



METRO BASKETBALL ASSOCIATION

2026 Scorekeeper Clinic



Welcome

- What is the Metro Basketball Association?
- Why are we here today?
- How long are we here today?
- Breaks ?
- Washroom Locations ?

Agenda

- Setting you up for success
- Show me the \$\$\$
- Rules (all divisions)
 - U10 Specifics
 - U12 Specifics
 - U14 Specifics
 - U16/18 Specifics
- MBA Rules
- Game Sheet Overview
- Shift Sheet Overview
- Game Data Entry
- In Person Exercise
- RAMP System Overview
- Back to Success!

SETTING YOU UP FOR SUCCESS

Simple, but effective techniques and rules



Rule #1 – Be Professional

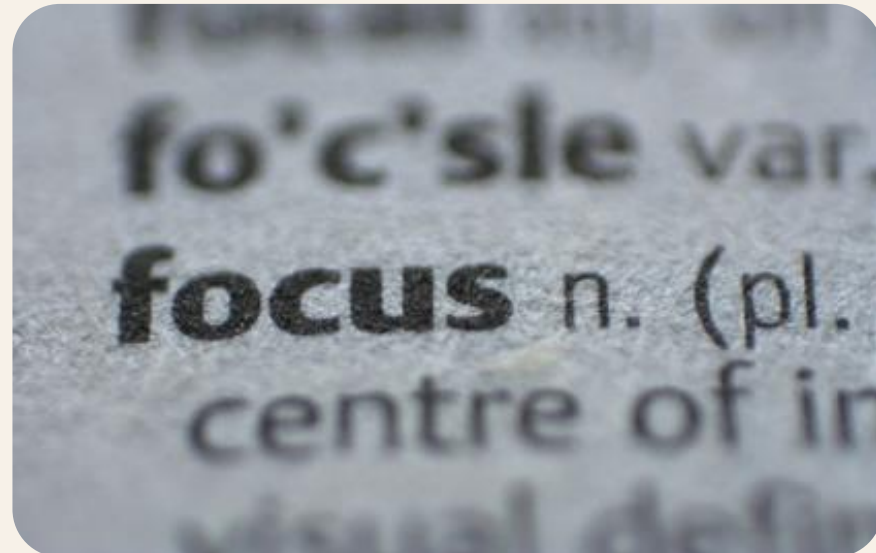
- You are a representative of the Metro Basketball Association.
- You are a minor official and part of the officiating team, along side the referees.
- You are human, you will make mistakes – and THAT'S OK!
- You do not deserve to be yelled at or told you are terrible at what you do.
- Unfortunately, this does not mean it will not happen.
- We will have your back in all of these negative scenarios – but we need your help!
- Keep your composure at all times, and;
- ALWAYS be professional

Rule #2 – No Cell Phones

- Each year cell phone usage during play is one of the few complaints we receive about our scorekeepers.
- Stay off your phone during play, between shifts and at quarter breaks.
- Feel free to use your phone at half time and in between games.

Cell Phones

- We understand cell phones are an important part of everyone's day. Today we are here to learn the ins and outs of scorekeeping in the MBA. Our focus should be on that.
- Each week we are in the gyms where ~230 games will take place and 5000 youth will participate in a sport they love; you are a big part of that!
 - Our focus is on the game, not a phone
 - Keep your phone away during the game



Rule 3 – Ask Questions

- The age-old adage holds true in this classroom – there is no such thing as a dumb question!
- There is a lot of material and text in this presentation.
- Do not be intimidated to speak up and ask questions. While you may be newer to scorekeeping, each person in this room was in your shoes at some point in time.



Roles You Will Play

- Each week you will perform a number of different roles while performing your job, each providing you with relevant work experience.
 - Game Official
 - Timer
 - Scorer
 - Rules Guru
 - Data Entry Clerk
 - Incident Reporter
- You and the job you perform are extremely important to the success of our league and has a direct positive impact on over 5000 youth participants.

SHOW ME THE MONEY

Your job, your money!



What Will I Be Paid ?

Your Job!

- Scorekeeping with the MBA is a job, no different then working at Tim Hortons, Sportcheck or Scotiabank.
- We pay you to do that job.
- We expect to deal with you (only) on anything related to your job

Your Money!

Divisions	Game Fees
U10	\$23.00/game
U12	\$23.00/game
U14	\$23.00/game
U16	\$26.00/game
U18	\$26.00/game

How Will I Get Paid ?

- New for this year, scorekeepers will be paid by direct deposit. No more cheques before and after Christmas.
- When you are logging into the new system you should be prompted to enter your banking information.
- You will be paid on the exact same two-time lines:
 - All games up to and including the last week of play before Christmas will be submitted for payment Sunday evening of the last games.
 - All games up to and including the last week of play-offs in February will be submitted for payment Sunday evening of the last games.
- Once submitted you should see the money (your pay) deposited into your account within 5 days (the average is 2-3 days).



Game Rules

Applicable to all divisions



Game Timing

Division	Game Duration	1 st Quarter	2 nd Quarter	Half Time Length	3 rd Quarter	4 th Quarter	Overtime (play-offs only)
U10	10 x 3:30 minute shifts	5 x 3:30 minute shifts		2 minutes	5 x 3:30 minute shifts		N/A
U12	8 x 4-minute shifts	2 x 4-minute shift	2 x 4-minute shift	4 minutes	2 x 4-minute shift	2 x 4-minute shift	4-minute shift(s) until winner
U14 D1 & 2	4 x 8-minute quarters	8-minute quarter	8-minute quarter	4 minutes	8-minute quarter	8-minute quarter	5-minute period(s) until winner
U14 D3, 4, 5+	6 x 4-minute shifts & 1 x 8-minute quarters	2 x 4-minute shift	2 x 4-minute shift	4 minutes	2 x 4-minute shift	8-minute quarter	5-minute period(s) until winner
U16	4 x 10-minute quarters	10-minute quarter	10-minute quarter	5 minutes	10-minute quarter	10-minute quarter	5-minute period(s) until winner
U18	4 x 10-minute quarters	10-minute quarter	10-minute quarter	5 minutes	10-minute quarter	10-minute quarter	5-minute period(s) until winner

Overtime

- Regular Season – No Overtime
- League Playoffs – Overtime
 - All playoff games that end in a tie will play over time periods until a winner is determined.
 - Durations outlined on previous slide.

Starting & Stopping the Clock

- All play in ALL divisions is STOP TIME
- Stop the Clock
 - When the referee blows their whistle.
 - Following a score in the final 1 minute of the game.
- Start the Clock
 - Once the ball is tapped by either team during the jump ball at the beginning of the game.
 - When the ball is touched by either team inbounds following a throw-in or unsuccessful last free throw.

Last Minute of the Game

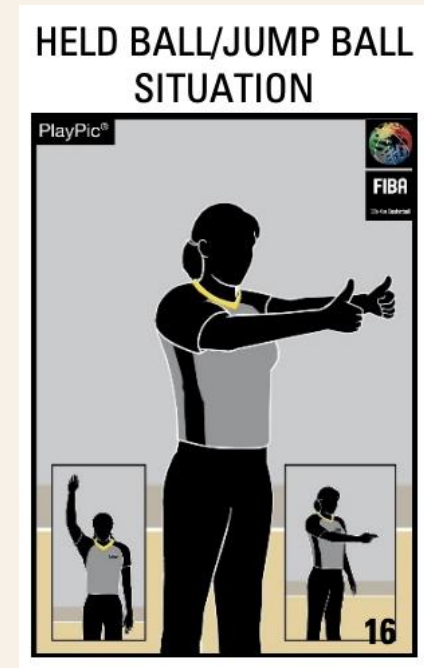
- In the last minute of a game (or any overtime period) the clock stops after a basket is made by either team.
- The clock starts when the ball is touched inbounds.
- This can all happen very fast – you need to be on your toes!
- This only comes into effect when the score is within ten (10) points.
- This is different from a regular FIBA game where the clock would stop regardless of the score in the last 2 minutes of the game.
 - Please remind the referees of the modification specific to the MBA.

Timeouts

- Time outs are 60 seconds in length, with a horn at 50 seconds.
- A team gets 5 timeouts total in a game; they are entitled to 2 timeouts in the 1st half, and 3 timeouts in the 2nd half.
- A team may have no more than 2 timeouts in the last two minutes of the 4th quarter (game).
- During a playoff game that goes into over time, a team is entitled to 1 timeout. Any unused timeouts do not carry over to overtime.
- A coach must request a timeout from you (scorer's table), advise the referee of the request at one of 3 occasions:
 - Any stoppage of play.
 - After a team is scored upon.
 - After a final free throw is successful.

Possession Arrow

- Important you start the game with the arrow pointing in the correct direction.
- The team who does NOT control the opening jump ball is awarded the first alternating possession arrow.
- The arrow changes at each:
 - Jump/held ball.
 - Quarter/Half Time Breaks.
- Change the arrow as soon as the ball is touched inbounds (Hint: same time the clock starts).

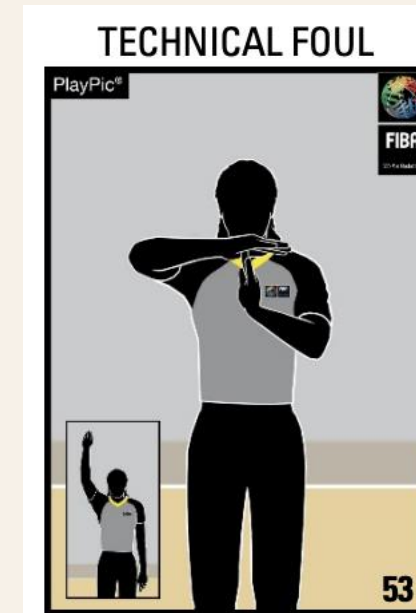


Personal Fouls

- Each player may receive 5 personal fouls in a game.
- Once a player has received 5 personal fouls in a game they are no longer permitted to play in a game, but may remain on the team bench.
- All personal fouls count as a team foul.
- Scorekeepers are responsible to advise the referee once a player has accumulated 5 personal fouls.

Technical Fouls

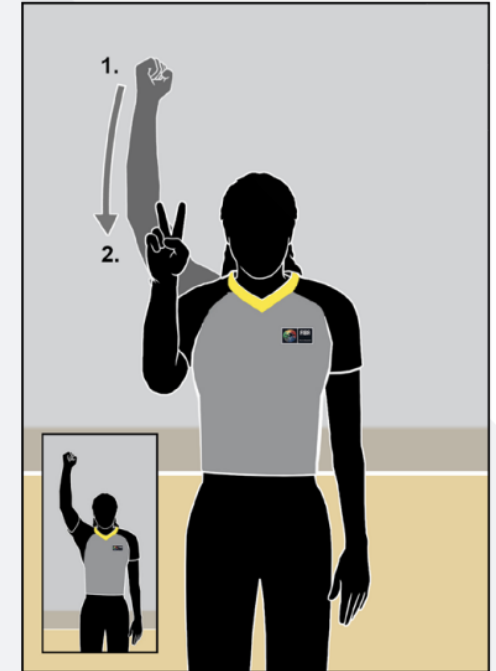
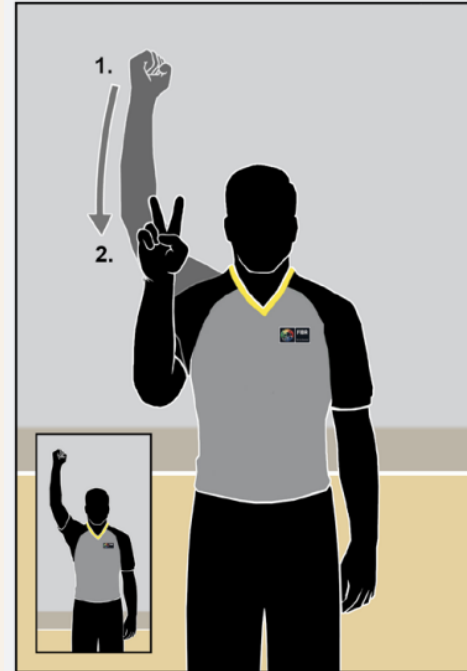
- Technical fouls have become more complicated; they have been separated into Category 1 technical fouls and Category 2 Technical fouls
 - Category 1 technical fouls count towards a player or coaches' disqualification.
 - Category 2 technical fouls DO NOT count towards a player or coaches' disqualification
- Make sure the referee clearly indicates which category any technical foul given is (Cat. 1 or Cat. 2)
- All player technical fouls count as a team foul.



Disruptive Foul

- Newly added to the FIBA rule book for 2026 season.
- In the past these would be called “clear path foul” or “not playing the ball”.
- Disruptive fouls DO NOT COUNT towards a player's disqualification.
- Disruptive fouls COUNT as a team foul.

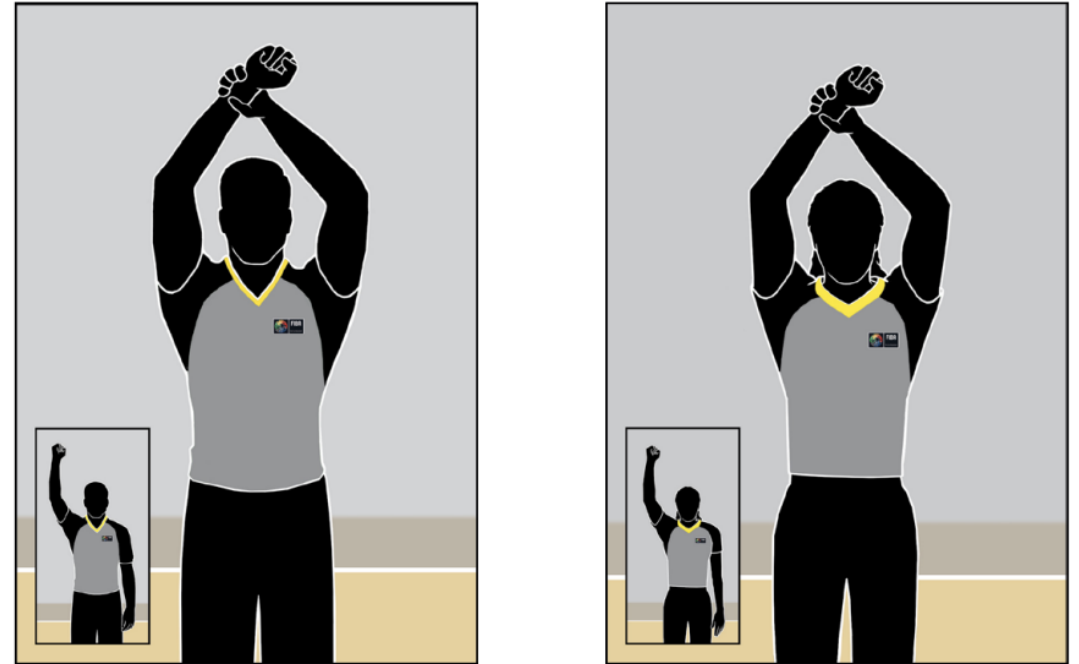
Disruptive foul



Flagrant Foul

- Newly changed to replace the old Unsportsmanlike foul.
- Flagrant fouls DO COUNT towards a player's disqualification.
- Flagrant Fouls DO COUNT as a team foul.

Flagrant foul



Disqualifications

Players

- Advise referee when:
 - 2 x Category 1 Technical Fouls.
 - 2 x Flagrant Fouls.
 - 1 x Category 1 Technical Foul & 1 x Flagrant Foul.
- Receives a game disqualifying foul (Example : Fighting)

- In all scenarios on this page an incident report must be filed online.

Coaches

- Advise referee when a head coach (or person acting as the head coach) receives:
 - 2 x Category 1 Technical Fouls assessed directly to the head coach ('C')
 - 3 x Category 1 Technical Fouls, either all of them assessed to the bench ('B') or one of them assessed directly to the head coach ('C')
- Receives a game disqualifying foul.

Penalty

- Occurs when a team has reached 5 team fouls in a quarter (or every two shifts in a U12 game).
 - Does not occur in U10 games.
 - All fouls are still recorded and all other rules pertaining to fouls are still in effect in U10.
- All categories of player fouls count as a team foul and towards the penalty.
- Any foul assessed to a team coach or any other team staff DO NOT COUNT towards the penalty.
- When the penalty occurs, sound horn or whistle and advise the referee the team has 5 team fouls.

Game Rules – Age Division Specifics

Adaptations to each age divisions to ensure an enjoyable environment. While most officials are great, some will not know these rules. Take some time to make sure the officials working the game are aware of the adaptations for the division.

Game Rules – Age Division Specifics

Adaptations to U10 divisions to ensure an enjoyable environment

BUT FIRST – LET'S TAKE A BREAK



Game Rules – U10 Specifics

- Games are broken into 10 3 minute and 30 second shifts plus a 2-minute half time. Each half is comprised of 5 shifts.
- During the last 1 minute of play the clock does not stop as it does in other divisions.
- Games are a 4 on 4 playing format.
- No 3-point baskets; all made baskets (except free throws) count as 2 points.
- Game score is not displayed on the clock or score board.
- Game sheets and Shift sheets ARE STILL TO BE COMPLETED.

Game Rules – U10 Specifics (Continued)

- 4 players are required to start a game.
- Must have 6 players by the start of play in the 2nd half.
- While fouls are still recorded, foul shots as a result of “penalty” do not occur.
- Following a score or a throw in from the teams back court, the defense must fall back to top of the key until the ball crosses half.
- Screening is not permitted.

Game Rules – U10 Specifics (Continued)

- At the beginning of each shift players from both teams line up in front of the scorers table, the scorekeeper records their shifts on the shift sheet.
- No player may 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 injured and is substituted or fouls out during a shift where MORE than 1 minute remains on the clock, BOTH PLAYERS are charged with a shift.
- If a player is injured and is substituted or fouls out during a shift where LESS than 1 minute remains on the clock, the incoming player DOES NOT get charged with a shift.
 - The player leaving the shift DOES get charged with a shift.

U10 Shifts

# Players	Group 1	Group 2
6	4 players with 7 shifts each	2 players with 6 shifts each
7	5 players with 6 shifts each	2 players with 5 shifts each
8	8 players with 5 shifts each	N/A
9	4 players with 5 shifts each	5 players with 4 shifts each
10	10 players with 4 shifts each	N/A
11	7 players with 4 shifts each	4 players with 3 shifts each
12	4 players with 4 shifts each	8 players with 3 shifts each

Game Rules – U12 Specifics

- Games are broken into 8 4-minute shifts plus a 4-minute half time. Each half is comprised of 4 shifts.
- Games are a 5 on 5 playing format.
- No 3-point baskets; all made baskets (except free throws) count as 2 points.
- 5 players are required to start a game.
- Must have 7 players by the start of play in the 2nd half.
- No player may play more than 1 shift more than any other player on their team.
- If a player is substituted during a shift for any reason, BOTH PLAYERS are charged with a shift.
- At the beginning of each shift players from both teams line up in front of the scorers table, the scorekeeper records their shifts on the shift sheet.

Game Rules – U12 Specifics (Continued)

- In Division 2 and below:
 - Following a score or a throw in from the team's back court, the defense must fall back to top of the key until the ball crosses half.
 - In the last 24 seconds of a game (or overtime) and the offensive team is up by 3 points or less the clock does not start until the ball crosses half on an inbound play.
- In Division 1:
 - Teams are permitted to play full court, person to person pressure.
 - A team may no longer employ full court pressure once up by 15 or more points, at which point they must fall back behind the top of the key area.

Game Rules – U12 Specifics (Continued)

- During the first 3 weeks of play when there is a game scheduled between teams in Division 1 and any other division;
 - Division 2 rules must be used unless both teams agree to play by the Division 1 rules.
 - D1 rules – Full court defense permitted.
 - D2 rules – NO full court defense permitted.

U12 Shifts

# Players	Group 1	Group 2
7	5 players with 6 shifts each	2 players with 5 shifts each
8	8 players with 5 shifts each	N/A
9	4 players with 5 shifts each	5 players with 4 shifts
10	10 players with 4 shifts each	N/A
11	7 players with 4 shifts each	4 players with 3 shifts each
12	4 players with 4 shifts each	8 players with 3 shifts each
13	1 players with 4 shifts each	12 players with 3 shifts each

Game Rules – U14 Specifics

- Division 1 & 2 games:
 - Broken into 4 8-minute quarters. Each half is comprised of 2 quarters.
- Division 3, 4, 5+ games:
 - Broken into 6 4-minute shifts and an 8-minute quarter (4th quarter). The first half is comprised of 4 shifts. The second half is comprised of 2 shifts and 1 quarter.
- Games are a 5 on 5 playing format.
- 5 players are required to start a game
 - This is also the minimum number of players to avoid a default (Example – no requirement for 7 players by half)
- No player may play more than 1 shift more than any other player on their team.
- If a player is substituted during a shift for any reason, BOTH PLAYERS are charged with a shift.
- At the beginning of each shift players from both teams line up in front of the scorers table, the scorekeeper records their shifts on the shift sheet.

Game Rules – U14 Specifics (Continued)

- During the last quarter, teams are free to sub at any of the following opportunities:
 - Any time the clock is stopped.
 - In the last two minutes, after their team is scored upon.
 - After a successful last free throw.
- During these times the sub will sit/kneel at the table. When one of the above opportunities occurs, advise the referee by whistle or horn.
- In Division 1 games, there are no shifts. Substitutions throughout the entire game are permitted at the above three opportunities (clock stoppage, after a score in the last 2 minutes and following a successful free throw).
- Full court pressure is permitted in all divisions.
 - A team must fall back to the half court when ahead by 25 points or more.

Game Rules – U14 Specifics (Continued)

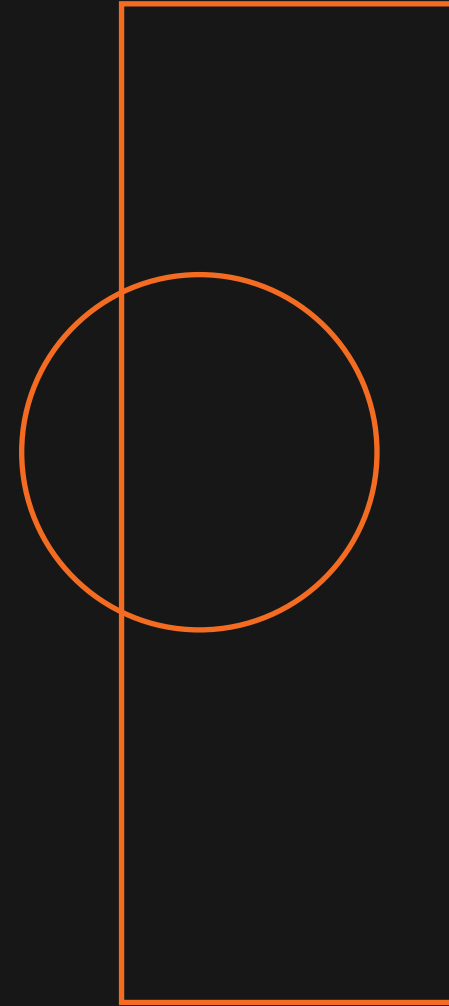
- During the first 3 weeks of play when there is a game scheduled between teams in Division 1 or 2 and any other division;
 - Division 1 and 2 rules must be used unless both teams agree to play by the Division 3+ rules
 - D1 & 2 rules – no shifts and no defensive restrictions.
 - D3+ rules – 6 shifts plus 1 quarter and teams ARE NOT permitted to play zone or double team.

Game Rules – U16 & U18 Specifics

- These divisions do not have a lot of modifications and are more or less follow the FIBA rules.
- Games are broken into 4 10-minute quarters. Each half is comprised of 2 quarters.
- Games are a 5 on 5 playing format.
- 5 players are required to start a game.
 - This is also the minimum number of players to avoid a default (i.e. – no requirement for 7 players by half)
- Teams are free to sub at any of the following opportunities:
 - Any time the clock is stopped.
 - In the last two minutes, after their team is scored upon.
 - After a successful last free throw by either team.
- During these times the sub will sit/kneel at the table. When one of the above opportunities occurs, advise the referee by whistle or horn.
- Full court pressure is permitted in all divisions.
 - A team must fall back to the half court when ahead by 25 points or more.

MBA Rules

These are rules specific to the MBA and apply to all divisions



MBA Rules

These are rules specific to the MBA and apply to all divisions

BUT FIRST – LET’S TAKE A BREAK



MBA Rules

- These are variations from the FIBA rules within the MBA and apply to all divisions.
 - We have just covered division specific rules.
- There is a laminated cheatsheets attached to all portable score clocks.
- In gyms with wall mounted score clocks scorekeepers should have a copy of this document on hand (will be provided to you).

Game Time Limits

- The following game time limits shall be used in all games except playoffs.
 - U10 Games – no longer than 1 hour and 10 minutes
 - U12 Games – no longer than 1 hour and 10 minutes
 - U14 Games – no longer than 1 hour and 15 minutes
 - U16/U18 Games – no longer than 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 clock has 2 minutes or less remaining the game may proceed as per normal play.
- If the game is found to be running late, half time and period breaks may be shortened at the discretion of the game officials.

Game Time Limits (Continued)

- If the 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”**

Late Arrivals or Leaving Early

- In several previous slides we talked about players being required to play an even number of shifts for the time they are present at the game.
- In all games with shifts:
 - A player who leaves the game early for whatever reason does not have to play an even number of shifts
 - A player who arrives late to a game does not have to play an even number of shifts.
- In both cases above the player in question must "even shifts" for the portion of the game they are present. Example, a player who arrives at half would only be required to play 2 shifts.
- Please make note of this on the shift sheet in the notes section.

Rosters

- Prior to each game starting check in with each coach, in the left-hand column labeled “license no” place a check mark next to all players who are present at the game.
- Do the same for all team staff in attendance at the game.
- Count the number of players and team staff on the bench and ensure they match what is on your game sheet.

Call Up Rules

- A coach may call up a player from a lower age class or division.
- In these cases, the coach must advise the scorekeeper prior to the start of the game.
- Write the **FIRST NAME AND LAST NAME** of this player(s) in one of the blank rows on the scoresheet and write "call-up" next to their name.
- In U10 and U12 Divisions a coach may call up as many players as is required to bring their game day roster to 10 players.
- In U14, U16 & U18 divisions a coach may call up as many players as is required to bring their game day roster to 8 players.

Game Time Roster Edits

Players

- Your preprinted game sheets will include all properly registered players. These along with any properly added call-up players are the only players permitted to play in any game.
- In the first three weeks for each division a team may write in the **FIRST AND LAST** name of a player who is not on the preprinted game sheet.
 - This is different from a call-up player.
 - When this happens, please remind the coach that the club needs to properly register the player to the roster.
- After this 3-week period rosters will become locked, and teams will only be permitted to add call-up players at game time.

Coaches/Team Staff

- Your preprinted game sheets will include all properly registered coaches.
- In the first three weeks for each division a team may write in the **FIRST AND LAST** name of a coach who is not on the preprinted game sheet.
 - When this happens, please remind the coach that the club needs to properly register the coach to the roster.
- After this 3-week period rosters will become locked, and teams will not be permitted to add coaches at game time

Ineligible Players & Coaches

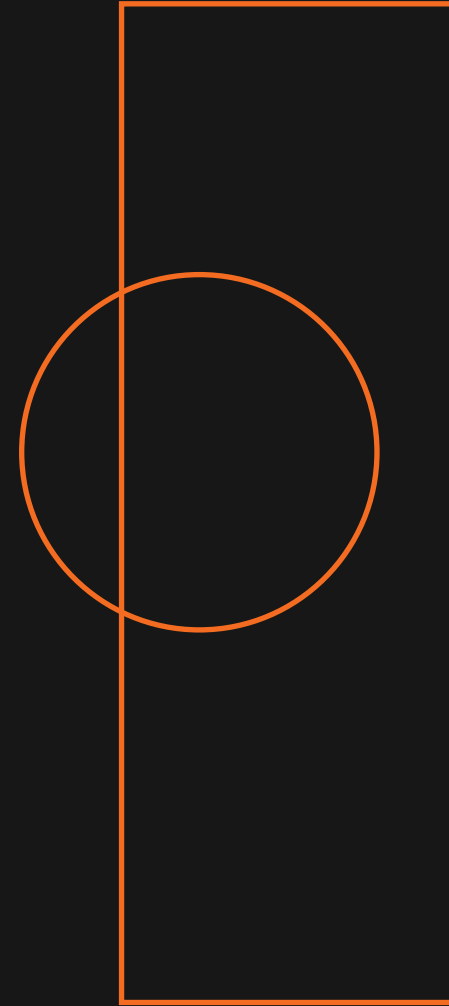
- Once the rosters are locked after the 3rd week of play, beginning in the 4th week of play, teams are NO LONGER permitted to add players or coaches at game time.
 - Exception call-up player.
- If there are additional players or coaches not listed on your game sheet advise the team they are NOT PERMITTED to be there.
- If they choose to remain on the bench, add their name to the scoresheet and send in report through incident report online.

Game Defaults

- Game defaults can occur for the following reasons:
 - In a U10 game:
 - a team has less than 4 players to start the game.
 - A team does not have 6 players by the start of the 2nd half.
 - In a U12, U14, U16 or U18 game:
 - a team has less than 5 players to start the game.
 - A team does not have 7 players by the start of the 2nd half
 - In a game with shifts, if there is more than a one shift difference among players on the team.
 - An ineligible player.
- In all cases above, continue to complete the game sheet as you usually would and at the end of the game in the white space below the running score indicate a score of 20-0 for the team not in a default position.

Game Sheet Overview

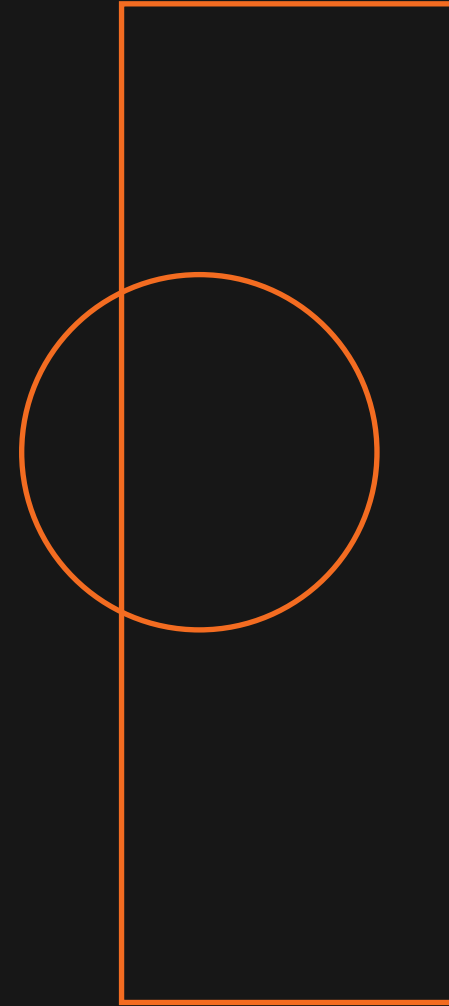
We have a new game sheet for this season.

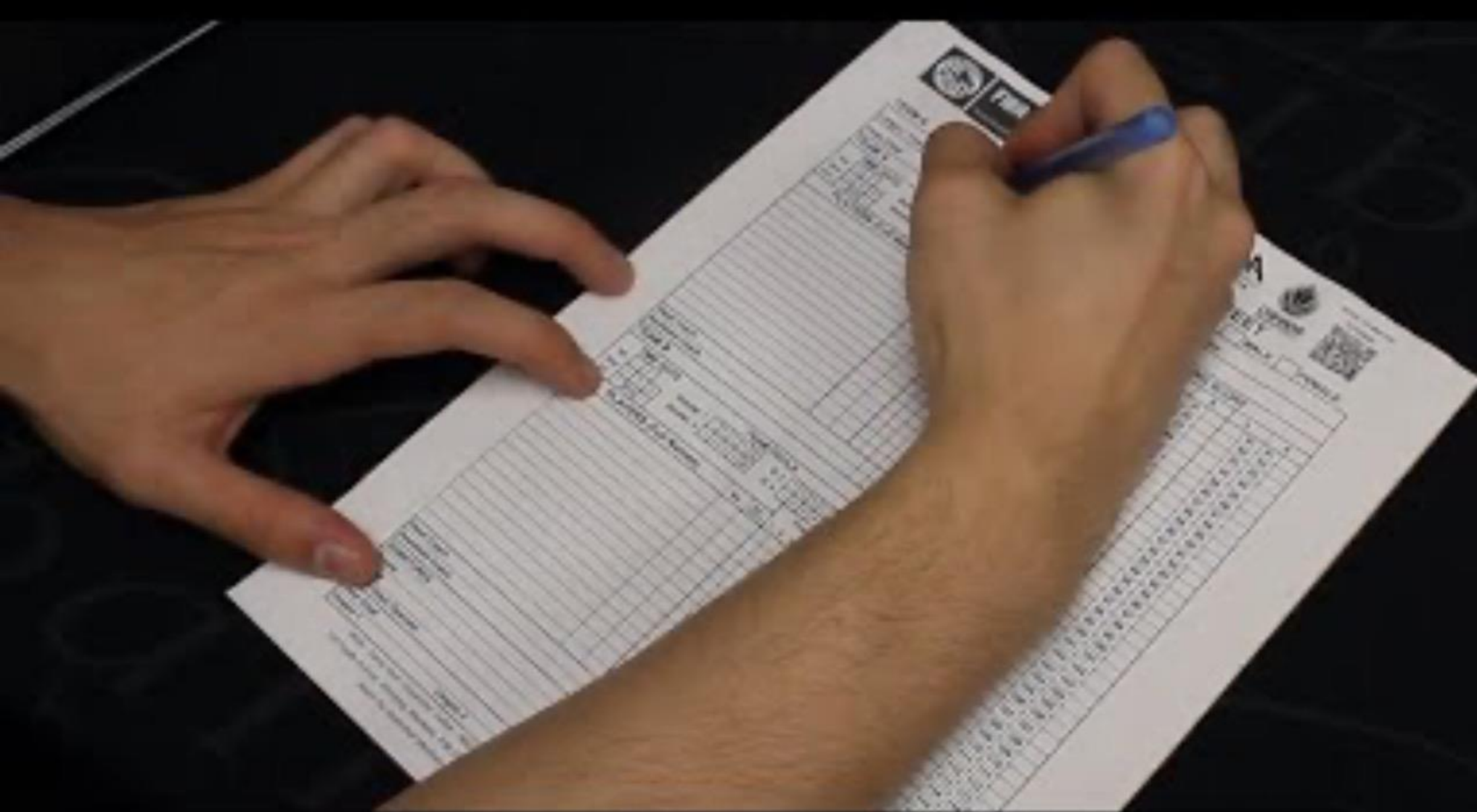


Game Sheet Overview

We have a new game sheet for this season.

BUT FIRST – LET’S TAKE A BREAK





**FILL OUT THE TOP PORTION OF THE
SCORE SHEET BEFORE THE GAME STARTS.**

Game Sheet Symbols

Running Score Section

- There are several symbols used when marking the running score, each of these have a very specific meaning.
 - / for a 2 pt or 3 pt basket
 - • for a made free throw
 - The number of each player who scored is indicated next to the / or •
 - The number of the player who scored the 3 pt baskets are circled

Player/Coach (team staff) Section

- There are a number of symbols used when marking the foul section for both players and team staff.
 - Personal Foul - P_2
 - Player Cat. 1 Technical Foul - $\textcircled{T_1}$
 - Player Cat. 2 Technical Foul - T_1
 - Disruptive Foul - DI_2
 - Flagrant Foul - $\textcircled{FL_2}$
 - Coach Cat. 1 Technical Foul - $\textcircled{C}$
 - Bench/Team Staff Cat. 1 Technical Foul - $\textcircled{B}$

Game Sheet Symbols Cont.

- The subscripts next to each symbol indicate the number of shots go along with each foul.
- The circle around the symbol indicate that it counts towards a person's disqualification.

-

Team A Bedford Eagles - Hughes

- After confirming with both coaches and prior to starting the game, your sheet should look something like this.

- The scorers name is written at the bottom.
- Any players and coaches who are not at the game are crossed off.
- All players and coaches who are at the game are checked off.
- Any Call-up players are added to the sheet with their First and Last name.
- The actual start time of the game is written just below the time field. This is important for the time limit rules we chatted about earlier.



METRO BASKETBALL ASSOCIATION

Team A Bedford Eagles - Hughes

Team B Cole Harbour Rockets - David

Competition U14 Boys		Date Saturday, October 3, 2026		Time 12:00 PM		Crew chief	
Game No. 1880		Place Cole Harbour High		12:19 PM		Umpire 1 Umpire 2	

Team A Bedford Eagles - Hughes										Team B Cole Harbour Rockets - David									
Time-outs Team fouls										Time-outs Team fouls									
Quarter 1 1 2 3 4 Quarter 2 1 2 3 4										Quarter 1 1 2 3 4 Quarter 2 1 2 3 4									
Quarter 3 1 2 3 4 Quarter 4 1 2 3 4										Quarter 3 1 2 3 4 Quarter 4 1 2 3 4									
Overtimes										Overtimes									

Licence no.	Players	No.	Player in	Fouls				
				1	2	3	4	5
✓	Cohen Arseneault	9						
✓	Reid Carmichael	34						
✓	Liam Furdas	0						
✓	Finlay Clonnet	94						
✓	Arbor Hattie	19						
✓	Leon Hu	87						
✓	Jayden Hughes	14						
✓	Haoxiang Jia	63						
✓	Aiden Kim	92						
✓	Drew Rideout	71						
✓	Reid Rushdi	8						
✓	Luozhe Wang	59						

Licence no.	Players	No.	Player in	Fouls				
				1	2	3	4	5
✓	Adrian Bischi	1						
✓	Easton Boyd	24						
✓	Caleb Brown	71						
✓	Rylan Ghemoun	12						
✓	Max Cloutier	4						
✓	Matteo David	30						
✓	Sai Gokidi	21						
✓	Colin Gordon	7						
✓	Tomisin Odeniyi	10						
✓	Xander Wright	6						
✓	✓ Noel Lopez (CU)	18						

Coach Jessica DePaima ✓		Assistant Coach Gloria Furdas	
Coach William Brown ✓		Assistant Coach Holly David ✓	

Scorer <u>Chris Lorette</u>	Scores	Quarter 1	A	B
Assistant scorer		Quarter 2	A	B
Timer		Quarter 3	A	B
Shot clock operator		Quarter 4	A	B
		Overtimes	A	B

Crew Chief	Final Score Team A	Team B
Umpire 1	Name of winning team	
Umpire 2	Game ended at (hh:mm) 1:20 PM	
Captain's signature in case of protest		



METRO BASKETBALL ASSOCIATION

Team A Bedford Eagles - Hughes

Team B Cole Harbour Rockets - David

Competition U14 Boys		Date Saturday, October 3, 2026	Time 12:00 PM	Crew chief
Game No. 1880		Place Cole Harbour High	12:19 PM	Umpire 1 Umpire 2

Team A Bedford Eagles - Hughes		RUNNING SCORE																							
		A		B		A		B		A		B		A		B									
		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5				
Time-outs	Team fouls																								
Quarter 1	Quarter 2																								
Quarter 3	Quarter 4																								
Overtimes																									
Licence no.	Players	No.	Player in	Fouls																					
✓	Cohen Arsenault	9							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Reid Camichael	34							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Liam Furdas	0							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Finley Gionet	94							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Arbor Hattie	19							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Leon Hu	87							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Jayden Hughes	14							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Haixiang Jia	83							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Aiden Kim	92							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Drew Rideout	71							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Reid Rushdi	8							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
✓	Luoizze Wang	59							9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Coach Jessica DePalma ✓									9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Assistant Coach Gloria Furdas									9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Team B Cole Harbour Rockets - David	
Time-outs	Team fouls
Quarter 1	Quarter 2
Quarter 3	Quarter 4
Overtimes	
Licence no.	Players
✓	Adrian Bachi
✓	Easton Boyd
✓	Caleb Brown
✓	Rylan Ghenoun
✓	Max Clouthier
✓	Matteo David
✓	Sai Gokidi
✓	Colin Gordon
✓	Tomisin Odeniyi
✓	Xander Wright
✓	✓ Joel Leger (CU)
Coach William Brown ✓	
Assistant Coach Holly David ✓	

Scorer	Chris Leitch	Scores	Quarter 1	A	24	B	20
Assistant scorer			Quarter 2	A		B	
Timer			Quarter 3	A		B	
Shot clock operator			Quarter 4	A		B	
			Overtimes	A		B	
Crew Chief		Final Score Team A	Team B				
Umpire 1	Umpire 2	Name of winning team					
Captain's signature in case of protest		Game ended at (hh:mm) 1:20 PM					

- This image shows the score sheet at the end of the 1st quarter
 - The running scorer is completed with the proper markings
 - / for a 2 pt or 3 pt basket
 - for a made free throw
 - The number of each player who scored is indicated next to the / or •
 - The number of the player who scored the 3 pt baskets are circled
- The running score section has the score at the end of the quarter circled and thick line under both the score and the person who scored.
- Fouls are indicated with the proper symbol 'P' for personal foul and the number of foul shown in subscript next to the P₂
- The number of points scored by each team at the end of the period are indicated in the score section in the bottom right.
- Can anyone find the error?

- This image shows the score sheet at the end of the 3rd quarter
 - The running scorer is completed with the proper markings
 - / for a 2 pt or 3 pt basket
 - for a made free throw
 - The number of each player who scored is indicated next to the / or •
 - The number of the player who scored the 3 pt baskets are circled
- The running score section has the score at the end of the quarter circled and thick line under both the score and the person who scored.
- Fouls are indicated with the proper symbol 'P' for personal foul and the number of foul shown in subscript next to the P_2
- Can anyone find the error?
- Team B - #71 received a category 1 Technical Foul, indicated by a (T)



METRO BASKETBALL ASSOCIATION



Team A Bedford Eagles - Hughes

Team B Cole Harbour Rockets - David

Competition U14 Boys		Date Saturday, October 3, 2026	Time 12:00 PM	Crew chief
Game No. 1880		Place Cole Harbour High	12:18 PM	Umpire 1 Umpire 2

Team A Bedford Eagles - Hughes		RUNNING SCORE																														
		A				B				A				B				A				B										
		1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4							
Time-outs	Team fouls																															
Quarter 1	Quarter 2																															
Quarter 3	Quarter 4																															
Overtimes																																
Licence no.	Players	No.	Player in	1	2	3	4	5																								
✓	Cohen Arsenault	9																														
✓	Reid Carmichael	34																														
✓	Liam Furtas	0																														
✓	Finley Gonet	64																														
✓	Arbor Hattie	19																														
✓	Leon Hu	87																														
✓	Jayden Hughes	14																														
✓	Haiwang Jia	83																														
✓	Aiden Kim	92																														
✓	Drew Rideout	71																														
✓	Reid Rushdi	8																														
✓	Luojinze Wang	59																														
Coach Jessica DePalma ✓																																
Assistant Coach Gloria Furdas																																
Team B Cole Harbour Rockets - David																																
		A				B				A				B				A				B										
		1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4							
Time-outs	Team fouls																															
Quarter 1	Quarter 2																															
Quarter 3	Quarter 4																															
Overtimes																																
Licence no.	Players	No.	Player in	1	2	3	4	5																								
✓	Adrian Bachi	1																														
✓	Easton Boyd	24																														
✓	Caleb Brown	71																														
✓	Rylan Ghamoun	12																														
✓	Max Clouthier	4																														
✓	Matteo David	30																														
✓	Sai Gokidi	21																														
✓	Colin Gordon	7																														
✓	Tomisin Odeniyi	10																														
✓	Xander Wright	6																														
Coach William Brown ✓																																
Assistant Coach Holly David ✓																																
Scorer Chris Lorette																																
Assistant scorer																																
Timer																																
Shot clock operator																																
Crew Chief																																
Umpire 1 Umpire 2																																
Captain's signature in case of protest																																
Scores																																
Quarter 1																																
Quarter 2																																
Quarter 3																																
Quarter 4																																
Overtimes																																
Final Score Team A Team B																																
Name of winning team																																
Game ended at (hh:mm) 1:20 PM																																

- This image shows the score sheet at the end of game (4th qtr)
 - The running scorer is completed with the proper markings
 - Each quarter has the number of points scored by each team noted in the scores sections
 - There is a double solid line and a slanted line marked down through the running score numbers that are below the double solid line
 - The final score and winning team are indicated at the bottom of the page
 - Note the additional foul markings that occurred:
 - #19 on Team A received a category 2 technical foul, this is indicated by a T (without a circle)
 - Head Coach on Team A received a category 1 technical foul, this is indicated by a C
 - A team staff on Team B received a category 1 technical foul indicated by a B
 - #71 on Team B received a Flagrant Foul, this is indicated by a FL
 - #71 on Team B also received both a category 1 technical foul and a flagrant foul. What does this mean?



METRO BASKETBALL ASSOCIATION

Team A Bedford Eagles - Hughes

Team B Cole Harbour Rockets - David

Competition U14 Boys		Date Saturday, October 3, 2026		Time 12:00 PM		Crew chief	
Game No. 1880		Place Cole Harbour High		12:19 PM		Umpire 1 Umpire 2	

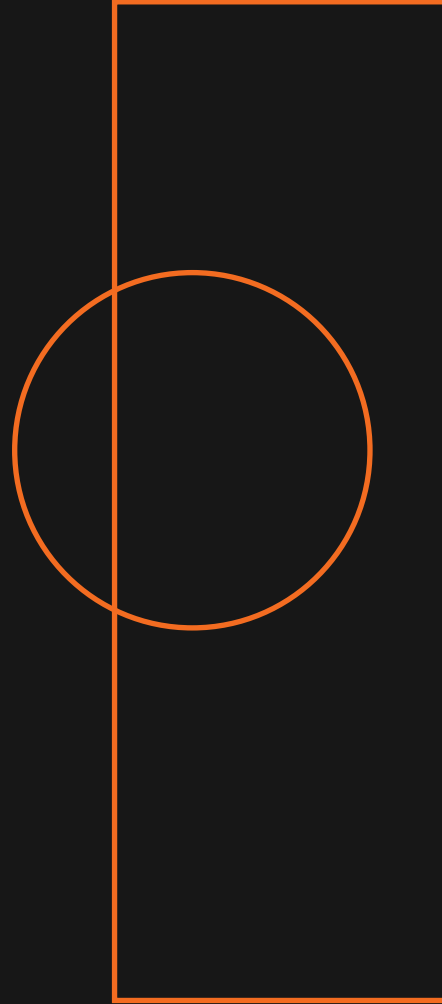
Team A Bedford Eagles - Hughes				RUNNING SCORE															
				A		B		A		B		A		B		A		B	
Time-outs	Team fouls	Quarter 1	Quarter 2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
		Quarter 3	Quarter 4	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
		Overtimes																	
Licence no.	Players	No.	Player in	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
✓	Cohen Arsenault	9																	
✓	Reid Carmichael	34																	
✓	Liam Furdas	0																	
✓	Finley Gionet	94																	
✓	Arbor Hattie	19																	
✓	Leon Hu	87																	
✓	Jayden Hughes	14																	
✓	Haoxiang Jia	83																	
✓	Aiden Kim	92																	
✓	Drew Rideout	71																	
✓	Reid Rushdi	8																	
✓	Luoizze Wang	59																	
Coach Jessica DePalma ✓																			
Assistant Coach Gloria Furdas																			

Team B Cole Harbour Rockets - David			
Time-outs	Team fouls	Quarter 1	Quarter 2
		Quarter 3	Quarter 4
		Overtimes	
Licence no.	Players	No.	Player in
✓	Adrian Bachi	1	
✓	Easton Boyd	24	
✓	Caleb Brown	71	
✓	Rylan Ghamour	18	
✓	Max Clouthier	4	
✓	Matteo David	30	
✓	Sai Gokidi	21	
✓	Colin Gordon	7	
✓	Tomisin Odeniyi	10	
✓	Xander Wright	5	
✓	✓	✓	✓
Coach William Brown ✓			
Assistant Coach Holly David ✓			

Scorer	Chris Lorette	Scores	Quarter 1	A	24	B	20
Assistant scorer			Quarter 2	A	8	B	12
Timer			Quarter 3	A	4	B	15
Shot clock operator			Quarter 4	A	2	B	6
			Overtimes	A		B	

Crew Chief		Final Score Team A	51	Team B	53
Umpire 1		Name of winning team	Cole Harbour Rockets - David		
Captain's signature in case of protest		Game ended at (hh:mm)	1:20 PM		

Shift Sheet Overview



Shift Sheet Notes

- We are about to go through the shift sheet, a few notes:
 - When marking a shift for a player, use the number of the shift you are about to begin.
 - Do not use x's or a check mark
 - When a player is no longer able or permitted to play, place an X in all of the remaining boxes in that players column.
 - If a player subs in during a shift to replace a player who is not longer able to play, circle the shift number indicating an additional player played in that shift.
 - In scenarios where a player coming into the game in the middle of the shift and the shift is going to count, the coach may choose to play the remainder of the shift with one less player.
 - This would only come into play if they have had to replace a bunch of players in different shifts.

- This image shows the shift sheet at the beginning of the game, prior to starting.
- Make sure game information is filled in; Date, time, location, teams and colors
- Make sure numbers are written in.
 - Hint: it is easiest if they are in numerical order

MBA U10 / U12 / U14 3+

Official Shift Record

Date: October 3

Time: 12:00 PM

Gym: Graham Ogilvie

Team Name: Bedford Eagles - Hughes

Colour: Blue

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	0	8	9	14	19	34	59	71	83	87	92				
2															
3															
4															
5															
6															
7 (U10 & U12 only)															

Team Name: Cole Harbour Rockets - David

Colour: Red

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	1	4	7	10	18 (C)	21	24	30	71						
2															
3															
4															
5															
6															
7 (U10 & U12 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 7 shifts for U10

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

7 Players	5 players with 5 shifts & 2 players with 5
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	3 players 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

- This image shows the shift sheet at the beginning of the 1st shift
- For each team mark the shift number in the box of the players lined up in front of you.
- Mark off the shift counted at the bottom of the page

MBA U10 / U12 / U14 3+

Official Shift Record

Date: October 3

Time: 12:00 PM

Gym: Graham Craigton

Team Name: Bedford Eagles - Hughes

Colour: Blue

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	0	8	9	14	19	24	59	71	83	87	92				
2															
3															
4															
5															
6															
7 (U10 & U12 only)															

Team Name: Cole Harbour Rockets - David

Colour: Red

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	1	4	7	10	(CW) 18	21	24	30	71						
2															
3															
4															
5															
6															
7 (U10 & U12 only)															

Shift Counter - cross off each shift as they are played

U10/U12 Only	U10/U12 Only	U12 Only	U10 Only
~~1~~	2	3	4
5	6	7	8
9	10		

Notes:



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

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

7 Players	5 players with 6 shifts & 2 players with 5
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

- This image shows the shift sheet at the half time
- As you will notice the scorer continued to mark the shift number that each player participated in
- At this point in the game the shifts look to be ok – everyone is within 1 shift.

MBA U10 / U12 / U14 3+

Official Shift Record

Date: October 3

Time: 12:00 PM

Gym: Graham Crockett

Team Name: Bedford Eagles - Hughes

Colour: Blue

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	3	2	1	1	2	1	2	1	1	2	2				
2		3	2	4		4	4	3	3	4	4				
3															
4															
5															
6															
7 (U10 & U12 only)															

Team Name: Cole Harbour Rockets - David

Colour: Red

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	1	4	7	10	18 (CW)	21	24	30	71						
2	2	1	1	2	2	1	2	1	1						
3	3	3	2	4	4	3	4	3	3						
4			4						4						
5															
6															
7 (U10 & U12 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 7 shifts for U10

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

7 Players	5 players with 6 shifts & 1 player with 5
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	3 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

- This image shows the shift sheet at the 6th shift
- On the red team there are some additional symbols along with a note in the note section about a player fouling out.
 - When a player is no longer permitted to play, Fouled out, injured ejected etc – mark the remaining boxes under them with an X
 - In this case a player subbed in during the shift (which counts as a shift), circle this indicating there is an additional person who played in the 6th shift.

MBA U10 / U12 / U14 3+

Official Shift Record

Date: October 3

Time: 12:00 PM

Gym: Graham Crofton

Team Name: Bedford Eagles - Hughes

Colour: Blue

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
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															
7 (U10 & U12 only)															

Team Name: Cole Harbour Rockets - David

Colour: Red

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	1	4	7	10	(C) 18	21	24	30	71						
2	2	1	1	2	2	1	2	1	1						
3	3	3	2	4	4	3	4	3	3						
4	5	6	4	5	6	5	5	5	4						
5			6	(6)				6	6						
6			X												
7 (U10 & U12 only)			X												

Shift Counter - cross off each shift as they are played

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

Notes: Red # 7 Fouled out during the 6th Shift. # 10 subbed in to replace the Fouled out player.



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

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

7 Players	3 players with 6 shifts & 2 players with 5
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	3 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

- This image shows the shift sheet at the 7th shift
- What needs to happen in the 8th shift?
- Hint: Look at Player #21 on the black team and #23 on the red team

MBA U10 / U12 / U14 3+

Official Shift Record

Date: October 3

Time: 12:00 PM

Gym: Graham Crockett

Team Name: Bedford Eagles - Hughes

Colour: Blue

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
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															
7 (U10 & U12 only)															

Team Name: Cole Harbour Rockets - David

Colour: Red

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	1	4	7	10	(CW) 18	21	24	30	71						
2	2	1	1	2	2	1	2	1	1						
3	3	3	2	4	4	3	4	3	3						
4	5	6	4	5	6	5	5	5	4						
5	7	7	6	(6)	7		7	6	6						
6			X						7						
7 (U10 & U12 only)			X												

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 during the 6th shift. # 10 subbed in to replace the fouled out player.



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

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

7 Players	5 players with 5 shifts & 2 players with 5
8 Players	5 shifts each
9 Players	4 players with 5 shifts & 5 players with 6
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

- This image shows the shift sheet at the end of the game
- Are the shifts ok? Do they meet all the rules on shift differences?
- What needs to happen if either coach did not play the players we indicated need to play in the 8th shift?

MBA U10 / U12 / U14 3+

Official Shift Record

Date: October 3

Time: 12:00 PM

Gym: Graham Croighton

Team Name: Bedford Eagles - Hughes

Colour: Blue

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
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															
7 (U10 & U12 only)															

Team Name: Cole Harbour Rockets - David

Colour: Red

Number of Shifts Played	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #	Player #
1	1	4	7	10	(CW) 18	21	24	30	71						
2	2	1	1	2	2	1	2	1	1						
3	3	3	2	4	4	3	4	3	3						
4	5	6	4	5	6	5	5	5	4						
5	7	7	6	(6)	7		7	6	6						
6			X						7						
7 (U10 & U12 only)			X												

Shift Counter - cross off each shift as they are played

U10/U12 Only U12/U14 Only U14 Only U18 Only

1 2 3 4 5 6 7 8 9 10

Notes:

Red # 7 fouled out during the 6th shift. # 10 subbed in to replace the fouled out player.



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

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

7 Players	5 players with 5 shifts & 2 players with 5
8 Players	5 shifts each
9 Players	4 players with 5 shifts & 5 players with 6
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

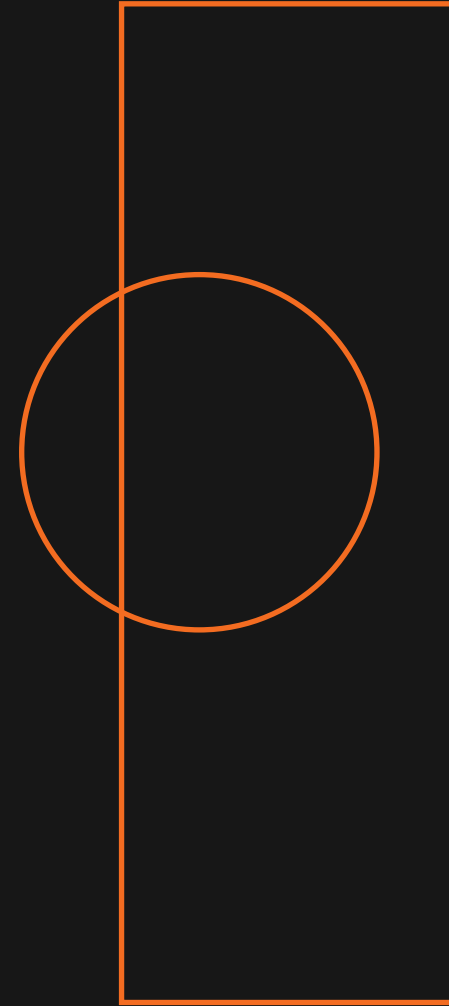
U14 D3+: No More than 1 shift difference in 1st 3 qtrs, 4th qtr anyone can play

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

Game Data Entry

Administrative tasks completed after each game



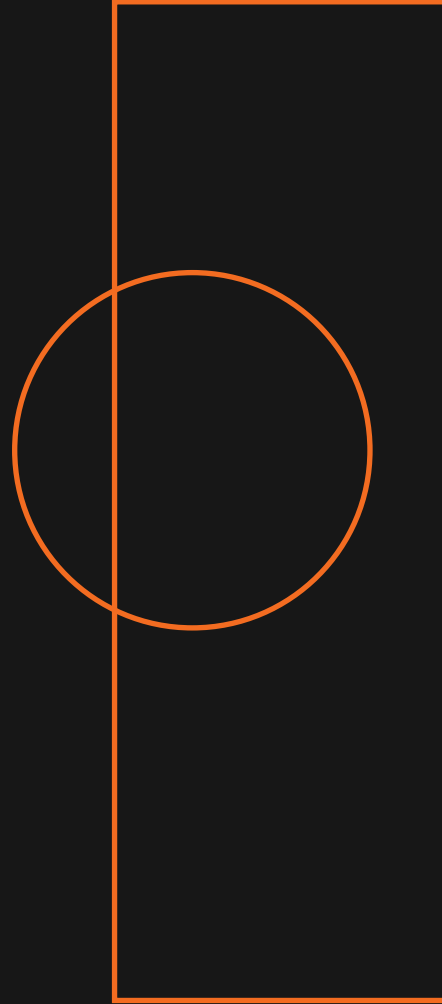
Entering Results

- Following your games, scorekeepers enter all game data into our system.
- We will walk through our system here today and step by step instructions will be available from the Scorer's Resources Page on our website.
- All games must be entered into the system no later than 9:00 PM on the day of the game.
- During the first three weeks of play in each division, please enter results as soon as possible. This helps tremendously when seeding and trying to complete next weeks schedule.
- If the preprinted game sheet does not include player's jersey numbers, complete them when entering game data and submit a report indicating the game number and team missing jersey numbers.

Incident Reporting

- There is an electronic incident report available on the Scorer's Resources Page.
- This must be submitted for all scenarios where:
 - A player is ejected.
 - A coach is ejected.
 - A spectator is ejected.
 - A team ignores your instruction about an unregistered player or coach remaining on the team bench.
 - A team is missing their jersey numbers.

RAMP & Website Overview



Demo

- MBA Website – Scorers Page
- Setting Availability.
- Accepting Games.
- Printing Score Sheets
- Printing Shift Sheets
- Entering Results
- Submitting Incident Reports

Back to Success



Review

- Over the last approximately 4 hours we have gone through everything you should need to know to be successful score keeping this season with the MBA.
- What will happen in the coming weeks?
 - There will be an open book online test which must be completed by 10:00 PM on Monday, October 5th
 - 25 – 30 Yes/No type questions.
 - Must write the test to be able to score keep this season.
 - At one point or another today we have gone over all of the questions on the test.

Review – Time Line

- What happens during each week of the season?
 - Assignments are emailed Saturday or Sunday of the week before games to individual scorekeepers who have availability set in the system.
 - Accept or decline your games by Tuesday night or first thing Wednesday morning.
 - If there are games which are not able to be filled by those with availability in the system – everyone (available or not) will receive a notification indicating there are open games. These are available to anyone to pick-up.
 - The first person to grab them will get the games, once accepted they are yours.
 - Friday evening **AFTER 5 PM**, print off your scoresheets for the weekend.
 - Saturday/Sunday – go to your assigned gym and score keep your games.
 - Return home and enter your game data and any necessary reporting ASAP.

Communication

- Weekly updates will be sent out via e-mail to all scorekeepers.
 - These include important information which will be important for all to know. Tasks we are doing well, thing we need to improve on or changes in processes.
- The best way to get ahold of Joel is by text as this will create a paper trail of the conversation.
- If urgent (Example: you wake up sick the morning of your games and cannot scorekeep) CALL Joel ASAP.
- If you need clarity on a rule or have an issue during a game CALL Joel during a stoppage.
- Don't be alarmed if you have not received assignments early on in the season. The first few weeks have a lot less games, meaning less assignments.

Circling Back

- On the 10th slide we talked about how much money we are going to pay you for completing your job.
- For some of you this is your first job, for others you have immense experience in the working world.
- Your job is not managed by your parents – take ownership of your job.
- Use the experience you gain here as life lessons, learn from your mistakes and strive to be the best you can be.
- Respectfully, we'd prefer to deal with you, the person completing the job. Please do not let your parents steal your experience!

THANK YOU

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