

Table Notes:

Be at table 10 minutes before game

Get score sheet ready by listing roster, first initial and last name

Table workers put name on back of white copy and position worked

Record start and end time of game on white sheet

No cheering

Let Refs know if Table needs time to catch up, esp recording secretary.

Clocks:

Game clock starts when someone touches ball for 1st time, not when ball dropped

Whistle blows, clock stops. Starts when player touches ball.

Ball under = reset of shot clock.

Reset shot clock on CLEAR change of possession. If can't tell, let it run. Shot clock restarts when goalie puts ball into play, or when other goalie gets ball.

Running Game Clock: only stops on timeouts and penalty shots.

Ref signals:

Fist = 10 (calling number of cap) Double fist pump=20. Add two hands together.

Basketball traveling signal = exclusion

High Five – accompanied with long whistle, all players will stop. This is penalty shot.

Exclusions:

Exclusion starts when ball is put into play after exclusion and it is 20 seconds of game clock.

Blue, white and red flags. (blue/white exclusion is over. Red – player has 3 exclusions – out of game)

Every worker on table needs to know when someone has 2 exclusions. On 3rd exclusion, double check then lift red flag till ref notices and player leaves.

Timeouts:

Each team gets 3 60 second time outs plus each team gets additional 60s t/o in overtime.

Table records timeouts. Illegal timeout leads to penalty shot. How many LEFT is what should be communicated to ref.

Recording/Writing:

Record on bottom of sheet, then on top. Do not need to record stats (shots blocks.)

Darken line after each quarter

Include time for: goals, exclusions, penalties and RC/YC

Red Card (RC) and Yellow Card (YC), not recorded on top. Only on bottom.

Timeouts recorded on bottom, then under proper team roster.

Guide: www.gapolo.com – see league rules