

# Instructions for Basketball Table Officials

## Scorer:

### Pregame

- 15 mins before game time: have scorebook, game ball and AP Arrow
- 10 mins before game time lineups & starters

### During game

- record running score first then for player
- verify score and fouls on game clock
- all fouls contribute to team total for bonus
- player technicals are one of 5 for DQ.
- record coach/player number for timeouts
- inform officials: on 7<sup>th</sup> and 10<sup>th</sup> team fouls
- inform officials on player's 5<sup>th</sup> foul or 2<sup>nd</sup> T
- inform officials if a coach requests a timeout to correct timing/AP Arrow/scorebook problem

### Intermissions

- compare player totals with progressive score
- draw a line under progressive score

### Half Time

- 'box-in' player fouls
- record which team has AP arrow
- stay at the table with the scorebook

### Overtimes

- extension of 4<sup>th</sup> quarter
- add one 60-second timeout per team

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### Possession Arrow:

- must be at table
- always points direction of play

### Setting the first one

- point in direction of team **not** gaining possession after the jump

### During game

- put hand on arrow when official signals held ball
- reverse direction when ball is touched by any player on the floor after throw-in

### Beginning of each quarter

- reverse direction when ball is touched by any player on the floor after throw-in

### Half Time

- reverse direction after 1<sup>st</sup> half has ended

# Instructions for Basketball Table Officials

## Timer:

- have a device for timing the timeouts
- **every horn should last for a count of 3**

## Pregame

- 15 mins before game time start the clock
- 3 mins before game time, blow horn 3 times
- 15 secs before game time, blow horn once

## During game

- each period is 8 minutes
- start clock when official signals start the clock
- stop clock when official's whistle blows

## Time Outs

- start time when official instructs
- warning horns:
  - 60-sec TO: after 45 secs and 60 secs
  - 30-sec TO: after 20 secs and 30 secs

## Injury or DQ replacement

- the same as a 30-sec timeout

## Between 1st & 2nd and 3rd & 4th and OTs

- the same as a 60-sec timeout

## Half Time

- 10 minutes
- warning horns the same as pre-game

## Substitutions

### 1. on throw-ins

- blow horn if:
  - sub is at the table
  - clock is stopped
  - thrower-in does not have ball

### 2. on free throws

- blow horn if free thrower does not have ball:
  - before 1<sup>st</sup> of 1 & 1 free throws
  - before last of 2 or 3 shot free throws
  - after last if free throw is made

### 3. Between 1<sup>st</sup> & 2<sup>nd</sup> and 3<sup>rd</sup> & 4<sup>th</sup> and OTs

- blow horn:
  - when player reports
  - if before 15-sec warning horn

## Score and team fouls

- compare with scorer frequently
- do not show more than 10 team fouls

## Overtimes

- time is 4 minutes