

# MBBI SCORE BOARD QUICK GUIDE

## STADIUM 2 - COURTS 3, 4 & 5

**UNDO**  
Press this button to undo mistakes (before you press any other button). Hold to reset all scores at end of game.

**CHANGE PERIOD**  
Press this button to show what quarter you are in.

**SIREN / HORN**  
Use this to attract referee's attention.

**RESET TIME**  
After pushing toggle up to stop clock press this to reset time. Will automatically go to 20 minutes.

**ADJUST TIME**  
Keep pressing adjust time until you reach required minutes.

**MASTERS TIMING**  
10 minutes quarters  
RUNNING CLOCK  
3-minute warm up time  
1 minute break between quarter & three-quarter time  
2-minute break at half time

**HOME TEAM (LIGHT) BUTTONS**  
(Sits to the left of the score bench)  
Light team (home team) scores, team fouls & time outs.

**AWAY TEAM (DARK) BUTTONS**  
(Sits to the right of the score bench)  
Dark team (Away Team) scores, team fouls & time outs.

**START / STOP TOGGLE**  
Use toggle to stop and start time.  
Running clock except in the last 2-minutes of the 4<sup>th</sup> quarter, when the clock is stopped on all whistles and made baskets.

### TASKS BY ROLE

HOME TEAM SCORER - IPAD AND PADDLES	AWAY TEAM GAME CLOCK AND VISUALS
<ul style="list-style-type: none"> <li>Ensure that all players are entered into the iPad (<i>team attendance</i>) and have the correct number allocated to the player.</li> <li>Call the Score – (<i>say aloud during game play</i>) e.g.: 11 White, 2 points.</li> <li>Call the foul - (<i>say aloud during game play</i>) e.g.: Blue 7, personal foul, 2 shots</li> <li>Calls the team score – 40, 40-39</li> <li>Calls the personal and team fouls (1<sup>st</sup> personal foul, 4<sup>th</sup> team foul Bats 1-5)</li> </ul>	<ul style="list-style-type: none"> <li>Ensure that the game starts on time</li> <li>Changing of the position Arrow</li> <li>Confirm the score and Team fouls</li> <li>Administers substitutions (<i>Signals to the Referee</i>)</li> <li>Administers time outs (<i>Signals to the Referee/ siren</i>)</li> <li>Times the timeouts</li> </ul>











**For Help – Ask the ref during a break in play or put a call out over the Radio to request a Scorebench Educator – “Can I please have a Scorebench Educator to court “#” please”**



## GAME RULE SUMMARY

<p><b>GAME TIMING</b></p> <ul style="list-style-type: none"> <li>3-minute warm up time</li> <li>10-minute quarters</li> <li>1 minute break between quarter &amp; three-quarter time</li> <li>2-minute break at half time</li> </ul> <p>The game clock will keep running in quarters 1, 2 &amp; 3. In the 4<sup>th</sup> quarter the game clock will be stopped in the last 2 minutes on all whistles and successful field baskets or when specifically directed to do so by the referee.</p>	<p><b>TIME OUTS</b></p> <ul style="list-style-type: none"> <li>Each team is permitted 1 time out per quarter</li> <li>Time outs are not permitted in the last minute of quarters 1, 2 &amp; 3 except in finals games</li> <li>In finals games the game clock shall stop during time outs</li> <li>Each team shall be permitted 1 time out per over time period</li> <li>Either team may take a time out when the game stops on any referee whistle</li> <li>The <b>non scoring</b> team may take a time out following a successful basketball</li> </ul>
<p><b>OVER TIME</b></p> <ul style="list-style-type: none"> <li>Draws are permitted during regular season games – no overtime is played.</li> <li>During finals games over time will be played if scores are equal at the end of the 4<sup>th</sup> quarter.</li> </ul> <p>Over time periods are 3 minutes with a one minute break between periods.</p>	<p><b>SUBSTITUTION</b></p> <ul style="list-style-type: none"> <li>Either team may make a substitution when the game stops on any referee whistle, except in the last minute of the 1st, 2nd and 3rd quarter where substitutions are not allowed.</li> <li>The <b>non scoring</b> team may make a substitution following a successful basket in the last 2 minutes of the 4<sup>th</sup> quarter</li> </ul>

## POSSESSION ARROW

<p><b>POSSESSION ARROW - START OF GAME</b></p> <p>Before the game starts the possession arrow is in middle position</p>  <p>The Tip Off will occur and a team will gain possession</p>  <p>The arrow is set to the opposing team direction.</p> 	<p><b>POSSESSION ARROW – DURING GAME</b></p>  <p>If a referee blows the whistle and shows the Jump Ball signal, the referee will use the arrow for who gains possession.</p>  <p>Once the ball is passed in, scorebench changes the arrow to the opposite direction.</p>
<p><b>POSSESSION ARROW - END OF QUARTER 2 ONLY (HALF TIME)</b></p> <p>At end of the quarter 2 only (half time) the teams swap direction of play for quarter 3. As such the arrow needs to swap over as well to ensure the current possession remains with the current team.</p>  <p style="text-align: center;"><i>(at the whistle of end of the quarter 2)</i></p> <p>Communicate with referees to confirm the arrow has been swapped ready for Quarter 3 commencement</p>  <p style="text-align: center;"><i>(after confirming with referees and arrow swapped over, before quarter 3 start)</i></p>	<p><b>POSSESSION ARROW – STARTING NEW QUATER</b></p> <p>The referee will check the current possession arrow to determine direction of play</p>  <p>The referee will hand the ball to the team in possession</p>  <p>Once the ball is passed in, Scorebench changes the arrow to the opposite direction.</p> 

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