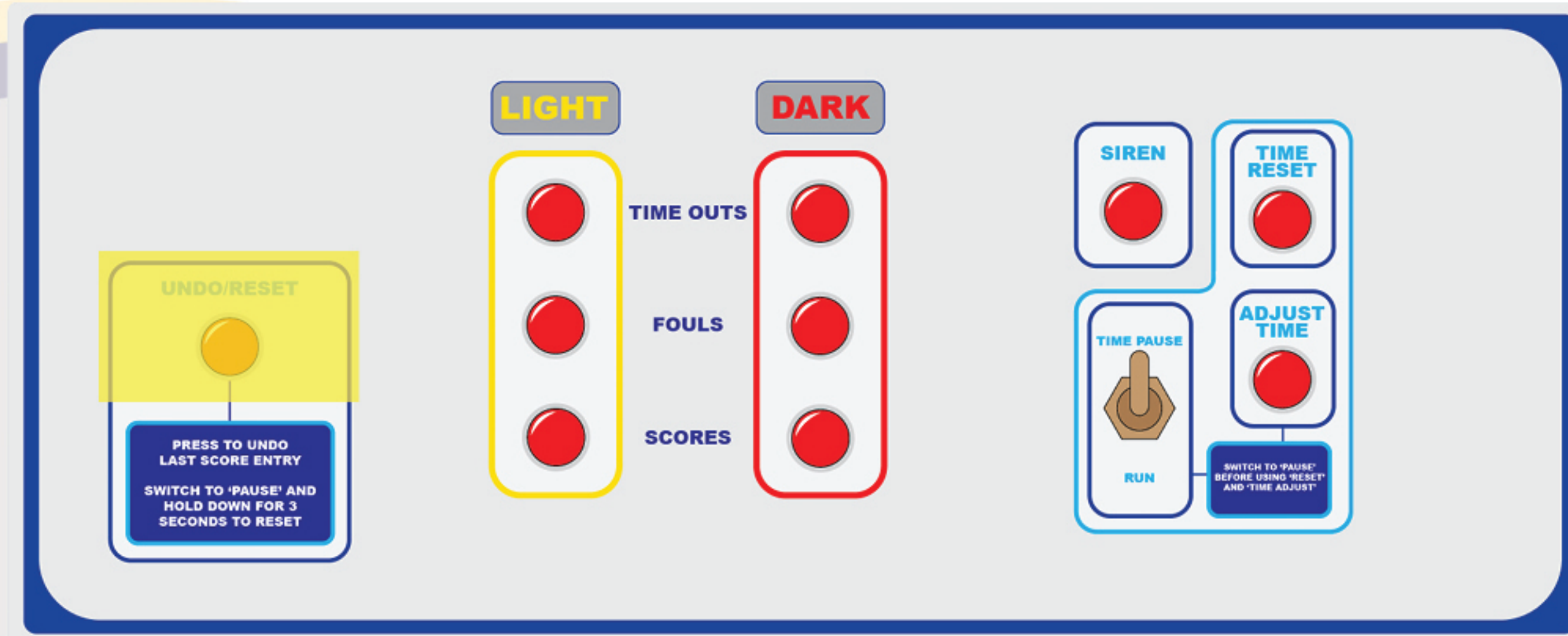
You may use this button to **indicate to the refs that a team would like a Substitution, Time-Out or if there is a problem at the bench you need help with solving.**

**Substitutions may be called on any whistle. In the last 2 mins of the game, after a basket is made the team inbounding the ball may call in a substitution.**

**Time-Outs can be called on a whistle, or if one team scores and the team inbounding the ball afterwards requests it.**

**A team who scores cannot request a Time-Out immediately after their made-basket.**





This button is for any mistakes made on the scoreboard (eg. adding too many points, foul to incorrect team, etc.)

This button will **undo your last entry made onto the scoreboard.**

If you made a mistake and realised after entering in other actions, simply press the button you made the mistake with, so it becomes the last entry, then press this button twice.

To **reset the entire scoreboard, hold down this button for 5 secs.** You will need to do this at the end of the game.





## TABLET SCORING

The following pages will take you through the key actions you will need to perform when working the iPad/Samsung Tablets for online scoring.





**Southern Districts Court 1** Start P1 Clock Edit Clock Referee Actions

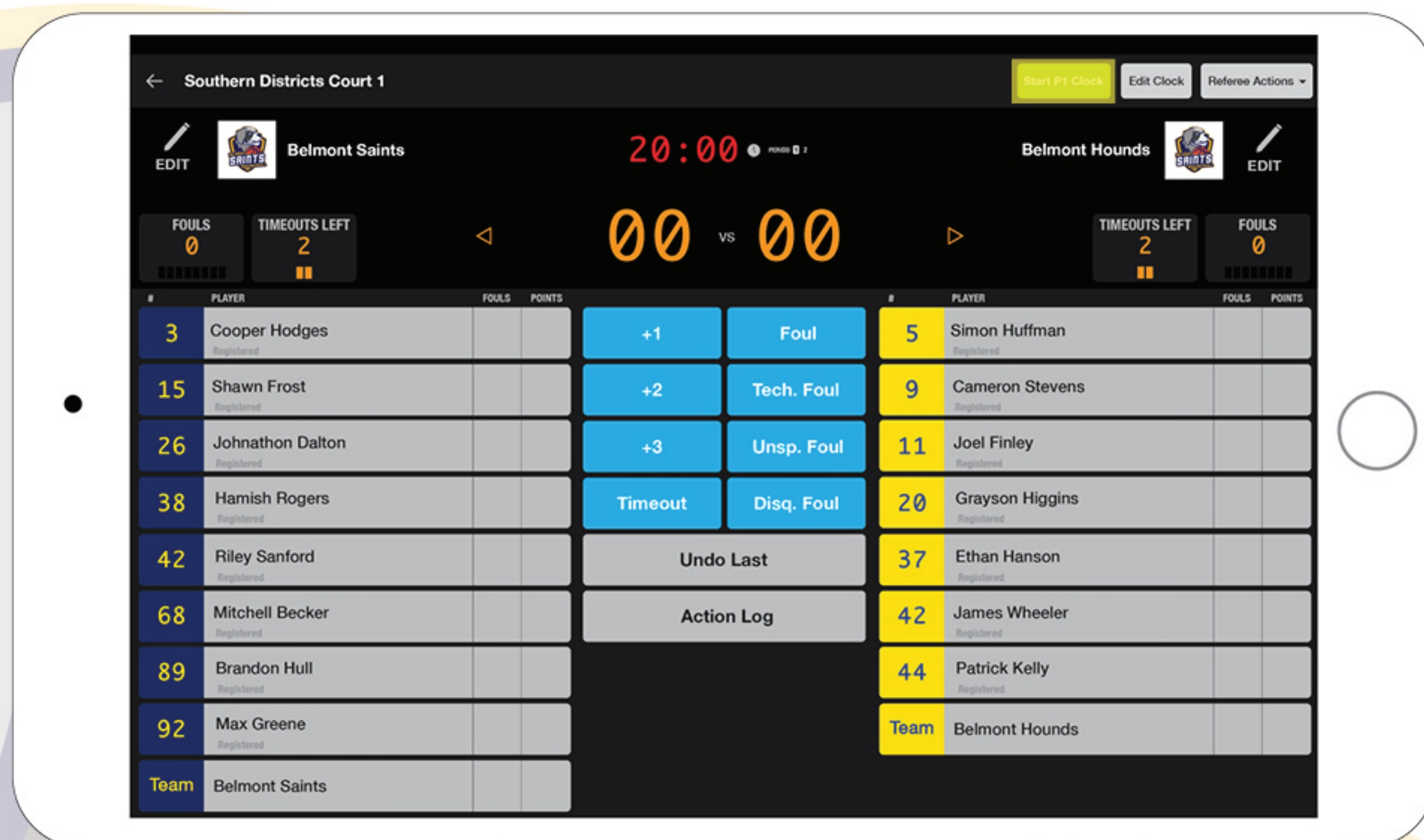
**Belmont Saints** 20:00 PERIOD 2 **Belmont Hounds**

**FOULS** 0 **TIMEOUTS LEFT** 2 **00** vs **00** **TIMEOUTS LEFT** 2 **FOULS** 0

#	PLAYER	FOULS	POINTS			#	PLAYER	FOULS	POINTS
3	Cooper Hodges <small>Registered</small>			+1	Foul	5	Simon Huffman <small>Registered</small>		
15	Shawn Frost <small>Registered</small>			+2	Tech. Foul	9	Cameron Stevens <small>Registered</small>		
26	Johnathon Dalton <small>Registered</small>			+3	Unsp. Foul	11	Joel Finley <small>Registered</small>		
38	Hamish Rogers <small>Registered</small>			Timeout	Disq. Foul	20	Grayson Higgins <small>Registered</small>		
42	Riley Sanford <small>Registered</small>			Undo Last		37	Ethan Hanson <small>Registered</small>		
68	Mitchell Becker <small>Registered</small>			Action Log		42	James Wheeler <small>Registered</small>		
89	Brandon Hull <small>Registered</small>					44	Patrick Kelly <small>Registered</small>		
92	Max Greene <small>Registered</small>					Team	Belmont Hounds		
Team	Belmont Saints								

This is the user interface of the Tablet online scoring system used at Southern Districts.





## Start P1 Clock

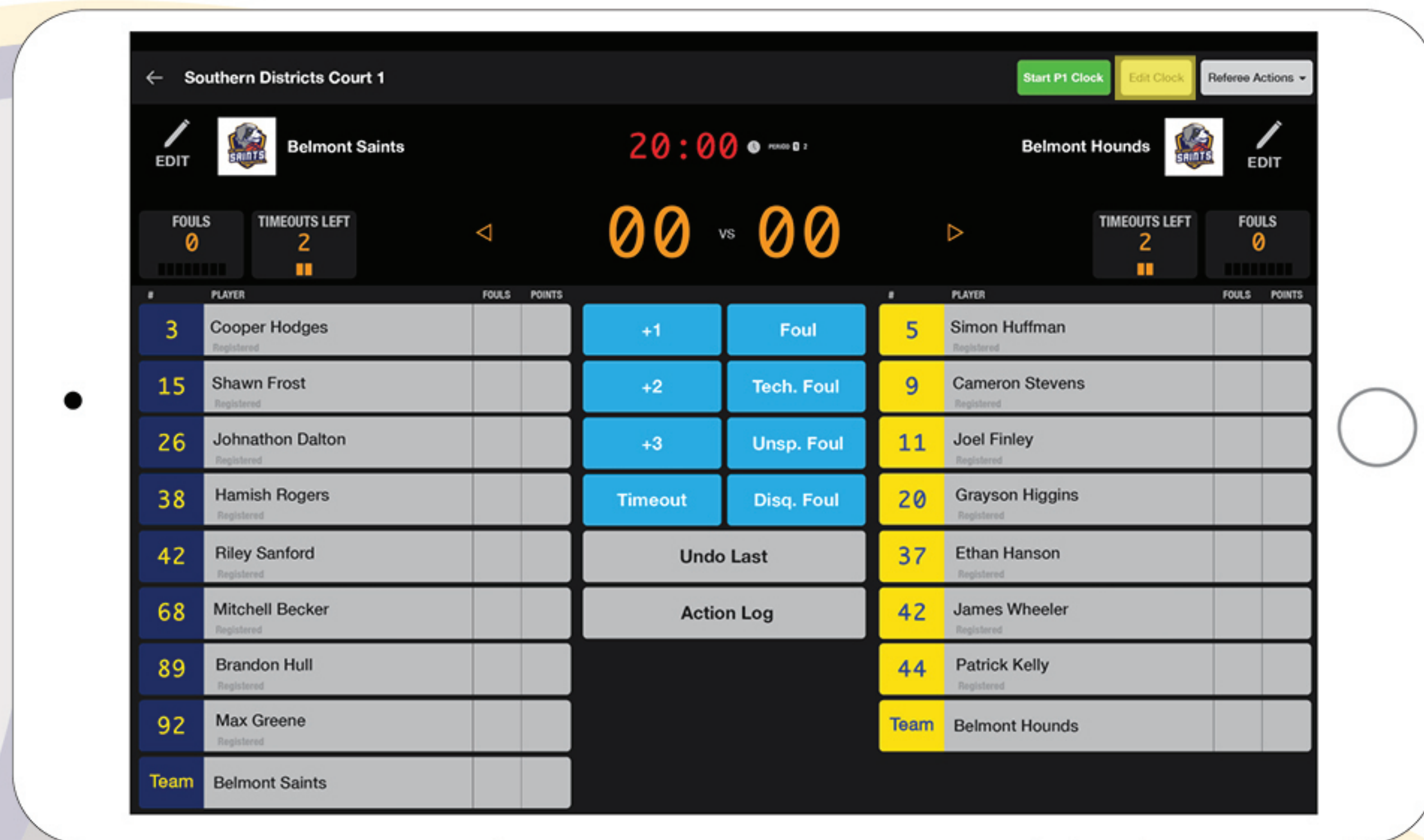
**No action can be added to the Tablet unless the clock is running.**

Press this button to run the clock, when it's running, this button will turn red.

Try and **keep the clock running as closely to the game clock on the scoreboard as possible**, this helps the referees with any scoreboard issues should they arise.

**Please also remember to start the clock at the beginning of the second half of the game.**





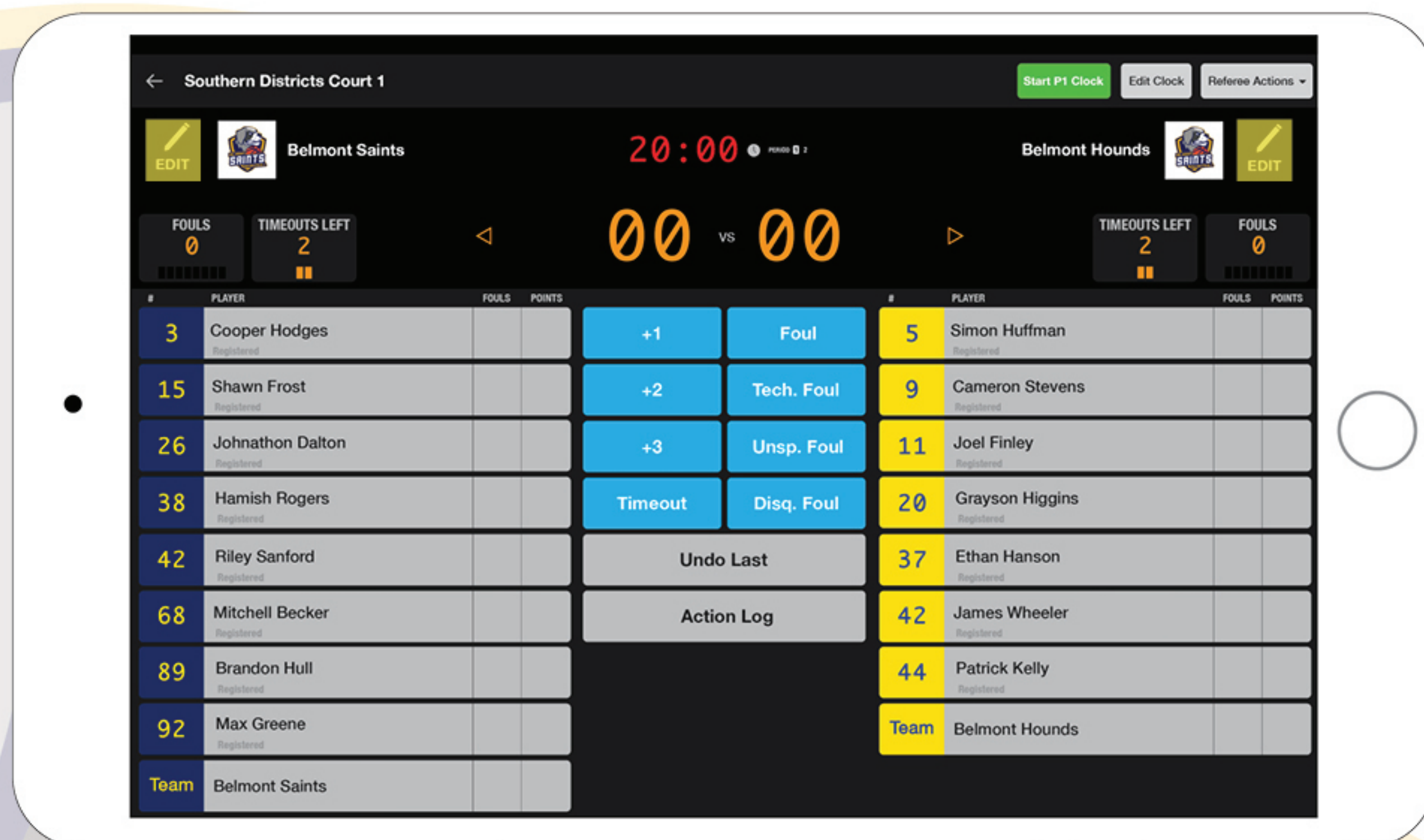
## Edit Clock

Press this button to **edit the clock**, if the time on the Tablet clock does not match that of the scoreboard.

You can use this button to **set the clock to specific amounts of time if needed using the sliders**, or using the two buttons **“Set to 0”** or **“Set to 20:00”**.







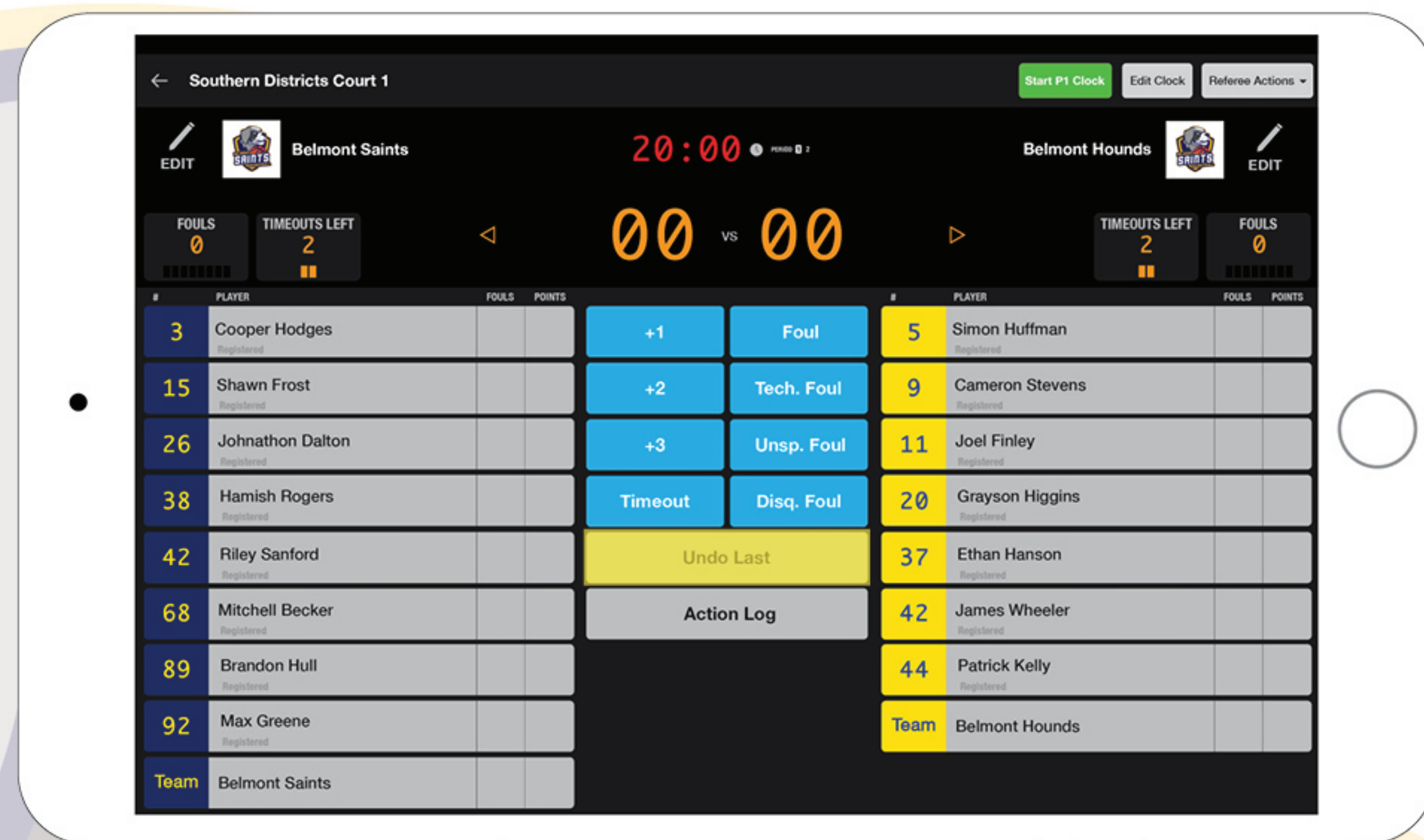
Press this button to **add or remove players within a team from the game**. Players who are registered to play will appear in this menu.

Players playing will appear on the right of the next screen, and additional players of the team will appear on the left. To change their playing status, tap their name and they will move to the other list respectively.

To change a player's number, **tap on their number itself and enter in the new number**. This can only be done if that player is listed to play the current game.

If a player's name does not appear on the tablet who is present to play, notify a Referee Supervisor or Court Controller immediately.



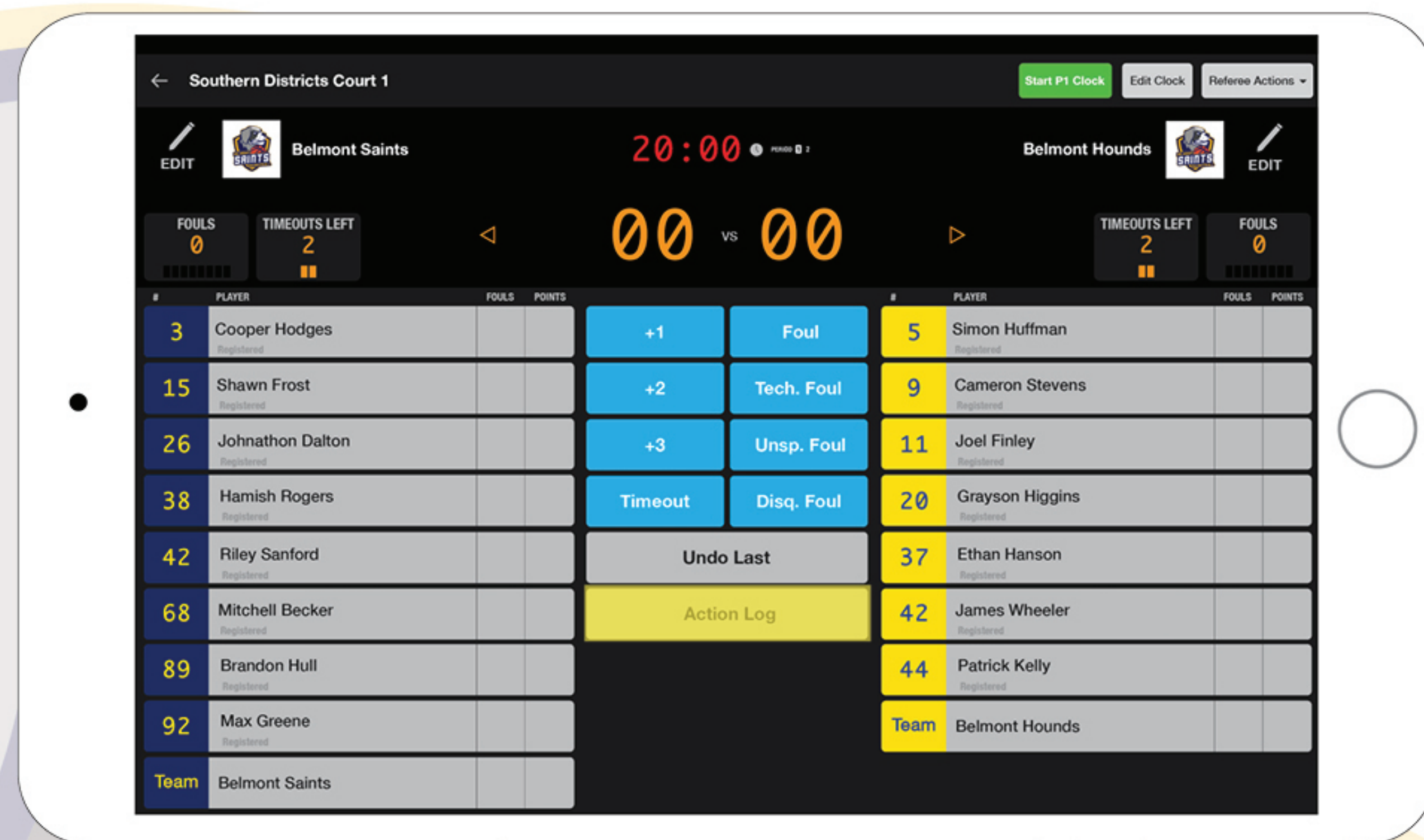


## Undo Last

Press this button to **undo your last entry** if a mistake is made.





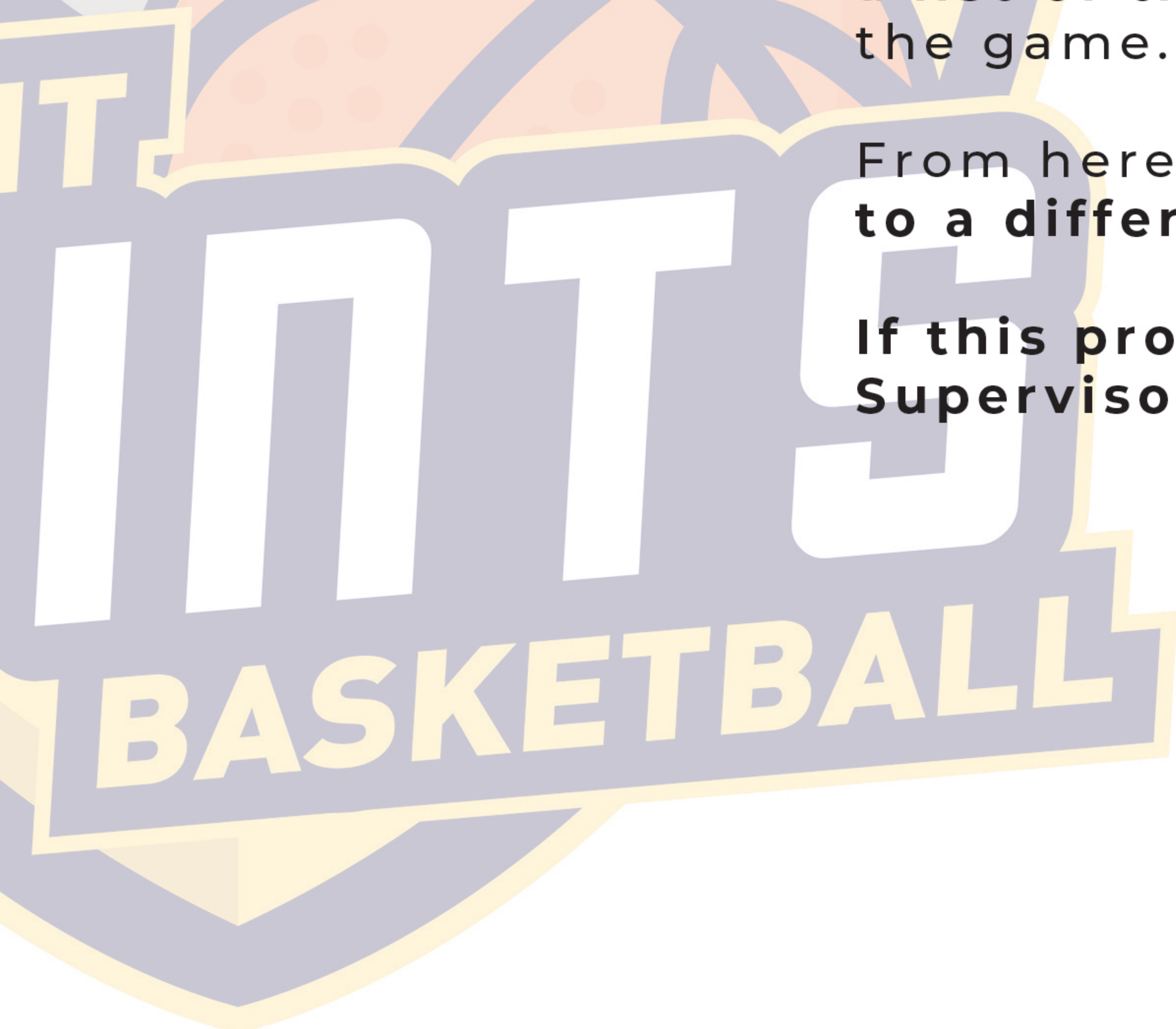


## Action Log

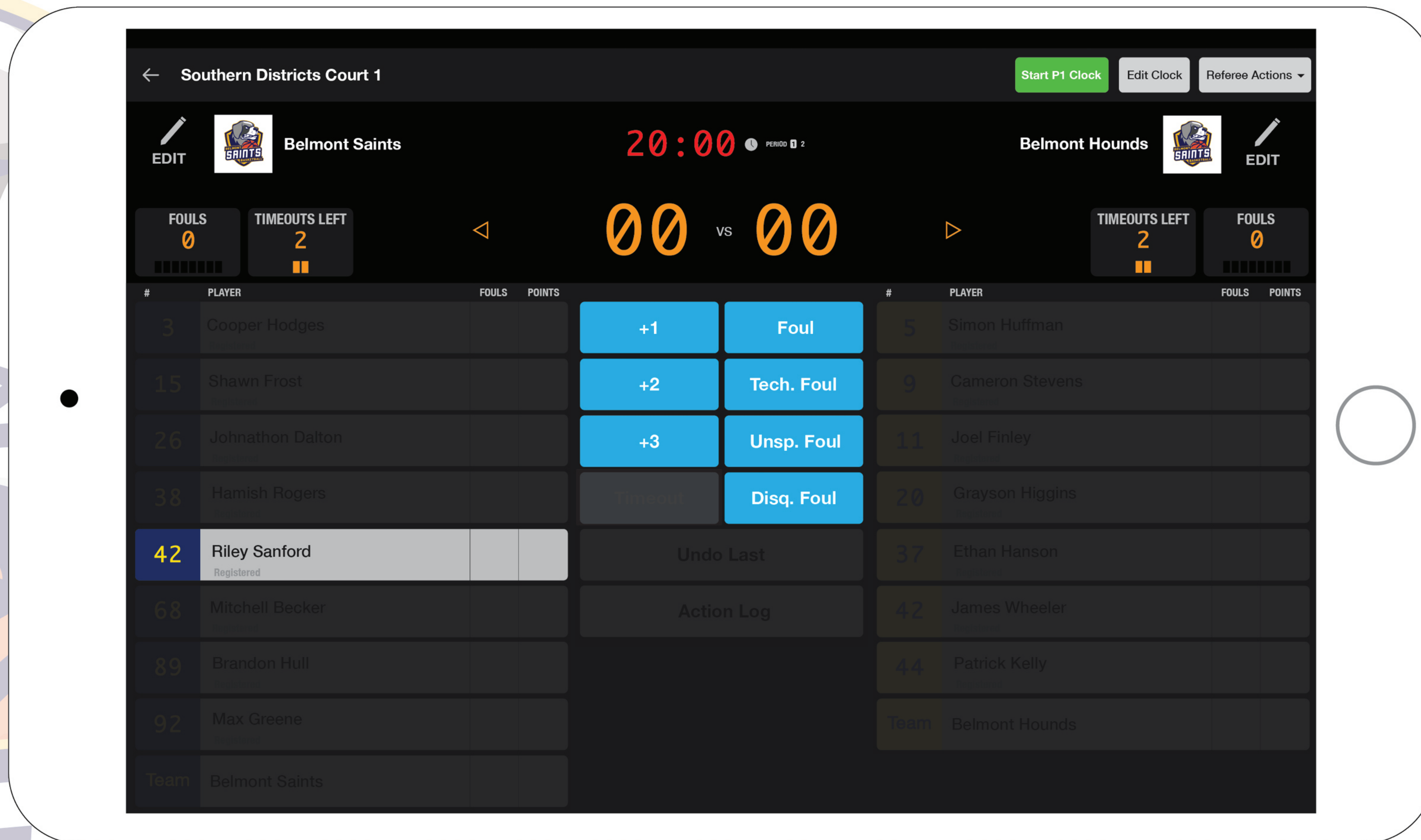
Press this button to **open up the Action Log**, which is a **list of the actions you have entered** in throughout the game.

From here, **select an action to change it, re-assign it to a different player, or delete it entirely.**

**If this proves to be difficult, consult with a Referee Supervisor or Court Controller as soon as possible.**



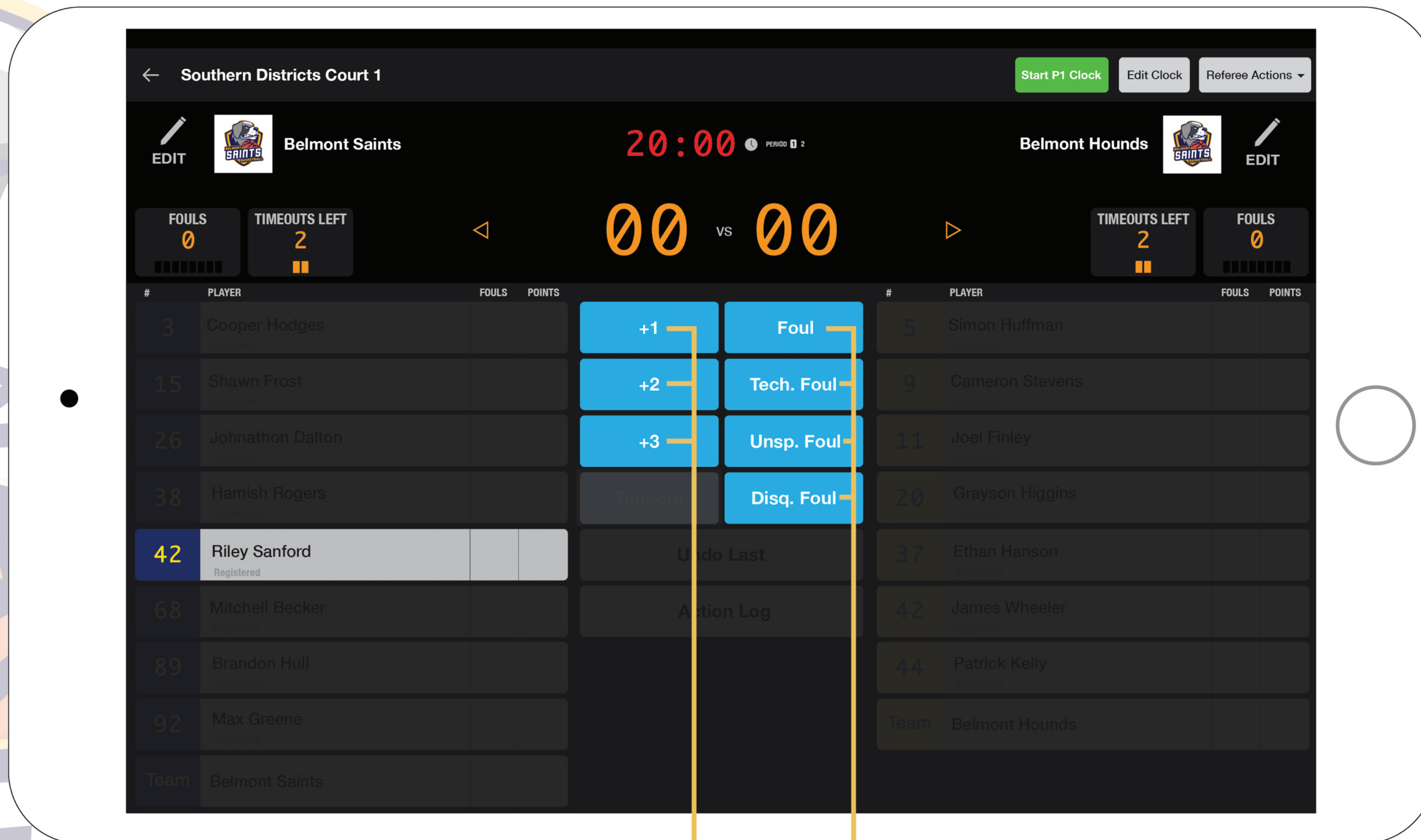




**No action can be added to the Tablet unless the clock is running.**

To add an action to a Player, **first you must select the Player which the action applies to**, once this is done the **Player's name will be highlighted, and the selectable actions.**





**Points:**

Please pay attention to the referees and their signals to properly identify and record the worth of a basket.

See pg. 5 for further details.

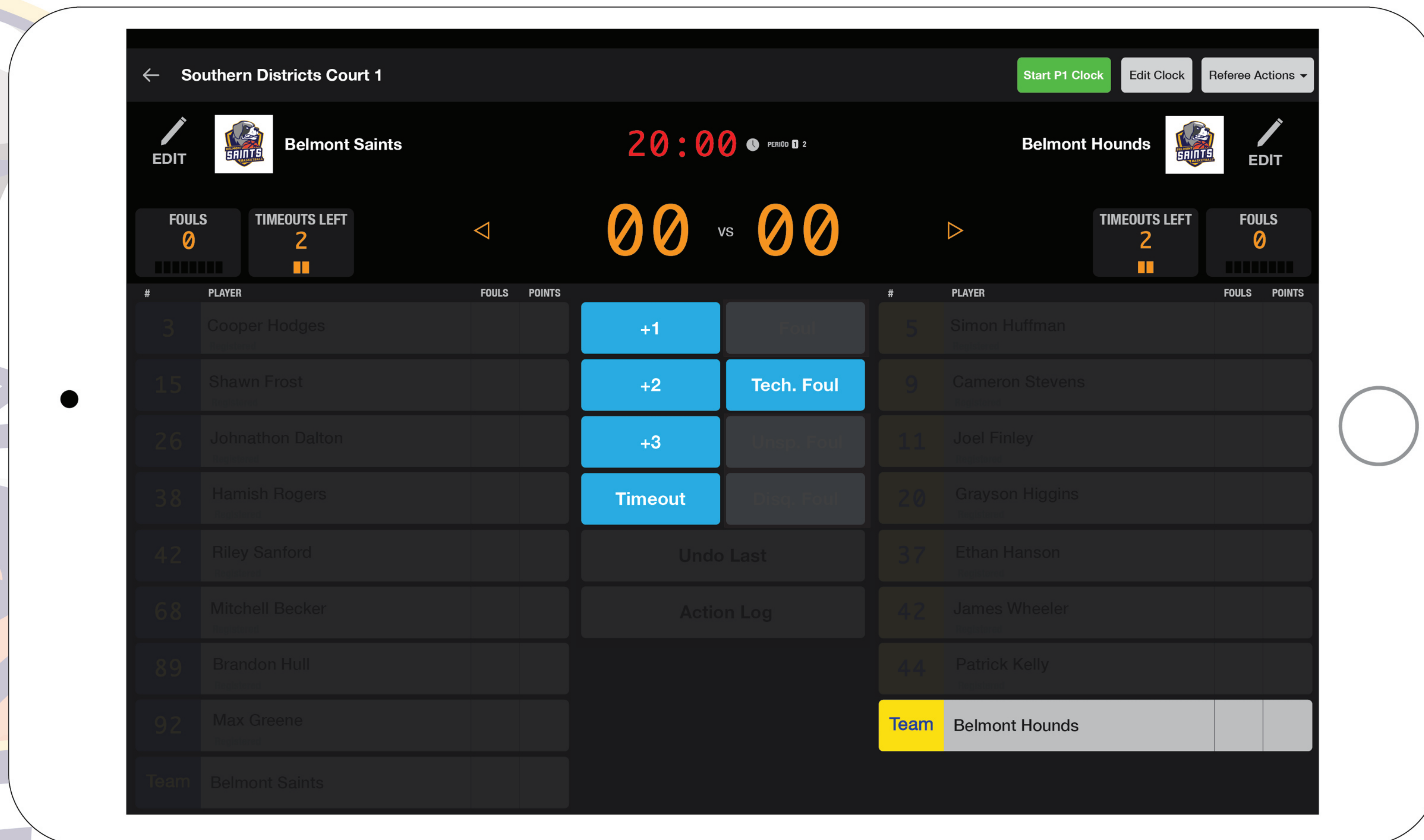
**Fouls:**

For regular fouls, please use the 'Foul' button.

The three remaining buttons are for Technical, Unsportsmanlike & Disqualifying fouls, referees will identify these for you.







**No action can be added to the Tablet unless the clock is running.**

**To add an action to a Team, first you must select the Team which the action applies to, once this is done the Team's name will be highlighted, and the selectable actions.**





## **PROBLEMS OR ISSUES**

If you have any problems or issues when on scorebench, or need any further clarification on anything, please do not hesitate to get in touch with us or Southern Districts.

If an immediate problem, consult with a Southern Districts Referee, Referee Supervisor or Court Controller.



