# Metro Basketball Association

2025 Scorekeeper Clinic



Joel Leger Minor Scorekeeper Assignor





# Welcome

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





# Communication

Your e-mail

Your cell phone number





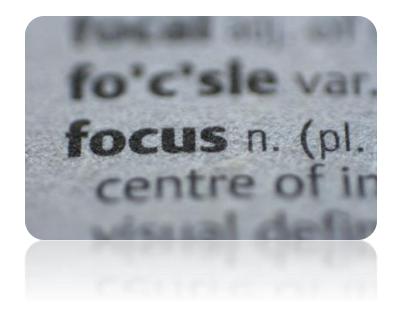
# **House Rules**







# **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. Zero tolerance!
- Rule # 1 .....keep your composure at all times
- ......and ALWAYS be Professional!!



### Rule # 2

- One of the major complaints every year about scorekeepers is that they pay more attention to their cell /mobile devices than to the game.
- Biggest issue being texting.
- Mobile/Cell Phone Usage
- If you <u>must</u> use your mobile device, do so <u>in between games</u> or at <u>halftime only</u> AND **away from the score table**.
- This includes: phone calls, texting, FB, Tweeting, Web Browsing, etc.
- Only Exception Call to Joel for immediate MBA Rule clarification or major issue affecting the game.





# How Much Money Do I Make?

- U10, U12 & U14 Boys & Girls games
  - \$22.00 per game
- U16 & U18 Boys & Girls games
  - \$25.00 per game





# MBA SCOREKEEPERS 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 5<sup>th</sup> 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**

- GAMES HAVE 8 x 4 MINUTE STOP TIME SHIFTS
- 5 PLAYERS REQUIRED TO START A GAME
- 7 PLAYERS MUST BE PRESENT AT THE START OF THE 5<sup>TH</sup> SHIFT
- PLAYERS LINE UP IN FRONT OF THE TABLE AND YOU RECORD THEIR NUMBERS ON THE SHIFT SHEET
- NO PLAYER CAN PLAY MORE THAN 1 MORE SHIFT THAN ANY OTHER PLAYER ON HIS/HER TEAM
- IF A PLAYER IS SUBSTITUTED DURING A SHIFT FOR ANY REASON, **BOTH PLAYERS ARE CHARGED A SHIFT.**



# U12 Shifts

7 PLAYERS -	5 PLAYERS WITH 6 SHIFTS AND
	2 PLAYERS WITH 2

8 PLAYERS - 5 SHIFTS EACH PLAYER

9 PLAYERS - 4 PLAYERS WITH 5 SHIFTS AND 5 PLAYERS WITH 4

10 PLAYERS - 4 SHIFTS EACH

11 PLAYERS - 7 PLAYERS WITH 4 SHIFTS AND 4 PLAYERS WITH 3

12 PLAYERS - 4 PLAYERS WITH 4 SHIFTS AND 8 PLAYERS WITH 3

13 PLAYERS - 1 PLAYER WITH 4 SHIFTS AND 12 PLAYERS WITH 3





Notes:

### Fill out Game and Team information Date, Time and Location very important

MBA	U10	/U12/	U14	3+

Shift Counter - cross off each shift as they are played

#### Official Shift Record

Date:	Octo	605 l	7	]	Time:	9:0	OAM	2		]	Gym	Par	K I Jes	+		U10/U12: N	o More than 1 shift
Team Nan	ne:		Bed	Fasel	Jets					9	Colour	Re	d		]		naximum 5 shifts for 7 shifts for U10
Number of Shifts Played	Player #	Player#	Player #	play when a to	ifts can a U12 player eam has x number of players?												
1									T			T	T			8 Players	5 shifts each
2																9 Players	4 players with 5 shifts & 5 players with 4
3									10			9				10 Players	4 shifts each
4						1										11 Players	7 players with 4 shifts & 4 players with 3
5																12 Players	4 players with 4 shifts & 8 players with 3
6 (U10 & 14 only)																13 Players	1 player with 4 shifts & 12 players with 3
7 (U10 only)																	
Team Nan	ne:	<u> </u>	acky	ille	Rener	ex			]		Colour	Ble	rek		]	difference in	o More than 1 shift n 1st 3 qtrs, 4th qtr one can play
Number of Shifts Played	Player #	player play	shifts can a U14 D3+ when a team has x er of players?														
1		T T												1		6 Players	5 shifts each
2			1													7 Players	2 players with 5 shifts & 5 players with 4
3																8 Players	6 players with 4 shifts & 2 players with 3
4						4								100		9 Players	3 players with 4 shifts & 6 players with 3
5						1										10 Players	3 shifts each
6 (U10 & 14 only)																11 Players	8 players with 3 shifts & 3 players with 2

U10/U12 Only U10/U12 Only U10 Only



play when a t	nifts can a U12 player eam 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

numb	er or 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 4 players with 3 shifts & 9 players with 2





Notes:

# Fill in players numbers for each team. It will make it so much easier if these are in numerical order.

MBA U10 / U12	2/ L	J14	34
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Official Shift Record

| Number of Shifts Played | Player # | Playe

Team Name: Sackville, Ro						ets			Colour: Blosete						
Number of Shifts Played	Player#	Player #	Player #	Player #	Player#	Player #	Player#	Player #	Player#	Player#	Player #				
1														-	
2															_
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/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 gtrs, 4th gtr anyone can play

How many shifts can a U14 D3+

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





Notes:

# Mark the shift number in the box of those players who are playing (lined up in front of you).

MBA	U10	/U12/	U14 3+
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### Official Shift Record

Time: 9:00 Am Gym: Park I lest Team Name: Colour: Red Number of Player # Shifts Played 31 2 3 4 5 6 (U10 & 14 only) 7 (U10 only)

Team Nar	ne:	_ <	racky	ille	Reng	et			]		Colour	Ble	rele		]
Number of Shifts Played	Player #	Play													

Number of Shifts Played	S S	Player #	Player#	Player #											
1			1	1		1		,	1						+
2														-	
3									1						
4															
5									-						
5 (U10 & 14 only)								7							
7 (U10 only)															

1	_	ff each shift		1,		U10/U12 Only	OTO, OTS OHA	OTO OUIA	U10 Only
X	2	3	4	5	6	7	Q	0	10



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

	hifts can a U12 player 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 &

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

How many shifts can a U14 D3+

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



### Half Time



Notes:

#### Official Shift Record

Date:	Octo	Ger 1	7	]	Time:	9:0	OAM	2		]	Gym	: Par	K IJes	+	_
Team Nam	ie:		Benl	Farel	Jets				]	1	Colour	Re	d		]
Number of	Player #	Player													
Shifts Played	1	3	7	8	15	23	3/	33	55						
				2	0	I	2	1	1	10					

Number of Shifts Played	Player #	Player#	Player #	Player #	Player #	Player #	Player#	Player #	Player #	Player#	Player #	Player #	Player #	riayei #	Flayer w
1	2	1	1	2	2	1	2	I	1						
2	3	3	2	4	4	3	41	3	3						
3			4						4					1	-
4							22	1							
5							1								
6 (U10 & 14 only)															
7 (U10 only)												4			

Team Nam	e:	5	acky	ille.	Reng	ets				520	Colour	Ble	reld		
Number of Shifts Played	Player#	Player #	Player#	Player#	Player#	Player#	Player#	Player #							
1	3	2	1	1	2	1	2	1	1	2	2		1		_
2		3	3	41		41	4	3	3	41	4				
3														-	
4													1		
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

play when a t	ifts can a U12 player eam 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 &

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 2 players with 5 shifts & 7 Players 5 players with 4 6 players with 4 shifts & 8 Players 2 players with 3 3 players with 4 shifts & 9 Players 6 players with 3 3 shifts each 8 players with 3 shifts & 11 Players 3 players with 2 6 players with 3 shifts & 12 Players 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 U10/U12 Only U10/U12 Only U10 Only U1

### If any strange events, write a note

#### MBA U10 / U12 / U14 3+

Official Shift Record

Date: October 17 Time: 9:00 Am Gym: Park 1/est

Team Name: Bedford Sets Colour: Red

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

Team Nan	ne:		S	acted	ille.	Renge	T.			]	2	Colour:	Bles	rk		]
Number of	P	layer#	Player #	Pl												

Number of	Player #	Player#	Player #	Player #											
Shifts Played	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	41	4	3	3	41	4				
3		5	5	6		6	6	5	6	6			No.		Ŋ.
4															
5															
6 (U10 & 14 only)															
7 (U10 only)															

		Smit Coun	ter - cross of	each shift	as they are	piayed		U10/U12 Only	U10/U12 Only	U10 Only	U10 Only
		1	2	3	4	5	-6	7	8	9	10
Notes:	Recl	# 7	Enle	al or	at in	the	6+4	SLIFT	#0	C 4h	mal:



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? 5 shifts each 4 players with 5 shifts & 5 players with 4 10 Players 4 shifts each 7 players with 4 shifts & 11 Players 4 players with 3 4 players with 4 shifts & 12 Players 8 players with 3 1 player with 4 shifts & 13 Players 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 &
COLUMN TARK	6 players with 3
10 Players	3 shifts each
Parallel and Principles	8 players with 3 shifts &
11 Players	3 players with 2
12 Diamen	6 players with 3 shifts &
12 Players	6 players with 2
13 Plana	4 players with 3 shifts &
13 Players	9 players with 2



### What must happen in Shift 8? (Hint)



20

24

Official Shift Record

ASSESSA VIEW

Date:	October 17
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Time: 9:00 Am

Gym: Park West

Bleeck

Team Name:

Bedford Jete

Colour: Da

difference, maximum 5 shifts for U12 and 7 shifts for U10

Divert Divert Divert Divert

Number of Shifts Played	Player #	Player #	Player #	Player #	Player#	Player #	Player#	Player #							
1	2	1	1	2	2	1	2	1	1						I
2	3	3	2	41	4	3	4	3	3						
3	5	6	4	S	6	5	5	5	4						
4	7	7	6	(6)	7		7	6	-			1			
5			X						7						
6 (U10 & 14 only)								/							
7 (U10 only)															

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

	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					

Team Name:

Sackville, Rangell

25

31

Colour:

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?

num	ber 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

Number of Shifts Played	Player #
1	3

2 2 3 41 4 3 3 4 6 6 6 4 7 5 6 (U10 & 14 only) 7 (U10 only)

Player #

51

50

Player#

54

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

Red # 7 Expled out to the 6th Shift #8 Subbred to



### End of the game, are the shifts ok?

MBA U10 / U12 / U14 3+

Official Shift Record

Time: 9:00 Am

Gym: Park West

Team Nam	ne:		Bedford Sets								Colour: Red					
Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player#	Player#	Player#	Player#	Player #	Player #	Player #	Player #	Player #	Player #	
1	2	1	1	2	2	1	2	1	1							
2	3	3	2	4	4	3	4	3	3							
3	5	6	4	S	6	S	5	5	4					Til		
4	7	7	6	(6)	7	8	7	6	6							
5	8		X	8			8	8	7							
6 (U10 & 14														1000		

d	S TATE!	The.
1	SY.	9.
-	Made a	
1	STREIN	100

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							

Team Name:

Sackville, Resort

Colour: Blesek

Number of	Player #	Player #	Player #	Player #	Player#	Player #	Player#	Player #							
Shifts Played	5	20	24	25	3/	34	45	50	51	54	55				
1	3	2	i	1	2	1	2	1	/	2	2			1	
2	5	3	3	4	5	4	4	3	3	41	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)															
7 (U10 only)															

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

player 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							



# U12 Last 30 Seconds of a Game

- THE SCORE CLOCK IS STOPPED ON A MADE BASKET IN THE LAST 24 SECONDS OF A GAME IN A U12 GAME WITH A 3 POINT SPREAD OR LESS
- EXCEPTION IS U12 D1
- IN THE LAST 24 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
  - D2 Rules no full court defense
  - D1 Rules full court defense permitted



# 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  $4^{\text{TH}}$  QUARTER IS AN 8-MINUTE STOP TIME QUARTER
- IN THE 4<sup>TH</sup> 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 3<sup>RD</sup> QUARTER OF EACH GAME. YOU MUST ADVISE THE COACHES OF PLAYER ELIGIBILTY 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" BEFORE ALLOWING COACHES TO TAKE PICTURE 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 play an even number of 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 <u>not</u> need to play the entire 2<sup>nd</sup> 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 then 1 hour and 10 minutes
  - U12 Games no longer then 1 hour and 10 minutes
  - U14 Games no longer then 1 hour and 15 minutes
  - U16/U18 Games no longer then 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 Continued

- If a game is started late, game time limits are not to be ignored.
- Write the actual start time of the game on the scoresheet.
- Game time limit for that game is the allotted time starting at the actual start time of the game.
- 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 <u>ALL</u> 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 during the regular season.
- Overtime IS used during play-offs for games ending regulation time in a tie.





# **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 4<sup>th</sup> quarter

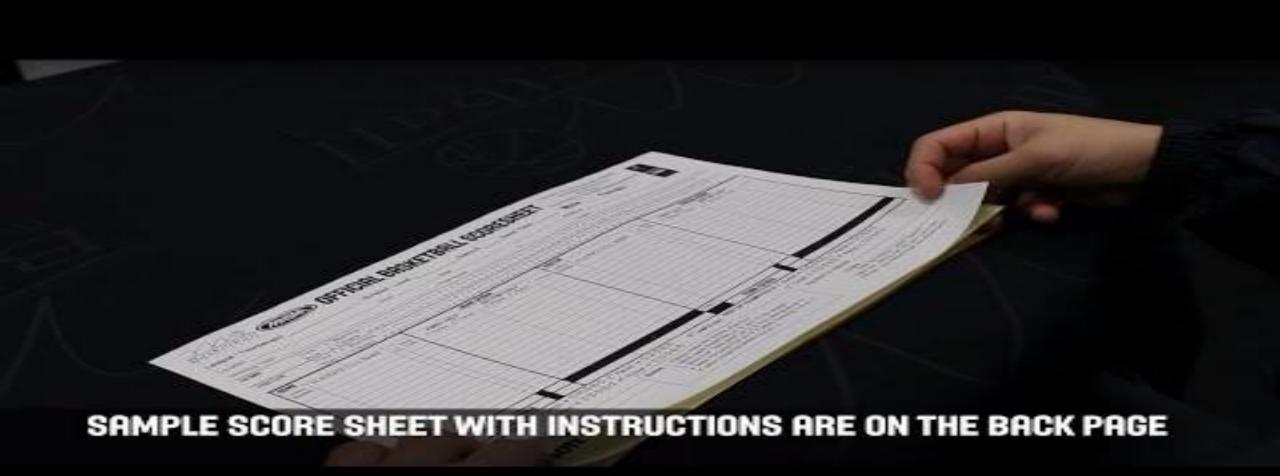


# Scoring the Game

### Game Sheet

- How to fill it out
- 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!







# **MBA Scoresheet Differences**

- We do not have an onsite gym supervisor
- All scoresheets are <u>pre-filled</u> for you
- We do not note starters or captains
- Personal fouls are noted by using the quarter number the foul occurred
- We do not have triplicate score sheets



# Game info on the top, pre-populated team information, player's numbers and rosters

NAME OF THE PARTY	ME	ATRIAN		ET	RO					ASS		ATION  Game Time:	0.00 44		33 Gladstone RP0 Tel: - Fa www.mbar lerettcp@mb	s.ca ans.ca	eastli	nk
Locatio	ory: U10 Boy on: Canada G					biv		Date: Oct 17				Game Time:	9:00 AN		iale 🗌 F	emale	7	
Final S	core:			to									10.11.1	10 17 10 10	50 54 50 50 54	F F0 F7 F0 F0 C	0.04.00.00.04.05	-
HOME Mainland	Express - Bulle	en c	Outs 1 2 3	Score	67 68 69	0 71 72 73 74	75 76 77 78 79	80 81 82 83 84 85	86 87 88 8	9 90 91 92 93	94 95 96 97 98 99	36 37 38 39 40 41 42 100 101 102 103 104 1	05 105 1	06 107 108 10	9 110 111 112 11	3 114 115 116 11	7 118 119 120 121	122
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# Record player who committed the foul. Use quarter number in the box to record foul.

Catego	ASSECIATION OFY: U10 Boys (MEN					ion / Lev				Game Time:		AM	ler	www.mbans ettcp@mba tle⊠ Fo	ns.ca	eas	tlin
Location	n: Canada Games #	1 . ~			_ /	Da	te: Oct 17,	2015								_	
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Signature						es: 1. Alwa	avs mark th	e runnii	na score fir				re of: Refer			10	

6. Mark Unsportsmanlike Foul as "U"





And the fourth....Notice player #7, Mark Strum received a technical foul. Mark this with a "T" in the individual player fouls and team foul. This also happened to be his 5<sup>th</sup> foul of the game, advise the referee of this.

Can you notice the error? – 3pt for #8 black





#### **METRO BASKETBALL ASSOCIATION**

PO Box 31133 Gladstone RPO Halifax, NS B3K 5Y1
Tel: - Fax: www.mbans.ca



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	ory: U10 Boys (ME		)			Divis	ion / Lev	el: U10 Bo	ys		Game Time:	9:00 AM	M	ale X F	emale		
Locatio	n: Canada Games	#1	1 10			V. (1) (1)	Da	te: Oct 17,	2015							_	
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Technical foul to \$7 black with 3:31 left in the fourth quarter for swearing.

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Harting to represent the second

#### HASKE THALL



#### METRO BASKETBALL ASSOCIATION

TO ANY 21 TO SERVE HE TO CHEER, 10, BOND:

Tel: - Fax: www.mbans.ca lerettcp@mbans.ca



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6. Mark Unsportsmanlike Foul as "U"

# Operations of the Game

- Possession Arrow
- Penalty
- Technical Fouls



#### Possession Arrow

- Very important you start correctly, Blue team get the ball on the jump, 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 touched inbounds
- U10 End of a shift possession, Half time arrow, held ball – arrow
- U12 see chart, held ball arrow
- U14 see chart, held ball arrow
- U16/18 Half time arrow, held ball arrow



### Penalty

- Penalty players will shoot on free throws on the 5<sup>TH</sup> 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. This applies to all levels. U10 players <u>CAN</u> foul out!
- 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.\*\*\*
- 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 unsportsmanlike fouls to a player and that individual is no longer permitted to participate
- A combination of one technical and one unsportsmanlike foul 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
- There will be a laminated cheat sheet attached to all score clocks where portable MBA score clocks are present and used in gyms
- Where wall mounted score clocks are used (example Community Y, Basinview, BHPCC, etc) scorekeepers should have an MBA rules cheat sheet 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, WE MUST HAVE THEIR NAME (first and last) RECORDED AS COACHING ON THE GAME SHEET



### 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
- NEED FULL NAME OF CALL-UP PLAYER



# 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 U14, 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, any player on a team playing more than one more shift than any other player on their team
- Ineligible player
- U10 team does not have 6 players by the start of the 5<sup>th</sup> shift
- U12 team does not have 7 players by **START** of second half (5<sup>th</sup> shift).
- Score on the score sheet is entered as 20 0



# **Entering Results**

- Step by step results are posted on the MBANS website to assist and guide you on how to enter game results
- Instructions are also posted for printing off score sheets and shift sheets
- \*\*ALL GAMES MUST BE ENTERED BY 9 PM SUNDAY NIGHT.\*\*
- \*\*1<sup>st</sup> three weeks of play please input scores as soon as possible on game day. This helps tremendously in seeding and scheduling the following week's games accurately
- If a roster has no jersey numbers, collect them and forward to Joel



# **Incident Reports**

- There will be an electronic form online, on our website for reporting technical fouls, player & coach ejections for fighting etc., fan abuse/ejections etc
- Always includes a "Who, What, When Where and How"



# Incident Reports

	T - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -			
Metro Basketball Asso	ciation Incide	ent Report	Form	
Game Date:		ASK	EP	
Game Time:	Die Control			
Game Location:				
Team:	-			
Who was involved?	Y			
Player/Coach/Fan Name:				
What happened?				
○ Technical Foul ○ 2 x Technical Foul (Ejection)				
O Ejection				
Please record the details of the incident:	7/			
Before submitting this form, please click below to move the contents of box "A" in				
leaving the first box empty.				
A: a5cb9e7de506				
ck to Move				
		OFRT	18810	
		E-BA		
		Submit		

METRO BASKETBALL

### Scheduling/ Time Line

- 1. Assignments are emailed by Sunday night the week prior to specific scorekeepers who have entered their availability in the system
- 2. Accept/Decline by Tuesday night/before school Wednesday AM. Assignment expires and becomes Up for Grabs and open to those who have availability in the system
- 3. Up for Grabs games are emailed to everyone who has indicated in the system thy are available. First to accept them gets games that are Up for Grabs
- 4. Print off score sheet / rosters after 5 pm Friday night
- 5. Go to your assigned gym score keep your assigned games
- 6. Return home Enter games results no later than 9:00 pm Saturday night for Saturday games and no later than 9:00 pm Sunday night for Sunday games
- 7. When required input and submit incident report



#### Communication

- 1. Assignments are emailed 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
- Best way to get Joel is via text or phone call only 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 wheel 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 (that it's your email in the system, not your parent's) and cell phones, not your parent's. This is your job, not theirs! I will <u>not</u> communicate with your parents

#### **Test**

- Test is a review of what was presented today
- 25-28 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 Sunday October 5th at 10:00 pm
- After that time the test will be shut off and you will not be eligible to score keep



### **Contact Information**

Joel Leger – Minor Official Assignor

E-mail: jleger@mbans.ca

Phone: 902-478-7739

Chris Lerette – League Manager

E-mail: lerettcp@mbans.ca

Phone: 902-221-4444

Website: <a href="http://www.mbans.ca">http://www.mbans.ca</a>

