

NBAABO MINOR OFFICIAL DISCUSSION POINTS



SCORE SHEET

Before the Game Starts:

- Player & Coach Names recorded
- Starters Checked off

During the Game:

- **Running score is the most important part**
 - o Running score must match score clock display at all times
 - o If discrepancy exists, stop game at first opportunity and inform the officials
- Record fouls against each player as reported
 - o Notify officials ASAP when player has 5 fouls
 - o **Technical Fouls – record as a “T”**
 - o **Unsportsmanlike Fouls – record as a “U”**
 - o **Disqualifying Fouls – record as a “D”**
 - o Good idea to record fouls in each period differently so can be audited for team foul count (different colors, X vs line vs slash vs shade in, or X-1 X-2 X-3 X-4)
- Record team fouls
 - o All fouls except Coach-Technicals count
 - o Notify officials when 5 fouls in the period
 - o Team fouls reset each period
- Record time outs as they are used. Teams have:
 - o 2 time outs in the 1st half
 - o 3 time outs in the 2nd half (max 2 in last 2 min)
 - o 1 time out per each overtime period

After the Game

- Record the final score in the appropriate box(es)
- Have the officials sign the scoresheet

GAME CLOCK

Timing of the Game:

- 20 minute Warm-Up before the game
 - o Buzz horn at 3 minutes, 1:30, and 0:30
- Game consists of 4 10-minute periods
 - 8 minutes at U14/Middle School
 - 10 3-minute shifts at U12/U10
- Clock stops on:
 - o All whistles
 - o After a basket in the last 2 minutes of 4th period
- Clock starts when official’s arm drops (ie ball touched)
- Break between 1st/2nd and between 3rd/4th periods
 - o 2 minutes long (1 min for U14/MS/U12)
 - o Buzz horn at 0:30 (buzz at 0:10)
- Half-time:
 - o 10 minutes (15 for University, 5 for U14/MS/U12)
 - o Buzz horn at 3:00, 1:30, 0:30

Alternating Possession:

- Team not receiving possession off opening jump will have the AP arrow.
- Arrow changes (after the subsequent throw-in):
 - o each time “jump ball” is called
 - o at start of each period

Substitutions/Time Outs:

- Either team may substitute
 - o Following a whistle
 - o Following a successful final free throw
 - o If scored against in last 2 min of 4th period
- Either team may call Time Out
 - o Following a whistle
 - o Following a successful final free throw
 - o If scored against at any point in the game
 - o Time outs are 1 minute in length
 - o buzz horn at 0:10 and 0:00

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SHOT CLOCK

Before the Game:

- For programmable shot clocks:
 - o 24 seconds for reset value (30 for U14/MS/U12)
 - o 14 seconds for secondary reset value

Resetting the Shot Clock:

- Shot Clock starts once a team **GAINS CONTROL** of the ball (not just touches it)
- If the shot clock buzzes, let it buzz (unless a reset is supposed to occur)
- When shot hits the rim, keep the shot clock reset (ie don't let it start ticking down) until rebound is secured or ball is inbounded following made basket
- **Reset to a full 24 (30) seconds** in these situations:
 - o Team possession changes
 - o Ball hits the rim and rebounded by defense
 - o Basket scored
 - o Defense commits a backcourt foul/violation
 - o Defense commits a backcourt technical foul
 - o For High School and Lower Levels:
 - Ball hits the rim and rebounded by offense
 - Free throws are awarded

- **Reset to 14 seconds** in these situations:
 - o Team receives a **new-possession front-court throw-in**
 - o Defense commits a frontcourt foul/violation and shot clock is < 14 seconds
 - o All Unsportsmanlike/Disqualifying fouls
 - o Ball lodges between ring/backboard and is returned to the offensive team
 - o Last 2 min of 4th period, shot clock > 14 seconds, and team advances ball with timeout
 - o For University/Collegiate Levels:
 - Ball hits the rim and rebounded by offense
 - Free throws are awarded
- **No change to the shot clock (ie no reset, maintain current value)** in these situations:
 - o Defense knocks ball out of bounds (ie did not gain control)
 - o Jump ball situation and ball returned to same team
 - o Air ball or blocked shot
 - o Defense commits a frontcourt foul/violation and shot clock is > 14 seconds
 - o Offense commits a technical foul