



GAME CLOCK AND SHOT CLOCK SCORING GUIDE

Introduction

The following provides a guide for scoring in VJBL games. Competent scorers are required to be provided by each team for every game, so it is important to ensure you understand the rules.

Timing Rules (extract from VJBL Rules of Operation, Number 24)

- **6.2.1 Pre – Grading and Grading Phase One Timing rules – Pool One and beyond:**
 - The games shall be played in Grading Phase One with the following timing to apply:
 - The games shall be played in 4 X 10 minute quarters.
 - The clock shall stop for all time-outs throughout the game and for every whistle in the last one minute of the second quarter and the last three minutes of the 4th quarter.
 - Half time interval shall not exceed two (2) minutes, quarter times shall not exceed 1 minute.
 - Each team is entitled to Two (2) time outs per half.
 - For all Pool One and Two games in Under 14 and Under 16, the shot clock will be in operation.
 - For all Pool One, Two, Three and Four games in Under 18, the shot clock will be in operation.
- **6.2.2 Grading Phase Two & Championship Phase Timing rules - Pool AA, XX, and Under 20 Pool 1 & 2 and Victorian Junior Championship League**
 - The games shall be played in four (4) quarters with the following timing to apply
 - Under 12 - 4 X 7 Minute Quarters. *No Shot Clock for Under 12`s*
 - Under 14, 16, 18 & 20 - 4 X 8 Minute Quarters
 - Each team is entitled to two (2) time outs in the first half and three (3) time outs in the second half.
 - Maximum of 2 of these time-outs in the last 2 minutes of the game. The clock stops on every whistle throughout the game.
 - The shot clock operates in all games except the Under 12`s.
 - Quarter time and three quarter time shall be one (1) minute. The half time interval shall be two (2) minutes.
- **6.2.3 Grading Phase Two & Championship Phase Timing rules –**
 - **Grading Phase Two - Pool BB and Below**
 - The games played in Grading Phase Two Pools BB and below are as per rule 6.2.1
 - Under 18 Pool BB and CC & all U20 grades – 24 second shot clock operates in all grades where shot clock equipment is available
 - **Championship Phase VJL 1 and below:**
 - The games played in Championship Phase for VJL 1 are as per rule 6.2.1
 - Under 18 VJL 1,2 & 3 & all Under 20 grades– 24 second shot clock operates where shot clock equipment is available
- **6.2.4 Timing rules for all Finals and Grand Finals remain the same as the regular season with the addition of the following:**
 - If scores are level at the end of the game, an extra five (5) minutes will be played after a one minute break, to achieve a result. All fouls stand. One (1) time out for each team is allowed. Any subsequent extra periods will follow the same rule to achieve a result
- **6.3 Warm Up Time**
 - It is recommended teams be given a five (5) minute warm up before the game, however The Venue Manager, after consultation with both Coaches, may amend this time to a minimum of three (3) minutes. Referees do not have discretion to vary this time without the agreement of both coaches.



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Running the Game Clock

- Unless otherwise agreed, the "home" team runs the clock (both game clock and shot clock) and the "away" team completes the score sheet (this is a VJBL competition rule).
- **Stopping the Clock**
 - Know the timing rules for your competition as the times to stop the clock vary. See previous section for more information, and check with your team manager if unsure.
 - The clock will only stop on a Referee's whistle. In some grades, the clock may also stop on field goals in the last 2 minutes of the 4th quarter. In this case, the clock is stopped as the ball passes through the ring.
- **Starting the Clock**
 - Regardless of when or why it was stopped, the clock only restarts after the ball touches a player on the court.
 - If free throws are to be taken while the clock is stopped, the clock remains stopped until, on the final free throw,
 - If the shot hits the ring and misses - when it is first touched by a player rebounding the ball.
 - If the shot is made - when it touches a player on the court after the inbound pass from the baseline.
 - If the shot misses the ring or some other violation is called - when it touches a player on the court after the inbound pass from the side.
- **Time Outs**
 - Either team can receive a time out on any Referee's whistle. If both teams request a time out before a whistle, the time out is awarded to the team that requests it first.
 - In addition, a team that has requested a time out will also receive it when the opposing team scores.
 - In this case, be ready to stop the clock as the ball passes through the ring and blow the siren to alert the Referee (and don't forget to add the score to the opponents).
 - In the last 2 minutes of the last period, not only can the team get their time out on a field goal but they will also receive the ball in their front court (not at the base line). This will be important to coaches in close games so be ready!
- **Personal Fouls**
 - Warn coaches when individual players get to 3 and 4 fouls so they can adjust tactics accordingly.



Running the Shot Clock

- Refer Timing Rules section to check if shot clock applies for your age group & level. *Note: There is no shot clock for any Under 12 competitions.*
- VJBL games use a 24 second reset at all times (ie: no 14 second resets)
- The shot clock is about team control of the ball. The shot clock runs for a team until the opponents take control of the ball then it resets and runs for them.
- The shot clock operator should always be watching the ball as control of the ball determines their actions.
- It is good practice to always pause the clock and look to see how many seconds are remaining before resetting and running. That way, if the referee decides they want to reset the shot clock to its previous setting, you can advise them of what the correct position was.
- The shot clock will be reset:
 - when there is a change in team control (ie: a turnover of any sort)
 - all fouls
 - when the ball hits the ring after a shot
 - in other situations when directed by the referee (eg: deliberate kick of the ball, play is interrupted by something outside the control of the offensive team). The Referee will request the reset by moving their index finger in a circle above their head
- The shot clock is paused on every whistle and:
 - is reset if there is a change in team control
 - is not reset if the same team retains possession of the ball

Note: This also applies in "possession arrow" situations.

- A change in control in general play can be subjective but will usually occur when the opponent gets clear control of the ball with one or both hands or has commenced a controlled dribble with the ball. Simply deflecting, touching or hitting the ball is not enough.
- The defensive team has to take control of the ball before team control changes. When the ball is loose on the floor, the shot clock continues to run for the offensive team until that happens.
- The shot clock restarts when the ball touches a player on the court similar to the game clock.
- In out of court and possession arrow situations, you may want to wait to reset until it is clear which team the referee is going to give possession to as, if the same team retains possession, no reset is required
- After the ball hits the ring, reset to 24 and leave paused until it is clear which team now has control of the ball
- If the shot clock expires and the siren sounds, leave the clock set to "0" until the referee calls a violation (taps hand to shoulder) or has clearly called play on. For example if the clock expires and the defensive team immediately get clean possession, Referees will call play on rather than whistling for a violation.
- If there is a "reset" situation and there is less than 24 seconds remaining on the game clock, reset the shot clock to 24 and leave it paused so players know to work to the game clock.
- Note: The following exception applies to Under 14 age group:
 - The 24 second device will not be started until the ball enters the team's frontcourt.
 - The ball enters a team's frontcourt when:
 - It touches the frontcourt.
 - It touches a player or an official who has part of his/her body in contact with the frontcourt.
 - During a dribble from backcourt to frontcourt, both feet of the dribbler and the ball are in contact with the frontcourt. (This applies to the player only if they are dribbling.)



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