

Metro Basketball Association

2022 Score Keeper Clinic

Joel Leger
Minor Score Keeper
Assignor



Welcome

- Who is Halifax Metro Basketball Association ?
- Who is a Score Keeper?
- Why are we here today ?
- How long are we here today?
- Is there an exam/test at the end?



Communication

Your e-mail

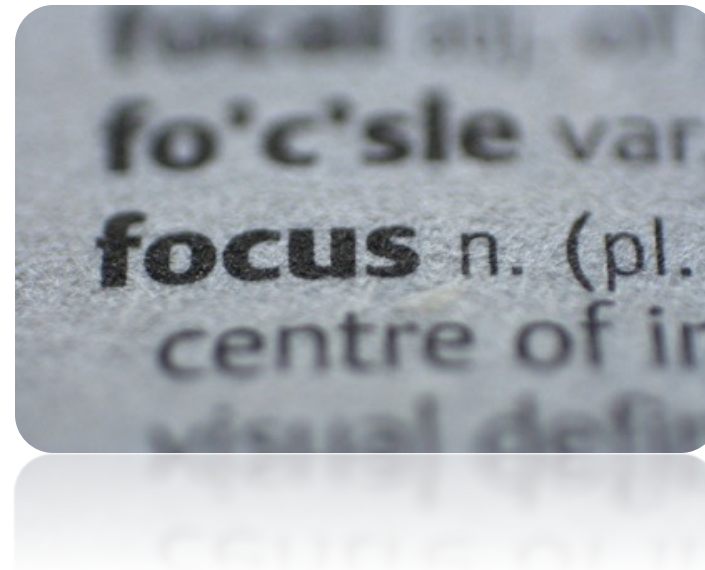
Your phone number



House Rules



House Rules



Rule # 1

- You are an employee of this league.
- You are a Minor official, part of the officiating team alongside the Referees.
- You are human.
- You will make mistakes.
- You do not deserve to be shouted at or to be told you are terrible at what you do.
- That does not mean it won't happen.
- Abuse of officials will not be tolerated.
- Rule # 1keep your composure at all times
-and ALWAYS be Professional!!





Rule # 2

- The major complaint about Scorekeepers is that they pay more attention to their cell /mobile devices than to the game.
- Biggest issue Texting.
- Mobile/Cell Phone Usage
- If you must use your mobile device, do so in between games or at halftime only AND **Away From The Score Table**.
- This includes: Phone calls, Texting, Face book, Tweeting, Web Browsing, etc.
- Only Exception – Call to Joel or Chris for immediate MBA Rule clarification or major issue affecting the game.





Rule # 3

In Short

Be Professional

Look Professional

Act Professional



How Much Money Do You Make?

- U10, U12 and U14 Boys and Girls games
 - \$17.00 per game
- U16 and U18 Boys and Girls games
 - \$19.00 per game



OUR SCORE KEEPERS ARE

- Extremely important to our league
- Timers
- Rules Official
- Game Official
- Data Entry Clerk
- Incident Reporter



U10

- U10 is a Developmental Division.
- Games are composed of ten (10) three (3) minute 30 second stop time shifts with a 2 minute half time.
- 4 players required to start the game
- Must have 6 players by the 5th shift
- Players line up in front of scorer's table, score keeper records their numbers on shift sheet.
- No player can play more than 1 more shift than any other player on their team.
- No player may play more than 7 shifts in a game
- If a player is substituted due to injury etc during a shift where more than 1 minute has expired on the score clock, both players are charged with a shift.
- If a player is substituted during a shift where less than 1 minute has expired on the score clock, the oncoming player does NOT get charged with a shift.





U10 Shifts

6 PLAYERS -	4 PLAYERS WITH 7 SHIFTS AND 2 PLAYERS WITH 6
7 PLAYERS -	5 PLAYERS WITH 6 SHIFTS AND 2 PLAYERS WITH 5
8 PLAYERS -	5 SHIFTS EACH
9 PLAYERS -	4 PLAYERS WITH 5 SHIFTS AND 5 PLAYERS WITH 4
10 PLAYERS -	4 SHIFTS EACH
11 PLAYERS -	7 PLAYER WITH 4 SHIFTS AND 4 PLAYERS WITH 3
12 PLAYERS -	4 PLAYERS WITH 4 SHIFTS AND 8 PLAYERS WITH 3



U12

- THESE GAMES HAVE 8 x 4 MINUTE STOP TIME SHIFTS.
- 5 players required to start the game
- 8 players must be present by the start of the 5th shift
- PLAYERS LINE UP IN FRONT OF THE TABLE AND YOU RECORD THEIR NUMBERS ON THE SHIFT SHEET.
- THE RULE FOR SHIFTS IS: NO PLAYER CAN PLAY MORE THAN 1 MORE SHIFT THAN ANY OTHER PLAYER ON HIS/HER TEAM.
- IF A PLAYER IS SUBSTITUTED FOR DURING A SHIFT FOR ANY REASON, **BOTH PLAYERS ARE CHARGED A SHIFT.**
- No player may play more than 5 shifts in a game.
- THIS COMES INTO PLAY IN THE LAST 2 SHIFTS OF EACH GAME. YOU MUST ADVISE THE COACHES OF POTENTIAL PROBLEMS AND YOU **MUST DELAY THE GAME** TO ENSURE THE CORRECT/ELIGIBLE PLAYERS PLAY.
- THIS RULE DOES NOT INVOLVE REFEREES.
- ADVISE THE COACHES.
- IF NOT RESOLVED MARK ON SCORE SHEET “FORFEIT” AND ADVISE JOEL.



Shift Sheet

MBA U10 / U12 / U14 3+

Official Shift Record

Date: October 17

Time: 9:00 AM

Gym: Park West

Team Name: Bedford Jets

Colour: Red

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1															
2															
3															
4															
5															
6 (U10 & 14 only)															
7 (U10 only)															

Team Name: Sackville Beavers

Colour: Black

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1															
2															
3															
4															
5															
6 (U10 & 14 only)															
7 (U10 only)															



U10/U12: No More than 1 shift difference, maximum 5 shifts for U12 and 7 shifts for U10

How many shifts can a U12 player play when a team has x number of players?

8 Players	5 shifts each
9 Players	4 players with 5 shifts & 5 players with 4
10 Players	4 shifts each
11 Players	7 players with 4 shifts & 4 players with 3
12 Players	4 players with 4 shifts & 8 players with 3
13 Players	1 player with 4 shifts & 12 players with 3

U14 D3+: No More than 1 shift difference in 1st 3 qtrs, 4th qtr anyone can play

How many shifts can a U14 D3+ player play when a team has x number of players?

6 Players	5 shifts each
7 Players	2 players with 5 shifts & 5 players with 4
8 Players	6 players with 4 shifts & 2 players with 3
9 Players	3 players with 4 shifts & 6 players with 3
10 Players	3 shifts each
11 Players	8 players with 3 shifts & 3 players with 2
12 Players	6 players with 3 shifts & 6 players with 2
13 Players	4 players with 3 shifts & 9 players with 2

Shift Counter - cross off each shift as they are played

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Notes:



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1															
2															
3															
4															
5															
6 (U10 & 14 only)															
7 (U10 only)															

Team Name: Sackville Rangers

Colour: Black

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
	5	20	24	25	31	34	45	50	51	54	55				
1															
2															
3															
4															
5															
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1	1	3	7	8	15	23	31	33	55						
2		1	1			1		1	1						
3															
4															
5															
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Team Name: Sackville Rangers

Colour: Black

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	5	20	24	25	31	34	45	50	51	54	55				
2			1	1		1		1	1						
3															
4															
5															
6 (U10 & 14 only)															
7 (U10 only)															

Shift Counter - cross off each shift as they are played

U10/U12 Only	U10/U12 Only	U10 Only	U10 Only
1	2	3	4
5	6	7	8
9	10		

Notes:



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1	2	1	1	2	2	1	2	1	1					
2	3	3	2	4	4	3	4	3	3					
3			4						4					
4														
5														
6 (U10 & 14 only)														
7 (U10 only)														

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	5	20	24	25	31	34	45	50	51	54	55			
1	3	2	1	1	2	1	2	1	1	2	2			
2		3	3	4		4	4	3	3	4	4			
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4														
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6 (U10 & 14 only)														
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12 Players	6 players with 3 shifts & 6 players with 2
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Shift Counter - cross off each shift as they are played

U10/U12 Only	U10/U12 Only	U10 Only	U10 Only
1	2	3	4
5	6	7	8
9	10		

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1	2	1	1	2	2	1	2	1	1						
2	3	3	2	4	4	3	4	3	3						
3	5	6	4	5	6	5	5	5	4						
4			6	(6)				6	6						
5			X												
6 (U10 & 14 only)															
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Colour: Black

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	5	20	24	25	31	34	45	50	51	54	55				
1	3	2	1	1	2	1	2	1	1	2	2				
2	5	3	3	4	5	4	4	3	3	4	4				
3		5	5	6		6	6	5	6	6					
4															
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1	2	1	1	2	2	1	2	1	1						
2	3	3	2	4	4	3	4	3	3						
3	5	6	4	5	6	5	5	5	4						
4	7	7	6	(6)	7		7	6	6						
5			X						7						
6 (U10 & 14 only)															
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	5	20	24	25	31	34	45	50	51	54	55				
1	3	2	1	1	2	1	2	1	1	2	2				
2	5	3	3	4	5	4	4	3	3	4	4				
3	7	5	5	6		6	6	5	6	6	7				
4				7		7		7							
5															
6 (U10 & 14 only)															
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Shift Counter - cross off each shift as they are played

U10/U12 Only U10/U12 Only U10 Only U10 Only

1 2 3 4 5 6 7 8 9 10

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How many shifts can a U12 player play when a team has x number of players?

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U14 D3+: No More than 1 shift difference in 1st 3 qtrs, 4th qtr anyone can play

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6 Players	5 shifts each
7 Players	2 players with 5 shifts & 5 players with 4
8 Players	6 players with 4 shifts & 2 players with 3
9 Players	3 players with 4 shifts & 6 players with 3
10 Players	3 shifts each
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Team Name: Redford Jets

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	1	3	7	8	15	23	31	33	55						
1	2	1	1	2	2	1	2	1	1						
2	3	3	2	4	4	3	4	3	3						
3	5	6	4	5	6	5	5	5	4						
4	7	7	6	(6)	7	8	7	6	6						
5	8		X	8			8	8	7						
6 (U10 & 14 only)															
7 (U10 only)															

Team Name: Sackville Rangers

Colour: Black

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
	5	20	24	25	31	34	45	50	51	54	55				
1	3	2	1	1	2	1	2	1	1	2	2				
2	5	3	3	4	5	4	4	3	3	4	4				
3	7	5	5	6	8	6	6	5	6	6	7				
4		8	8	7		7	8	7	8						
5															
6 (U10 & 14 only)															
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Shift Counter - cross off each shift as they are played

U10/U12 Only U10/U12 Only U10 Only U10 Only

1 2 3 4 5 6 7 8 9 10

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How many shifts can a U12 player play when a team has x number of players?

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9 Players	4 players with 5 shifts & 5 players with 4
10 Players	4 shifts each
11 Players	7 players with 4 shifts & 4 players with 3
12 Players	4 players with 4 shifts & 8 players with 3
13 Players	1 player with 4 shifts & 12 players with 3

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How many shifts can a U14 D3+ player play when a team has x number of players?

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10 Players	3 shifts each
11 Players	8 players with 3 shifts & 3 players with 2
12 Players	6 players with 3 shifts & 6 players with 2
13 Players	4 players with 3 shifts & 9 players with 2



U12 Last 30 Seconds of a Game

- THE SCORE CLOCK IS STOPPED ON A MADE BASKET IN THE LAST 30 SECONDS OF A GAME IN A U12 GAME WITH A 3 POINT SPREAD OR LESS.
- EXCEPTION IS U12 D1.
- IN THE LAST 30 SECONDS THE SCORE CLOCK DOES NOT START WHEN THE LEADING TEAM IS ON OFFENCE, UNTIL THEY CROSS HALF.
- ENSURE THE REFEREE (S) ARE AWARE OF THIS RULE.
- THIS DOES NOT APPLY TO U10.



U 12 Division 1 & 1A

- In first 3 weeks when a team playing a cross-over game against Division 2 teams, teams must play by Division 2 rules unless both teams agree to play by the Division 1 rules.





U14 Division 3+ Shifts

- 5 PLAYERS REQUIRED TO START THE GAME
- THESE GAMES HAVE 6, 4 MINUTE STOP TIME SHIFTS IN THE FIRST 3 QUARTERS OF THE GAME. THE 4TH QUARTER IS 8 MINUTE STOP TIME.
- IN THE 4TH QUARTER THE COACH MAY PLAY ANY PLAYERS AND SUBSTITUTE FREELY.
- PLAYERS LINE UP IN FRONT OF THE TABLE AND YOU RECORD THEIR NUMBERS ON THE SHIFT SHEET DURING THE FIRST 3 QUARTERS.
- THE RULE FOR SHIFTS IS: NO PLAYER CAN HAVE 1 MORE SHIFT THAN ANY OTHER PLAYER ON HIS/HER TEAM.
- THIS WILL COME INTO PLAY IN THE 3RD QUARTER OF EACH GAME. YOU MUST ADVISE THE COACHES OF PLAYER ELIGIBILITY TO PLAY AND YOU **MUST DELAY THE GAME** TO ENSURE THE CORRECT/ELIGIBLE PLAYERS PLAY.
- ADVISE COACH(ES).
- IF NOT RESOLVED MARK ON SCORE SHEET “FORFEIT” AND ADVISE JOEL.



U 14 Division 1/2 versus D3+

- In first 3 weeks when games between Division 3 or lower teams and Division 2 or higher teams, shifts will **not** be played unless both teams agree to do so.



Substitutions

U 14 Division 1 & 2 U16 U18

- SUBSTITUTIONS ARE ALLOWED WHEN THE GAME CLOCK IS STOPPED.
- IN THE LAST 2 MINUTES OF THE GAME AFTER A BASKET IS MADE THE TEAM THAT IS SCORED ON MAY SUBSTITUTE.
- AFTER A SUCCESSFUL LAST FREE THROW, EITHER TEAM MAY SUBSTITUTE.



Players Arriving Late/Leaving Early

- In all games where shifts are used:
- A player who leaves the game early for whatever reason does not have to have even shifts.
- A player who arrives to the game late must play even shifts for the time they are at the game. Example: a player arriving at half time does not need to play the entire 2nd half.
- In both cases above please make a note on the shift sheet.



Game Time Limits

- The following game time limits shall be used in all games except play-offs:
 - U10 Games – no longer than 1 hour and 10 minutes
 - U12 Games – no longer than 1 hour and 10 minutes
 - U14 Games – no longer than 1 hour and 15 minutes
 - U16/U18 Games – no longer than 1 hour and 25 minutes
- At the expiry of the allotted time for the game, if the game clock has more than 2 minutes remaining, the clock shall be reset to 2 minutes and the game may proceed from that point.
- At the expiry of the allotted time for the game, if the game clock has 2 minutes or less remaining the game may proceed as per normal play.
- If a game is found to be running late, half-time and period breaks may be shortened or eliminated at the discretion of the game officials.





Game Time Limits Cont.

- If a game is started late game time limits are to be ignored.
- Games are NEVER to be played using “running time”



Timing Games



Starting & Stopping Time

- All play is STOP TIME.
- When the referee blows his/her whistle, the game clock stops.
- Clock starts when the ball is touched inbounds.
- Clock Stops on **ALL** whistles AND....



Last Minute of Games

- In the last minute of the game the clock stops after a made basket.
- It starts again when the ball is touched inbounds.
- You need to be on your toes!!!
- The MBA only uses this rule when the score is close (within 10 points) .



Overtime

- There is no overtime play in any division in the MBA.
- The only exception is during the playoffs.



Time Outs

- Time outs are 60 seconds in length, with a horn at 50 seconds
- A team get five (5) time outs total in a game; they get two (2) time outs in the first half of play, and three (3) in the second half of play.
- A coach must ask you (request) a time out.
- You may advise referee by whistle or horn on three occasions:
 - 1) A stoppage of play.
 - 2) After a team is scored upon.
 - 3) A final free throw is successful.
- Note: A team may have no more than two (2) time outs in the last two minutes of the 4th quarter.



Scoring the Game

Game Sheet

- How to fill it out
- <https://www.youtube.com/watch?v=ZsbNvS4EBhg>
- Rosters from web – Very important!!
 - Insurance Liability
 - IN THE FIRST 3 WEEKS, COACHES MAY ADD PLAYERS AT GAME TIME. THIS IS IN THE FIRST 3 WEEKS ONLY!



Operations of the Game

- Possession Arrow
- Penalty
- Technical Fouls



Possession Arrow



- Very important you start correctly, Blue team get the ball to start the game, point the arrow to the basket the opposing team will shoot at.
- Alternate the arrow on jump ball calls. (Hint) Point arrow opposite direction of where referee points.
- Change arrow when the ball is controlled by either team on the court





Penalty

- Penalty –players will shoot on free throws on the 5TH team foul of each quarter. Advise the referee.
- In U10 – no penalty. No free throws.
- All player personal fouls and technical fouls count towards the penalty.
- Penalty is two free throws.
- A player may no longer play when he/she has received 5 personal fouls or 2 unsportsmanlike fouls.
- Sound horn and advise referee when a player has 5 fouls or 2 unsportsmanlike fouls.





Technical Fouls

- Report all technical fouls when entering game results online (this is new for 2022).
- Reports must be submitted online for any person ejected during a game, Player, coach or spectator.
- Two technical fouls to a player or a coach and that individual is no longer permitted to participate.
- 2 Unsporting fouls to a player and that individual is no longer permitted to participate
- A combination of one technical and one unsporting fouls and that individual is no longer permitted to participate.
- Advise referee immediately.



MBA Rules

- These are variations from the FIBA rules within the MBA and not all referees may be familiar with them.



Ineligible Players & Coaches

- ONLY PLAYERS ON THE PRINTED ROSTER MAY PLAY IN THE GAME.
 - EXCEPTION 1, A CALL-UP PLAYER FROM A LOWER DIVISION OR AGE GROUP.
 - EXCEPTION 2, IN THE FIRST THREE WEEKS OF THE SEASON WHILE ROSTERS ARE NOT FIRMLY SET.
- ONLY COACHES LISTED ON THE ROSTERS ARE PERMITTED TO SIT ON THE BENCH.
 - EXCEPTION, IN THE FIRST THREE WEEKS OF THE SEASON
- PERSONNEL ARE NOT PERMITTED ON THE BENCH UNLESS THEY ARE ON THE OFFICIAL ROSTER – THEY ARE NOT COVERED BY OUR INSURANCE.
 - EXCEPTION, SOMEONE IS FILLING IN FOR THE OFFICIAL COACH AND NO OTHER COACH LISTED IS AVAILABLE, WE MUST HAVE THEIR NAME RECORDED AS COACHING ON THE GAME SHEET.
- IF ADDING PLAYER/COACH IN FIRST 3 WEEKS NEED FIRST AND LAST NAME WRITTEN ON THE SCORESHEET





Call up Rule

- A coach may call up a player from a lower age class or division.
- The coach must advise the scorekeeper prior to the game starting.
- Mark it on a score sheet as a call up and add player to the online roster when you enter the game score to the website (directions to follow)
- In U10 & U12 a coach may call up as many players as is required to bring their roster to 10 players.
- In U14 and higher divisions a coach may only call up enough players to make a total of 8 players.
- WHEN ADDING A CALL-UP PLAYER NEED FULL NAME (first and last)





Large Point Spreads

- In U12 if point spread is greater than 40, reset score to zero.
- In U12 Division 1, a team ahead by 15 points or more cannot press.
- In U 14, U16 & U18, a team ahead by 25 points or more cannot press.



Defaults

Reasons ??

- All divisions - Less than 5 players to start the game.
 - Exception: U10 must have 4 players to start
- Uneven shifts.
- Ineligible player.
- Score on the score sheet is entered as 20 – 0.



Communication

1. Schedule is posted by Sunday night the week prior.
2. Weekly update will be sent out via e-mail to everyone on past week and may include future week events and notifications.
3. Best way to get Joel is via text or phone call if urgent. Prefer text as it creates a trail of what we talked about and agreed or disagreed to.
4. Don't be alarmed if you haven't received games early in season. Squeaky wheels will get the grease, in other words bug me if you want lots of games. I don't mind being bugged.
5. Make sure I have your e-mail and cell phones, not your parent's. This is your job, not theirs! I will not communicate with your parents, unless they have contacted me for other reasons.



Test

- Test is a review of what was presented today.
- 25 questions requiring a Yes or No answer.
- 84 % pass mark required. Referees require 86 % on their exam.
- Test is online and must be written by Monday, October 17th at 10pm
 - After that time the test will be shut off.



Homework

- Watch video on filling out the game sheet
 - <https://www.youtube.com/watch?v=ZsbNvS4EBhg>
- Review presentation (scorers resource page)
- Write test



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