

# **Scorer & Timer Summary**

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**Read/Know Tournament Rules**

**Start Games on Time**

**Time-outs**

Regular Period	(2) 1-minute
Regular Period	(2) 30-second
Extra period	(1) 30-second

**Timer Callouts**

Time remaining	~ 5-minute intervals
Last 2 Minutes	~ 15-second intervals
Last 10 seconds	~ 1-second intervals
Remaining timeouts	
Team & personal Fouls at the time of infraction	

**Complete Game Summary Sheet at end of each game.**

# SCORERS & TIMERS

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**PURPOSE:** To ensure accurate scores and time for all scheduled games of the Jets/Jetts tournament. **You are Officials** of the games and are expected to conduct yourself as such - no coaching or cheering teams.

1. **Tournament Rules:** Read tournament rules ahead of time and be familiar with them. Be especially aware of the **Possession Arrow** rules.
2. **Score Sheets:** The score sheets are pre-printed with the team name, players, and numbers. If the player's numbers are missing, obtain the numbers from the team and write them onto the pre-printed sheets. **Added players are not allowed.** Do **not** accept a team's score sheet. If the team is attempting to add players, contact the Gym Director. The players listed on the pre-printed score sheets are the only legal players unless the Gym Director tells you otherwise. If an **ineligible player** plays, the Division director will tell the coach that the **team will forfeit the game.** Show the coach this statement.
3. **Start Each Game on Schedule:** If time must be made up, have the Gym Director advise referees and coaches: shorten warm-up time and half time. Inform the Gym Director that the coaches of the next games should be informed that warm-up time will be abbreviated and that they should initiate their team's warm-up where appropriate and suitable.
4. **Game Ball:** Division Directors and Referees responsibility.
5. **Timer Callouts:** The Timer shall call out and advise the coaches of the following:
  - Time Remaining at **5 minute** intervals
  - Count down ~ last 2 minutes in **15 second** intervals
  - Last 10 seconds in **1 second** intervals
  - Time Remaining at Team Time-outs
6. **Team Fouls Callouts:** The Scorer shall call out the number of **Team** and **Personal** fouls at the point of the infraction.

# SCORERS & TIMERS

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## 7. Completion of Game:

- Record game results on the Game Summary Sheet in Division/Gym Director's Notebook
- Record game results on the Game Schedule Sheet posted on Gym Doors
- Obtain Referees' and Coaches signatures on back of score sheets
- Return Score Sheets to Scorer's Notebook
- Prepare Score Sheets for the next game
- Offer Referees and Yourself water supplied at each gym. **NO FOOD and NO DRINKS other than water are allowed in the gym.**

## *Time Keeping and Scoring Reminders*

8. **Running Totals:** The Running Totals portion of the score sheet is the **official game score** - so be sure to record points onto the **running totals first** before recording the points for the player. The **TIMER** shall act as **SPOTTER** for the **SCORER**.
9. **Official Time-Out:** As an official, you can take an official time-out if a problem arises and you need to discuss the problem with the Referee and Gym Director. Advise the Gym Director to wait for the next **dead ball** situation to take the official time-out. Discuss the problem and take appropriate action.
10. **Flip Chart Scoreboards:** The TIMER is responsible for ensuring that the Flip Chart Scoreboard indicates the same score as the scorer's Running Totals. The public sometimes disagree with your score, and you may call an official time-out and attempt to correct the problem. You should involve the Referee and Gym Director in this discussion.

There is always some confusion as to who is HOME and who is VISITOR. Suggest that the score on the right side of the Flip Chart Scoreboard reflects the team on your right, and the left side reflects the team on your left. It makes it easy to keep score and the spectators accommodates quickly.

## 12. Time-Outs:

Record the Number of the Player requesting the Time-out for each team.  
Advise Referee if a team calls an illegal time-out (does not have any left)  
**1-minute**, blow horn at **45 seconds**  
**30-second**, blow horn at **20 seconds**

# TIMER OPERATION INSTRUCTIONS

Timer1		Timer2		Clock
H	M	S	Clear	Start Stop

**DESCRIPTION:** A digital timer mounted in a wood case to provide ease of operation (pictured above will be in most gym kits), simplicity in reading, and reduction of accidental resetting. The START/STOP memory button is easily accessible for stop and starting the timing operation. Setting the initial time periods (ex. 20 minutes) require the use of the wood dowel.

## MODES OF OPERATION

**CLOCK:** The timer should already been set to local time.

**TIMER:** There are two timers (Timer1 and Timer2) which are identical in operation. The timers runs DOWN showing time remaining. When the timers reach zero, a buzzer sounds and the timer starts to run UP.

## SETTING THE TIMER(S)

Select TIMER1 or TIMER2 by using the dowel to depress the button

Depress START MEMORY/STOP button if display is changing

Depress CLEAR button

Depress and hold the M button until the display reads 0:20:00

(If you exceeded the 20:00 minutes, depress CLEAR to reset and repeat the operation above.)

The timer is now set at 20:00 minutes.

## TIMING OPERATION

Depressing the START MEMORY/STOP button alternately Starts and Stops the timer. The time remaining will continue from the time at which is was stopped. When the time reaches zero, a buzzer will sound and the timer will continue to run UP. Depress the START MEMORY/STOP button twice and the timer will reset back to the original 20:00 minutes.

**NOTE:** Some gym kits will have a handheld timer instead of the above. Also, there may be electronic scoreboards available at some gyms.