



Fact sheet

How to score—working the clock

Duty parents scoring a game will either use the electronic scoring sheet on a laptop or work the clock.

This latter task involves updating the venue's electronic scoreboard and adjusting the alternating possession arrow.

Working the clock may seem like the easier of the two scoring tasks but there are still a few rules you need to observe.

What's involved

Working the clock involves:

- stopping and restarting the clock during the final two minutes of the game
- recording points scored, fouls and the number of time-outs.

Stopping the clock

The game consists of two 20-minute halves and the clock does not stop in the first half.

In the second half the clock is only stopped in the last 2 minutes of the game—whenever a referee blows their whistle.

The clock should stop as soon as possible after the whistle is blown and not be restarted until the ball becomes 'live' again on court. This means the clock is restarted when the ball touches a player on court after the throw-in or rebound, not when the referee passes the ball to the player.

If the clock hits the 2-minute mark during a timeout, substitution or free throw, the clock should be stopped at the 2-minute mark. As above, the clock is then restarted when the ball is 'live' again.

Finals

Different timing rules apply during finals games. Please check the EDJBA website for advice.

During hot weather

Different timing rules also apply when the temperature inside the venue is:

- at least 30 degrees but less than 35 degrees
- between 35 degrees and 39.9 degrees

Refer to the EDJBA's climate policy for details.

The game is abandoned if the temperature inside the venue reaches 40 degrees.

Alternating possession

Guidelines on alternating possession are available in a separate Knights fact sheet: How to score—alternating possession.

Conduct

Please keep in mind that scorers are officials of the game and must show impartiality. This means no barracking for your team from the scorebench.