

Overview

For all Big V and NBL1 games in 2026, associations are expected to work with a 4-person scoretable official team for all matches. The four officials should be the scorer (scoresheet), an assistant scorer (visual displays), a timer (game clock) and a shot clock operator. To assist the smooth running of games and when training new officials, benches can include a fifth official known as a scoretable coach or table commissioner. Their role is to teach, mentor and assist the officials on the bench while the responsibility for recording the game and operating the equipment will be on the four scoretable officials.

Below is a breakdown of the roles and responsibilities for each of the positions. Highlighted in **blue** are the responsibilities that have changed positions from the previous 5 person scoretable.

All Table Officials

Before the Game:

- All officials should be arriving 45 minutes before the scheduled tip off
- 30 minutes before the game all Scoretable Officials should confirm positions, responsibilities and any expected changes for the game

During the Game:

- Communication: “Sub”, “Time-out and the team”
- If a fight situation occurs (or a situation that may lead to a fight occurs) the Assistant Scorer, Shot Clock Operator - look to their respective ends of the court and record/notify Timer and Scorer what is happening; Timer to collate details for Crew Chief – if called upon to assist
- Work with the statisticians to determine any uncertain tip-in or own goal decisions or manage any discrepancies

After the Game

All Table Officials to participate in a post-game discussion:

- Discuss “what went well?”
- Share any situations and reflections on what occurred or could have been done better, focussing on what to do next time, not what was lacking on this occasion
- Aim to develop a “feel for the game” i.e. what the team coaches are looking to do at certain times of the game so you are ready for them ahead of time

Scoretable Coach

Before the Game:

- Lead pre-match discussion on responsibilities, equipment usage etc
- Ensure all equipment is set up correctly and working

During the Game:

- Supervise the 4 scoretable officials
- Assists table officials as required with:
 - Rule knowledge and interpretations
 - Subs and timeout requests
 - Special situations e.g. fighting
- Coach/education officials in new positions as required
- Lead discussions during intervals and post-game of any areas requiring review or causing confusion

Timer

Before the Game:

- Check and familiarise with equipment
 - Scrap paper (record delay of game, notes if bench eruption) and pen
 - Stopwatch (if game time doesn't start then record time elapsed and inform Referees)
 - Timer (for time-outs)
 - Check the clock runs and stops with the controller and the siren sounds at 0
- Check game settings 20 mins Warm Up, 4 x 10 min quarters, 2 min breaks, 10 min half time
- Take the reported team lists to the coaches to be confirmed, then give to the statisticians to input into the computer and print the scoresheet.
- Ensure you have a match ball and back up ball
- Start warm up time 25 mins prior to game time or as directed
- Take the scoresheet to the coaches at least 10 mins prior to tip off and have them confirm the scoresheet, mark the starting five and sign (home team, away team, home team)
 - Remind everyone of the need to communicate any requests for subs/timeouts
 - Sound horn: 3 minutes before and 1:30 minutes before the game and before start of 3rd quarter. Sound horn at 0:30 prior to 2nd and 4th quarters

During the Game:

- Start/stop the game clock on the 'whistle' and 'tips/ball touched by player'
 - Communicate substitution/time out requests by sounding the siren to the referee
 - After scores in 1st and 2nd quarter, turn to check Coach if for Time Out requests. For 3rd and 4th quarter, stay looking the end of the score as Coach will be more visible in that direction.
 - Ensure team foul indicators are in place once the ball is live on the 4th team foul
 - Use stopwatch for time outs, injury time (15 sec), player with 5 fouls (30 sec) as appropriate. For time outs, use horn at 50 seconds and again at 1 minute mark (if players not out on the court ready to play at the 60 sec mark)
 - Call "10" of shot clock and count down shot clock "5, 4, 3, 2, 1, 0". Timer does countdown.
 - Stop the clock on each made basket in the last 2 mins of the game
 - Inform referees if a player has 2 x technical/unsportsmanlike fouls or one of each (use GD foul bat) or a player has 5 fouls (use 5 foul bat)
 - Inform referees if a coach has 2 x coach technical fouls or a combination of 3 x coach and bench technical fouls (use GD foul bat)
 - Record delay of game warnings in case the referee needs to reference it
 - Alert everyone to 'last minute' of each quarter
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Shot Clock Operator

Before the Game:

- Check and familiarise with equipment
 - Scrap paper (record delay of game, notes if bench eruption) and pen
 - Check the shot clocks holds, resets (24 sec and 14 sec) and that the siren sounds when it reaches 0
- Practice running the shot clock and making judgements whilst teams are warming up e.g. pick a player to watch when they gain possession, pick a ball to watch when it touches the ring
- Discuss calling procedure with Timer
- Test/run the shot clock when the referees arrive on court or at their request

During the Game:

- Start on possession/control for start of game and after a shot
 - Reset the shot clock to 24 secs for:
 - Live ball change of possession with no whistle, 24 seconds
 - Any time the ball hits the ring at either end of the floor after a shot
 - Defensive team rebound
 - Show 24 for free throws (or blank, if available)
 - Change of possession after a whistle that results in a back court throw in
 - Injury to the defensive team
 - Reset the shot clock to 14 secs for:
 - Offensive team rebound
 - Change of possession after a whistle that results in a front court throw in
 - An Unsportsmanlike or Disqualifying Foul for the front court throw in
 - Hold the shot clock for:
 - Referee stoppage –hold, let the Referee decide on whether to reset
 - Hold on held/jump ball where the same team retains possession
 - Out of bounds where the same team retains possession
 - Injury to the offensive team
 - Technical foul
 - Special Situations:
 - If ball lodges between ring and backboard, reset to 14 / 24 seconds depending on possession arrow
 - Hold on double foul/special situations (and check possession arrow)
 - If foot violation or foul in the front court by the defenders, hold and check
 - ≥ 14 sec = hold
 - < 14 sec reset to 14 sec
 - Last 2 minutes after a time out by the team inbounding the ball in their back court, Coach may decide to advance (14 second reset) or retain a back court throw in (hold or 24 second reset)
 - If asked, have an opinion as to whether the ball was on or off the hand for a shot when the buzzer sounds
 - If in doubt, hold, and check with other scoretable officials and referees
 - “Holding on ...” to remind others when in a ‘hold’ situation
 - “Last 24” and “Last 14”, “Shot clock finished” or “Shot clock complete” to say at the end of each quarter
 - If it is unclear call “hit” or still running if possession is in dispute
 - Communicate sub/time out requests
 - Count the game clock at the end of quarter or game (10, then 5, 4, 3, 2, 1, 0) unless the shot clock is still running (5 = flick over from 5.0 to 4.9)
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Scorer

Before the Game:

- Check equipment:
 - Scrap paper (record delay of game, notes if bench eruption), pens (blue/black and red)
 - clipboard, ruler, and extra scoresheets
 - Ensure possession arrow is present (and working)
- Work with the Assistant Scorer to enter player numbers on the scoreboard if required
- Confirm calling procedure with Assistant Scorer
- Ensure foul bats are set up

During the Game:

- Circle starters and then mark a cross as each substitute enters game
 - Set the possession arrow after the tip-off and make direction changes during the game including half time
 - Cross off unused player boxes
 - Calling procedure:
 - For points scored
 - Ass Scorer: Number, team (A/B or colour), points e.g. 11 White, 2pts
 - Scorer: Running score (Optional to A-B score) e.g. 40, 40 – 57
 - Ass Scorer: Replies ‘Yes’ or repeats A-B scores e.g. 40 – 57
 - For Fouls
 - Assistant Scorer: Number, Team (A/B or colour), foul type, penalty e.g. 7 Blue, personal, 2 free throws
 - Scorer: Personal foul, team fouls e.g. 2nd personal foul, 4th team foul
 - Ass Scorer: 2nd personal, 4th team
 - Use personal Foul bats (1 – 4) showing the coaches first, then spectators, then coaches again
 - Record timeouts by writing the minute the time-out starts e.g. if 9:56 on the clock, 10 min – 9 = 1 to record in the box
 - Check details with Assistant Scorer during time outs
 - Communicate 4th team foul to Timer to ensure team foul markers are in place for Referees, and similarly when the 5th personal foul occurs
 - 2 x U₂ = Game Disqualification (GD to add in the next foul box); 2 x T₁ = Game Disqualification (GD); 1 x U₂ + 1 x T₁ = Game Disqualification (GD)
 - T₁ for player, Coaches/Bench technical fouls (C₁ or B₁)
 - Circle B₂ in Coach box for delegate disqualification (and a B₂ for the Coach); Circled B₂ does not count to Coach disqualification (ie 2 x C₁; 3 x B₁ = Game Disqualification (GD))
 - End of quarter and half details to complete at base of page
 - If no time out called in the second half by the 2 min mark of the 4th quarter, cross out the first-time out box (double horizontal line)
 - Circle end scores, cross off any unused scores, fouls or time outs and record winning team
 - Ensure all scoretable officials have signed the scoresheet and then take to get the referees signatures
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Assistant Scorer

Before the Game:

- Check and familiarise with equipment
 - Scrap paper (record delay of game, notes if bench eruption) and pen
- Work with the Scorer to enter player numbers on the scoreboard if required
- Practice entering scores, player fouls then team fouls, resetting board if a 'black out'
- Practice resetting extra time (2 min break, 5 mins to play), adjusting time (including tenths of a second adjustments), resetting board if a 'black out'
- Discuss calling procedure with the Scorer
- **Call the starting five for the scorer**

During the Game:

- Change the scoreboard in the following order
 - Team score
 - Player foul
 - Team foul (Team fouls stop on 5)
 - Player score
- **Call the game actions to the scorer to record**
 - For points scored
 - Ass Scorer: Number, team (A/B or colour), points e.g. 11 White, 2pts
 - Scorer: Running score (Optional to A-B score) e.g. 40, 40 – 57
 - Ass Scorer: Replies 'Yes' or repeats A-B scores e.g. 40 – 57
 - For Fouls
 - Assistant Scorer: Number, Team (A/B or colour), foul type, penalty e.g. 7 Blue, personal, 2 free throws
 - Scorer: Personal foul, total team fouls e.g. 2nd personal foul, 4th team foul
 - Ass Scorer: 2nd personal, 4th team
- **On 3-point successful shots raise one hand to confirm to referees**
- Check scoreboard against the scoresheet during timeouts
- Communicate 4th team foul to Timer to ensure team foul markers are in place for Referees, and similarly when the 5th personal foul occurs
- If no time out taken prior to the last 2 min of the game, when possible, adjust the number of time outs for that team (max. of 2 more)
- May need to countdown clock if both shot clock and game clock are running toward the end of a quarter/overtime
- Communicate substitution/time out requests to Timer