

# 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?



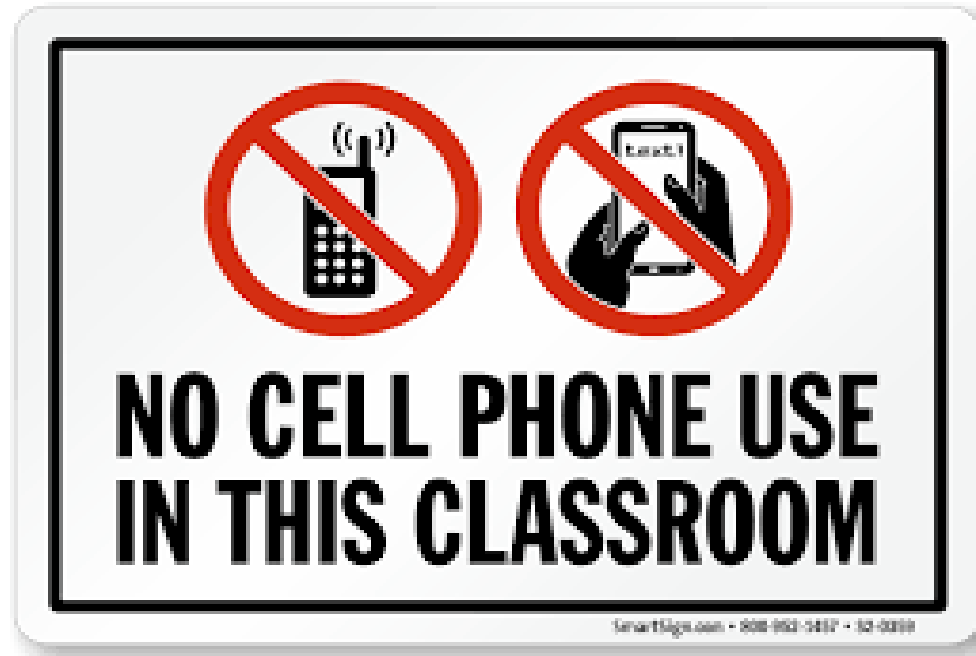
# Communication

**Your e-mail**

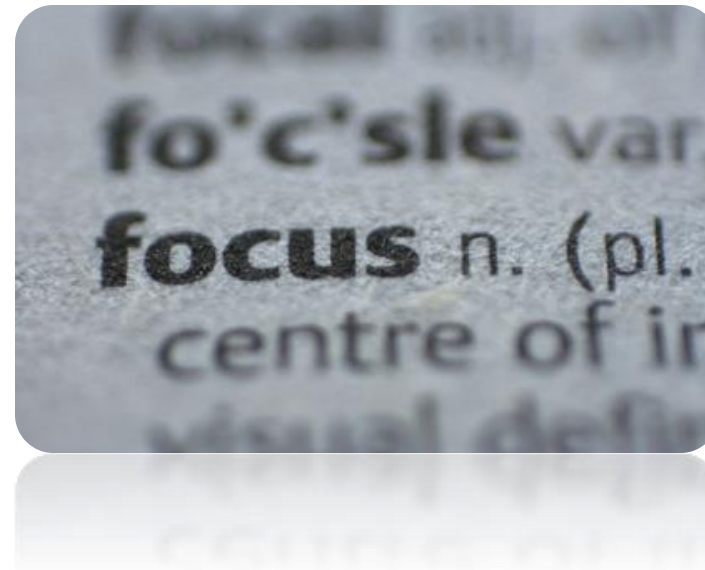
**Your cell phone number**



# 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 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, 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



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

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)															

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:



**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





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

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 #
	1	3	7	8	15	23	31	33	55					
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 #
	5	20	24	25	31	34	45	50	51	54	55			
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										U10/U12 Only		U10 Only	
1	2	3	4	5	6	7	8	9	10				

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+

# 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	3	7	8	15	23	31	33	55						
1		1	1			1		1	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			1	1		1		1	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:





Half Time

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

Shift Counter - cross off each shift as they are played

1 2 3 4 5 6 7 8 9 10

Notes:



**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



If any strange events, write a note

MBA U10 / U12 / U14 3+

## Official Shift Record

Date: October 17

Time: 9:00 AM

Gym: Park West

Team Name: Redford Jets

Colour: Red

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
	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			6	(6)				6	6					
5			X											
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 #
	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														
5														
6 (U10 & 14 only)														
7 (U10 only)														

Shift Counter - cross off each shift as they are played

1 2 3 4 5 6 7 8 9 10

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

Notes: Red #7 fouled out in the 6th shift, #8 subbed in.



**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





# What must happen in Shift 8 ? (Hint)

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	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		7	6							
5			X						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		6	6	5	6	6	7				
4				7		7		7							
5															
6 (U10 & 14 only)															
7 (U10 only)															

Shift Counter - cross off each shift as they are played

1 2 3 4 5 6 7 8 9 10

Notes: Red #7 fouled out in the 6th shift, #8 subbed in.



**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



End of the game, are the shifts ok?

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	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)															
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

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

1 2 3 4 5 6 7 8 9 10

Notes: Red #7 fouled out in the 6th shift, #8 subbed in.

# 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<sup>TH</sup> 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 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” 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 not 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 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 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!





**SAMPLE SCORE SHEET WITH INSTRUCTIONS ARE ON THE BACK PAGE**

# MBA Scoresheet Differences

- We do not have an onsite gym supervisor
- All scoresheets are pre-filled 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









# METRO BASKETBALL ASSOCIATION

PO Box 31133 Gladstone RPO Halifax, NS B3K 5Y1

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



**Category:** U10 Boys (MEN) (Regular)

**Division / Level:** U10 Boys

**Game Time:** 9:00 AM

Male ☒ Female ☐

**Location:** Canada Games #1

Date: Oct 17, 2015

**Final Score:** \_\_\_\_\_ to \_\_\_\_\_

te

HOME	Time 1	Running																																																																																																																								
Mainland Express - Bullen	Outs 1 2 3		67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122																																																																
VISITOR	Time 1	Running																																																																																																																								
Prospect Bulls - Knoton	Outs 1 2 3		67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122																																																																

[illegible]

HOME TEAM FOULS	1st Period =>	<input checked="" type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	2nd Period =>	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	2nd Half Poss.
	3rd Period =>	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	4th Period =>	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	

Signature of: Scorer \_\_\_\_\_

Notes:

1. Always mark the running score first
2. Mark made free-throw as 'Ø' and '0' for missed
3. Mark 2-pt. "field goals" as "2" & 3-pt. "field goals" as "3"
4. Mark Personal Fouls as "P" 5. Mark Technical Fouls as "T"
6. Mark Unsportsmanlike Foul as "U"

VISITOR TEAM FOULS	1st Period =>	1	2	3	4	5	2nd Period =>	1	2	3	4	5
	3rd Period =>	1	2	3	4	5	4th Period =>	1	2	3	4	5

Signature of: Referee

Umpire \_\_\_\_\_





lerettcp@mbans.ca



**Date:** Oct 17, 2015

tc

[illegible]

**VISITOR TEAM FOULS** 1st Period => ☒ ☒ ☒ ☒ ☒ 2nd Period => ☒ ☒ ☒ ☒ ☒ ☒  
3rd Period => ☒ ☒ ☒ ☒ ☒ 4th Period => ☒ ☒ ☒ ☒ ☒ ☒

Umpire



Technical foul to #7 black with 3:31 left in the  
fourth quarter for swearing.





1.0.2008-2013 KÖZÖSSÉGI FEJLESZTÉS ÉS MUNKAFELTÉTEL

eastlink

Male ☐ Female ☐

Date: Jan 10, 2015

Final Score: home - 42 to visitor - 34

[illegible]

VISITOR TEAM FOULS 1st Period =>      2nd Period =>

Signature of: Referee \_\_\_\_\_

Umpire: [REDACTED]

# 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 **CAN** 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

## Metro Basketball Association Incident Report Form

Game Date:

Game Time:

Game Location:

Team:

Who was involved?

Player/Coach/Fan Name:

What happened?

- ☐ Technical Foul  
☐ 2 x Technical Foul (Ejection)  
☐ Ejection

Please record the details of the incident:

Before submitting this form, please click on the link below to move the contents of box "A" into box "B" leaving the first box empty.

A: a5cb9e7de506



B:

Click to Move

Submit





# 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 they 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
3. 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 not 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](mailto:jleger@mbans.ca)

Phone: 902-478-7739

Chris Lerette – League Manager

E-mail: [lerettcp@mbans.ca](mailto:lerettcp@mbans.ca)

Phone: 902-221-4444

Website: <http://www.mbans.ca>

