24 SECOND CLOCK OPERATOR

The 24-second operator shall be provided with a 24-second device and operate it so that it shall be:

Started or restarted as soon as a player gains <u>control</u> of a live ball on the court.

Stopped and reset to twenty-four (24) seconds as soon as:
- ➢ A shot for a field goal <u>enters the basket</u>.
- ➢ A shot for a field goal <u>touches the ring</u>.
- ➢ The game is stopped because of an action(s) connected with the opposing team in control of the ball.

Stopped and reset to fourteen (14) seconds as soon as:
- ➢ An official blows his whistle for **a foul or a defensive violation** in **the front court** and the remaining shot clock is **under 14 seconds**, but <u>not for an out-of-bounds when the offensive team that previously had control of the ball is awarded a throw-in</u> (i.e. tipped out by an defensive player.)

When a shot for a field goal is attempted near the end of the 24-second period and the signal sounds while the ball is in the air after leaving the player's hand(s) on the shot for a field goal:
- ❍ If the ball enters the basket, the goal shall count
- ❍ If the ball <u>touches the ring</u> but does not enter the basket, the ball shall remain live. No violation has occurred and play shall continue without interruption (i.e. If it's air ball, then it's a violation.)

Reset to twenty-four (24) seconds **and restarted** as soon as an opponent <u>gains control</u> of the live ball on the court.
**The mere touching of the ball by an opponent does not start a new 24-second period if the same team remains <u>in control</u> of the ball.

Stopped but <u>not reset</u> to twenty-four (24) seconds or fourteen (14) seconds, when <u>the same team</u> that previously had control of the ball (i.e. offensive team) is awarded a throw-in as a result of:
- ➢ The ball having gone out-of-bounds.
- ➢ A double foul.
- ➢ The game being stopped for any reason attributable to the team in control of the ball (i.e. offensive team).
- ➢ A foul or a defensive violation **in the back court, or in the front court and the remaining shot clock is <u>14 seconds and up</u>**.

Stopped and not operational, i.e. no display visible, when a team gains control of the ball, and there are less than 24 seconds remaining on the **game clock** in any period or extra period.

TIPS:
- • ***Stop 24 second clock with all whistles. However, don't reset immediately. Wait until referee indicates either foul or change of possession.***
- • ***Referee will indicate to reset the 24 second clock by raising his hand and twirling his index finger.***

BC wheelchair basketball

SCORE SHEET

Prior to the start of the game the **Team Names**, **Date**, **Player's Names**, **Uniform numbers, and classification** must be filled out. Use the team lists provided at the scorers table, but have each team manager or coach check the sheet for accuracy prior to each game.

[SCORES]
The Scorer shall keep a chronological running summary of points scored and shall record the field goals and the free throws made.
- First, fill out the running score in the middle of the score sheet so whenever you look at this running score you can see what the actual score is – ie 5 to 10 would look something like this:

VISITORS	2	-	-	4	-	-	5	-								
HOME	-	2	4	-	6	8	-	10								

- Second, mark down how many points the individual player has just scored beside their name (2 per regular basket, 3 pointer, ○ for an attempted foul shot or 1 indicated by a filled in circle ● for a made foul shot)

The running score has TOP PRIORITY and is important because if there is any confusion about the score on the score board the running score will be used for a reference.

[FOULS]
- Individual Fouls: Put a mark beside the players name in the designated spot that marks how many fouls the player has for the game. (Use a different mark for each quarter ie \, /, O, X - Record the quarter the foul was given and then raise the sheet (numbered 1 – 5 at the table) to indicate how many fouls this player has. Once the player has reached five (5) fouls, inform the referee that the player has fouled out of the game.
- Team Fouls: Mark the team fouls when the foul is committed as well. A team is in a team foul penalty situation when it has committed five (5) team fouls in a quarter as a result of personal or technical fouls charged against any player of that team. – please inform the referee at 5 fouls as the opposing team will be in bonus and shoot two free throws for each foul. (The team fouls are RESET every quarter)
- If a personal foul is committed by a player of the team in control of the live ball (offensive foul), such a foul shall not be penalised by two free throws even after 5 team fouls

[Timeouts]
- Five (5) charged time-outs may be granted to each team during normal playing time, two (2) charged time-outs anytime during the first half (1st and 2nd periods) and three (3) charged time-outs any time during the second half (3rd and 4th periods). The time-out rules for overtime are unchanged.
- In the event that the game goes into extra quarters each team will get 1 timeout during each extra quarter.
- Check off the boxes on the score sheet to keep track the timeouts per team.

[End of the Game]
- Add up each players total points and put them beside the players names
- Mark down the name of the winning team in the box provided
- Add up the all the points and put the total at the bottom
- Have each scorekeeper and referee sign the master score sheet
- Give a copy of the score sheet to each team.

BC wheelchair basketball

CLOCK OPERATOR

Every clock is different. Please familiarize yourself with the clock operation upon arrival to the gym.

The **Clock** should keep track of:
- Score
- Time left in the game
- Quarter being played (ie 3rd)
- Number of Team Fouls per quarter
- Whether a team is in Bonus

- In wheelchair basketball there are <u>4 x 10 minute quarters</u>
- <u>Time-outs</u> should be timed for <u>1 minute</u> and then you buzz the horn at 50 sec.
- When starting and stopping the clock, look for the referees hand to drop before starting the clock. The clock is started <u>when a player on the court touches it after being in-bounded</u> – not when the player on the side line throws it in.
- Please note that in the <u>last 2 minutes of the 4th quarter – the clock is stopped immediately after every basket made.</u>
- <u>Half time</u> will be 5-10 minutes depending on if we are late or on-time…. (check with the refs)
- In the event of a tie, 5 minute overtime will be played until a winner is determined
- After each game is finished start the clock to show when the next game will start according to the schedule so teams know how much time they have to warm-up. This will help keep the tournament running on time.

Substitutions:
- Substitutions are possible <u>when the ball is dead</u> and the game clock is stopped or <u>when a field goal is scored in</u> **the last 2 minutes of the 4th quarter** or **overtime** for the **non-scoring team (i.e. the team who is requesting substitutions is inbounding.)**
- All substitutes must report to the scores table before entering the game (ie time out situations).

Time-Outs:
Please buzz the horn to inform the referee that a time-out has been called in the following situations.
- <u>the ball becomes dead</u> and the game clock is stopped and <u>the official has ended his communication with the scores table</u>
- <u>for the non-scoring team</u>, if a field goal is scored. <u>(i.e. the team who is requesting a timeout is inbounding.)</u>

Time outs shall be **one minute** in length and then the horn should buzz.
Unused timeouts in the first half CANNOT be carried over.