**St. James PLC CLBBY Scorers Training**

**10/29/2017**

**General**

Read & Review Section 10 in the CLBBY Rules (Gym Use Guidelines)

Staff Schedules – please schedule appropriately & communicate any conflicts

Gym open, set-up, clean, & safe at least 30 minutes prior to first game

Goals set to correct height for age group prior to warm-up start times

First Aid, Ice, Blood Spill or Bodily Fluid clean-up, AED, & Landline Phone on-site & readily available

Maintain a safe & clean environment at all times

Must have an Adult Rep (Gym Supervisor) on-site & visible at all times

A copy of the current (Board Approved) CLBBY Rules must be available at the Scorers’ Table

**Pre-Game**

Greet teams/coaches/officials

Coordinate warm-up sides & team benches (“Home” bench is closest to scoreboard and/or left of scorer’s table) (Teams warm-up at opposite ends of bench for 1st half, as they should be playing offense on their respective bench side of court in the second half of play)

Provide & Keep track of warm/up balls & game ball (NO basketballs are allowed to be brought into the facility by teams, coaches, or parents)

Secure line-ups (Coaches must complete their respective rosters in the official scorebook prior to start of game)

Warm-up times & Start times (At least 10-minute warm-up, but more if next game start time is more than 10 minutes from previous game end time) (10-minute grace period for 1st game of day only)

Referee Introductions, pre-game officials meeting, & pre-game/post-game prayers

**Game Day Manual** (must be available & accessible on scorers’ table)

 NFHS Rules Book

 CLBBY Rules (Saturdays/Weekdays)**:**

A team must have at least 4 players to start contest, otherwise forfeiture.

1st Game of the day has a 10-minute grace period for start time, all other games start on scheduled time or 10 minutes after previous game end, if later than scheduled start time. (Each game must have at least a 10-minute warm-up period)

No Ties – 2 Overtimes at 2 minutes each, then “Sudden Victory”, with one additional time-out awarded per team, per overtime

No 3-pointers for I-Mites & Mites only (counted as 2 pts), all other age groups allow 3-pointers

Legal Uniforms and numbers (use pinnies, if necessary)

No Jewelry of any kind on players

Know and monitor substitution rules, per appropriate age group

4 timeouts per game, with 1 additional TO per overtime

Coaching Box marked on floor

Read & Review Section 8 of CLBBY Rules (Special Rules per Age Group)

Read & Review Rules Revisions for the 2017-18 season

**Official Scorer (Scorebook)**

Review example hand-out – Review & Discuss - Real-time training & Score Reporting

Read & Review Section 7 in CLBBY Rules (Rules of Play for all Ages)

Technical Fouls (2 shots & Team Foul):

Player Technical – Review & Discuss

Bench Technical – Review & Discuss

Substitution Technical – Review & Discuss

Coaches must have all roster players listed in book. Any added player, after start of game is a technical foul, but jersey numbers can be added after start of game

Report final scores, appropriate technical fouls, & any extraordinary issues to CLBBY.

**Clock Operation (Saturdays/Weekdays)**

10 Minute Warm-up, or longer if next scheduled start time is more than 10 minutes from end of previous game

7 minute quarters (Saturdays) & 16 minute halves (Weekdays)

On Saturdays - Clock only stops on referee whistle during last 1 minute of each period & the entirety of overtime periods, at referee request, 2-shot fouls, & time-outs

On Weekdays - Clock only stops on referee whistle during last 2 minutes of each half & the entirety of overtime periods, at referee request, 2-shot fouls, & time-outs

Allow 1 minute for timeouts/quarter breaks, with warning buzzer at 45 seconds & 60 seconds

5-minute halftime

Check official score in scorebook compared to scoreboard at every timeout & quarter break

7 team fouls result in a 1&1 free-throw situation, & 10 team fouls result in a 2-shot free-throw situation

**Additional Items**

Referees are in control, & you must work as a “TEAM” with the officials & Adult Rep

Adult Rep can assist with extraordinary issues

No mobile phones or food at table, but capped drinks or water bottles are allowed

Sit up straight, be alert & aware, pay attention, & act professional

No slouching

Only allow player/coaches on the floor during warm-up time & during quarter breaks/halftime

Do not allow people to stand along baselines during play

Do not allow anyone else at the scorers’ table except those assigned to work

Notify CLBBY Board of any serious injuries, extraordinary events, & pertinent information

Gym Break-down, including chairs, tables, sweep floor, & secure scorer’s table materials

**Attendance Signatures & Contact Information**