

Scorer Table Instructions



Basketball Clock and Book Operations

Instructions for the Scorers Table

1. Scorer Table personnel are part of the Officiating Team. They should only have conversations with the referees. If a Coach approaches you direct them to the officials. Introduce yourself to coaches and referees at the beginning of each game.
2. Book and Clock Operator works as a team, communicating and identifying player scores or fouls.
3. **Do not cheer, coach or question referee calls from the table.** Your job is to keep score.
4. Do not use your cell phone while the game is in progress. Do not have friends or family sitting at the table with you. Minimize distractions so you can focus on the job of keeping score.
5. Remember everyone makes mistakes, just correct it and move on.
6. If a coach or fan is heckling you about a mistake, address only the referees. Do not get into discussions with anyone other than the referee. As long as you are consistent and free of distractions the referees will take care of the coaches and fans.
7. The main priorities are: 1) accurate running total of team scores; 2) player and team fouls; and 3) time outs. Individual player scores is of secondary importance.
8. At end of the game congratulate coaches and thank the referees. It goes a long way.

Notes for the Book

1. Each team should provide a Score Sheet listing team name and each player in number sequence.
2. Enter each foul with time, quarter and number.
3. Make note of fouls, technical fouls and ejections. Technicals are personal and team fouls.
4. Notify coaches when a player has more than 2 fouls.
5. Keep running total of Team Fouls up to 10 per half. Notify referees and coach when Team Fouls reach 7 (bonus, shooting 1-and-1) and 10 (double bonus, shooting 2).
6. Note each timeout taken with the time, quarter and whether it is full or 30 sec.
7. Enter scores per player. **Use a “2” for 2 point bucket and a “3” for 3 point score.**
8. **Use “O” for foul shot attempt.** “X” it out if it foul shot is made (or /). This helps the coach track foul shooting percentages.
9. Maintain the running score across the top of page by crossing off point total (/) by 1’s, 2’s or 3’s depending on the shot made.
10. Keep track of the Possession Arrow with assistance from Clock Operator
11. In the second half, on each time out, notify the coach how many they have left.
12. Add up the total points at the end of each quarter. Add up the total score and each player’s score at end of game.

Notes for the Clock Operator

1. Quarters are 6 or 7 minutes (verify time for grade/age level with Referee and Coach)
2. Enter fouls on the scoreboard. Do not enter more than 10 fouls on the scoreboard. Notify referees when Team Fouls reach 7 (bonus, shooting 1-and-1) and 10 (double bonus, shooting 2).
3. 5 Minute halftime (verify with the referee if schedule is running late it will be 3 minutes.
4. 10 minutes between games but check with the referee if schedule is running late run 5 minutes.
5. Clear the scoreboard at end of game. Do not leave the score and fouls on the scoreboard.
6. Track the Possession Arrow with assistance from Book.

Instructions for operating the standard Clock Controller can be found on the LJTB website.

Basketball Scoresheet Instructions

Before Game Instructions

1. Fill in the Team Name(Ward), Coach, Date, Place and Scorer information
- 2 Add each players name, uniform number

During Game Instructions

3. The most critical part of the scoresheet is keeping the running score first. That is the official score of the game.

If the score was 2 points then put a slash on the second point.

Example

1	1	2
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If the score was a foul shot then put a slash for each point made

Example

1	1	2
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If the score was 3 points then put a slash on the third point

Example

1	1	2	3
---	---	---	--------------

4. After the running score is marked then mark the individual score using the following method in the appropriate quarter or half:

If the score was 2 points then write 2

Example 2

If a foul shot was attempted make a circle

Example O

If a foul shot was made then put a slash through the circle, otherwise leave it as a circle.

Example \oslash

If the score was 3 points then write 3

Example 3

5. Optional to keep track of each player's field goal attempt.
6. Mark the quarter that the player participated in the QTRS PLYD section. (Optional)
7. Mark each player's personal foul and then keep count of the team fouls at the bottom of the sheet in the Team Foul section.
Keep track of the count of team fouls for each half. At the start of the second half, the counts starts over.
If a team has 7 fouls in a half, signal the referee that the other team has a one in one foul shot
If a team has 10 fouls in a half, signal the referee that the other team has a two foul shots
8. At the end of each quarter and half add up the points at the bottom of the scoresheet.
Also darken the right side of the box of the score in the running score section at the end of each quarter and half
See sample scoresheet scores (14, 34, 52, 72) as an example.
It is a visual way to verify end score of each quarter or half in the running score section.
9. Keep track of team timeouts at the bottom of the scoresheet.
10. Add up each quarters total to make sure it matches the running score.

End Game Instructions

11. Add each players total score and game total to verify the score is correct.
12. Optional is add each players free throw and field goal attempts and made in the Game Summary section.
13. Turn in completed scoresheet to sports director.

NOTES:

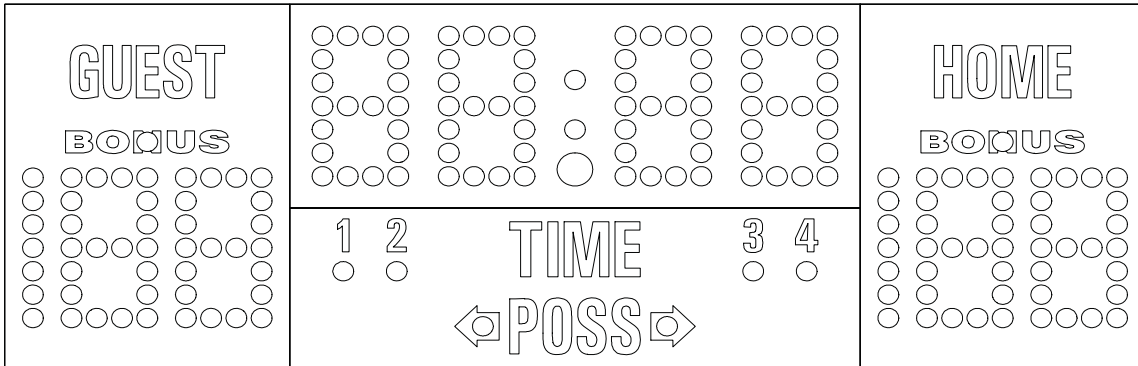
- Score Keeper and Clock Operator are part of the Officiating Team and work with the Referees to manage the game
- You may answer Coach's questions on number of player fouls. Otherwise communicate only with the Referee
- No cheering, coaching or comments on calls from the Scorer's Table
- Introduce yourself to the Referees before the game and thank them afterwards.

Sample Basketball Scoresheet

TEAM	Renton Ward	(H)	COACH	Joe Jones	DATE	1/1/2008	PLACE	Stake Center	SCORER	David Jones
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M e m		CUMULATIVE SCORE BY PERIODS										4TH		OT		FINAL TEAM SCORE				
		1ST		2ND		3RD		SECOND HALF		OT		GAME SUMMARY								
QTRS	PLYD	PLAYER	N	O	FOULS	1ST QTR	2ND QTR	3RD QTR	4th QTR	1	2	FGM	FGA	FTM	FTA	PTS				
X	1	Bill Jones	3	1	2	2, 2, 3	2, 2, 0, 0	2, 2	2, 2, 2, 0, 0					4	5	25				
X	1	Adam Miller	14	1	2	2	2		2							6				
X	1	Chris Miller	25	1	2	3 0 0	2, 2, 2		2, 2, 2, 0, 0					1	2	10				
X	1	Eric Smith	24	1	2	2, 2, 2	2, 2, 2		2, 2, 2, 0, 0					3	4	23				
X	1	Jerry Johnson	34	1	2	3	2		2							4				
X	1	Larry Brown	12	1	2	3	2		2							2				
X	1	Paul Davis	8	1	2	3	2		2							2				
X	1	Tony Ford	42	1	2	3														
	1		1	2	3															
	3		4	5																
	1		1	2	3															
	3		4	5																
	1		1	2	3															
	3		4	5																
	1		1	2	3															
	3		4	5																
	1		1	2	3															
	3		4	5																
		OFFICIALS	TOTALS		14	20	18	20	20					8	11	72				
		Scott Morris	TEAM FOULS		II	III	IIII	IIII	IIII					FG%		FT%	72%			
		Greg Read	TIME OUTS		I	I	I	I	II											

ELECTRO-MECH SCOREBOARD CO.



MP-259, MP-269 BASKETBALL SCOREBOARDS

OWNER'S HANDBOOK

Thank you for choosing an Electro-Mech Scoreboard for your athletic complex. We are confident that your new scoreboard will give many years of reliable service.

SCOREBOARD OPERATION

The MP-259 Scoreboard is operated by the control console. **No scoreboard functions will operate without connecting the control console.** Figure 6 shows the keypad layout on your control console. The various keypad functions are described in the text below the figure.

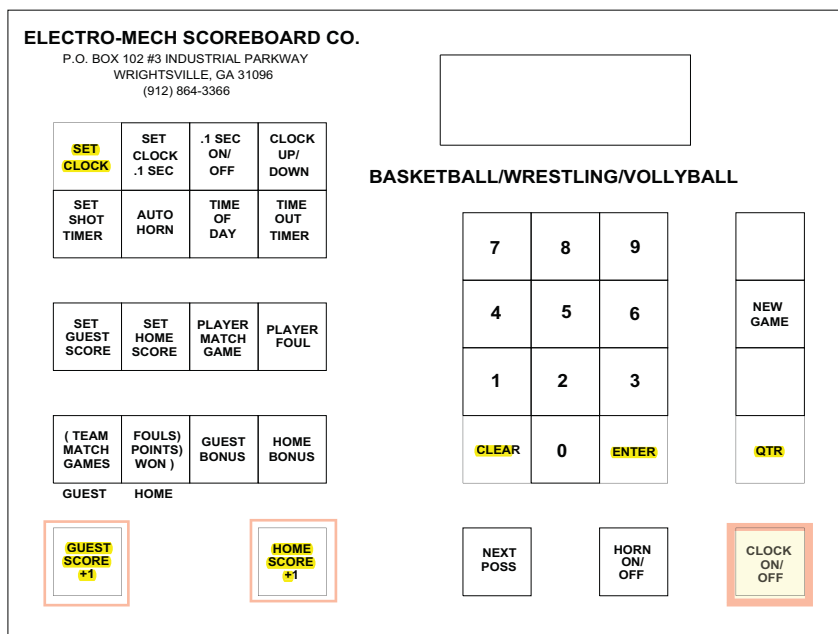


Figure 6 Keypad Layout

Control Console Key Functions

1. **SET CLOCK** – This key sets the time displayed on the scoreboard clock. Press [SET CLOCK], the keypad numbers for the time, [ENTER]. Example: Press [SET CLOCK], [6], [0], [0], [0], [ENTER] on the control console. 60:00 will be displayed on the clock section of the scoreboard.
2. **SET CLOCK .1 SEC** – This key is used when the clock is in the 1/10th second mode. Press [SET CLOCK .1 SEC], the keypad numbers for the time, [ENTER]. Example: Press [SET CLOCK .1 SEC], [5], [3], [8], [ENTER] on the control console. 53.8 will be displayed on the clock section of the scoreboard.

3. **.1 SEC ON OFF** – This key is used to enable or disable the 1/10th second mode on the scoreboard. This mode is enabled when the control console is turned on. If it is disabled, the LCD display on the control console will still show 1/10th second timing, but the scoreboard will not display it. To turn this function off, press [.1 SEC ON/OFF]. The console LCD display will read:

CLOCK ON - 1
.1 SEC OFF - 0

Press [0], [ENTER] on the control console.

4. **CLOCK UP / DOWN** – The clock can be set up to either count up or count down. The control console will reset to the clock down mode when it is turned on. To make the clock count up, press [CLOCK UP / DOWN]. The console LCD display will read:

GAME UP - 1
CLOCK DOWN - 0

Press [0], [ENTER] on the control console. To reset the clock to count down mode, press [CLOCK UP / DOWN], [1], [ENTER] on the control console.

5. **SET SHOT TIMER** – The shot timer default time is 30 seconds. To change this time, press [SET SHOT TIME]. The console LCD display will read:

ST RESET <30>

Press the keypad numbers for the time, [ENTER]. The LCD display will then read:

ST-OB RESET <05>

This will allow you to change the out of bounds time. To change this time, press the keypad numbers for the time, [ENTER].

6. **AUTO HORN** – This key allows the operator to control the end of period horn and / or the time out horn. The horn normally sounds for two seconds when the clock reaches 0:00. The end of period horn can be disabled by pressing [AUTO HORN]. The console LCD display will read:

GAME PRESS <1> ON
HORN PRESS <0> OFF

Press [0], [ENTER] to disable the horn. The console LCD display will then read:

T-O PRESS <1> ON
HORN PRESS <0> OFF

The time out horn is normally disabled. To enable the horn to sound at the end of the time out, press [1], [ENTER] on the control console.

7. **TIME OF DAY** – The time of day can be displayed on the clock section of the scoreboard. **THE GAME CLOCK WILL BE INOPERABLE UNTIL THE TIME OF DAY FUNCTION IS TURNED OFF.** To turn the time of day clock on, press [TIME OF DAY]. The console LCD display will read:

TIME OF	ON <1>
DAY CLOCK	OFF <0>

Press [1], [ENTER] on the control console. The console LCD display will then read:

SET CLK <__:__>

Press the keypad numbers for the time, [ENTER]. The scoreboard will display the time of day.

8. **TIME OUT TIMER** – To set the Time Out timer, press [TIME OUT TIMER]. The console LCD display will read:

SET T-O <__ : __>

Press the keypad numbers for the time, [ENTER]. The scoreboard will not display the Time Out time.

9. **SET GUEST SCORE** – To set the guest score, press [SET GUEST SCORE], the keypad numbers for the time, [ENTER]. EXAMPLE: To set the guest score to 53, press [SET GUEST SCORE], [5], [3], [ENTER].
10. **SET HOME SCORE** – To set the home score, press [SET HOME SCORE], the keypad numbers for the time, [ENTER]. EXAMPLE: To set the home score to 75, press [SET HOME SCORE], [7], [5], [ENTER].
11. **PLAYER MATCH GAME** – Even though this information can be displayed on the control console, it is not displayed on the MP-259 scoreboard.
12. **PLAYER FOUL** – Even though this information can be displayed on the control console, it is not displayed on the MP-259 scoreboard.
13. **GUEST TEAM FOULS, MATCH POINTS, GAMES WON** – Even though this information can be displayed on the control console, it is not displayed on the MP-259 scoreboard.
14. **HOME TEAM FOULS, MATCH POINTS, GAMES WON** – Even though this information can be displayed on the control console, it is not displayed on the MP-259 scoreboard.
15. **GUEST BONUS** – This key toggles the guest bonus indicator on and off.
16. **HOME BONUS** – This key toggles the home bonus indicator on and off.
17. **GUEST SCORE +1** – This key increments the guest score by one point.
18. **HOME SCORE +1** – This key increments the home score by one point.

19. **NEXT POSS** – This key toggles the possession indicators between guest and home.
20. **HORN ON/OFF** – This key is used to sound the horn for ½ second.
21. **CLOCK ON/OFF** – This key is used to start and stop the clock.
22. **NEW GAME** – This key is used to reset all the scoreboard functions to their default settings. To reset the scoreboard, press [NEW GAME]. The console LCD display will read:

RESET	YES <1>
SCOREBOARD	NO <0>

Press [1], [ENTER] on the control console. The scoreboard will reset its functions.

23. **QTR** – This key increments the quarter indicators.
24. **CLEAR** – This key clears the information being entered into the control console.

After applying power to the control console you should reset the scoreboard using **NEW GAME** key as described above. Test out all the other keys to ensure that the scoreboard is operating properly. It is a good idea to store the control console and the extension cable in a safe place when the scoreboard is not in use.



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BASKETBALL / WRESTLING / VOLLEYBALL

SET CLOCK	SET CLOCK 1 SEC	1 SEC ON / OFF	CLOCK UP / DOWN
SET SHOT TIMER	AUTO HORN	TIME OF DAY	TIME OUT TIMER

SET GUEST SCORE	SET HOME SCORE	PLAYER MATCH GAME	PLAYER FOUL
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(TEAM (MATCH (GAMES	FOULS) (POINTS) WON)	GUEST BONUS	HOME BONUS
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GUEST HOME

7	8	9
4	5	6
1	2	3
CLEAR	0	ENTER

SET GUEST TIME OUTS
NEW GAME
SET HOME TIME OUTS
PERIOD

GUEST SCORE
← 1

HOME SCORE
← 1

POSS
↕ ↕

HORN

CLOCK ON / OFF

