

INSTRUCTIONS TO AND DUTIES OF THE SCORER FOR BASKETBALL GAMES

BEFORE THE GAME:

1. A team must begin the game with five players.
2. All games are played with 6 minute quarters. Overtime periods are 3 minutes. Member schools may play away games with 7 minutes quarters with SIJHSAA member schools.
3. Ten minutes before scheduled game time, the scorer must be supplied with each team's roster, numbers and starting lineup.
4. Notify the referee if either list is not submitted on time or is altered after the time specified.
5. If there are discrepancies, notify the referee before the ball is tossed.
6. Have coach sign that lineup is correct.

DURING INTERMISSIONS:

1. Halftime length is 10 minutes.
2. Either the official scorer or a delegated assistant must be at the scorer's table with the official scorebook at all times.
3. Verify the lineup after all intermissions and notify either floor official if a player, who has not reported, has entered the court.

DURING THE COURSE OF THE GAME:

1. The nonofficial scorers (visiting team) should check each entry with the official scorebook.
2. The official and nonofficial scorers should:
 - a. Announce to each other and record the total running score.
 - b. Announce the name and number of the player who scores.
 - c. Verify the scoreboard score.
 - d. Compare the summary of individual scores with the total running score at the end of each half.
 - e. Exchange the name and number of the player committing a foul and indicate the total fouls charged to the player.
 - f. Be responsible for the alternating-possession arrow.
 - g. Record warnings reported by an official.
3. In case of controversy, the record of the official scorebook is accepted unless the referee has knowledge which permits him or her to rule otherwise.
4. The "Mercy Rule" has been adopted for all IESA contests. The following guidelines should be used:
 - a. A running clock shall be utilized during the fourth quarter in contests with a 30 point differential in score.
 - b. Once the clock begins running continuously because of the point differential, it is to remain running for the rest of the contest, even if the point differential drops under the 30 point barrier during the fourth quarter.
 - c. If a contest should begin its fourth quarter with a 30 point differential in score or greater, the entire fourth quarter will be played with a running clock. The running clock shall not be used prior to the fourth quarter of any contest.
 - d. If, while using the running clock because of the point differential and the trailing team somehow tied the contest at the end of regulation, any and all subsequent overtime periods would be played using the continuous clock.
 - e. The running clock would only be stopped once it starts for the following:
 1. A team timeout,
 2. To replace a disqualified player,
 3. To administer a technical foul,
 4. To attend to an injured player,
 5. Any other situation of concern to an official.
5. Monitor the individual quarter participation of IESA athletes: Individuals are limited to a maximum of 8 quarters per day in regular season contests and/or regular season tournament play. Notify participating coaches if the individual limitations have been exceeded.

SCORING:

1. T for technical foul (direct or indirect on coach).
2. Record the number of charged time-outs (who/when) for each team.
3. Check the scoreboard often and have the progressive team totals available at all times. Points scored in the wrong basket are never credited to a player, but are credited to the team in a footnote. Points awarded for basket interference or goaltending by the defense are credited to the shooter. When a live ball goes in the basket, the last player who touched the ball causes it to go there.

NOTIFY THE NEARER OFFICIAL WHEN:

1. The bonus penalty is in effect for the seventh, eighth and ninth team foul in each half. The bonus display indicates a second free throw is awarded for all common fouls (other than player-control) if the first free throw is successful. The proper bonus panel, such as (H for home and V for visitor) shall be displayed after the penalty for the sixth team foul has been administered. Another method is to activate a light or device nearest the basket of the team which is to receive the bonus.
2. The tenth team foul occurs each half. Thereafter, the bonus (second free throw) is awarded for a common foul (except player control) whether or not the first is successful.
3. Any player is charged with his or her fifth foul (personal or technical), the second technical foul is charged to any team member, bench personnel, directly to the head coach or the third technical foul is charged to the head coach.
4. Either team has been granted its allotted charged time-outs or an excess time-out.
5. The ball is dead or in control of offending players team if:
 - a. Player has not reported.
 - b. Player's number changed.
 - c. Player is illegally in game.
6. The ball is dead, if there is a score dispute or doubt about an official's decision.
7. Any player enters while wearing an illegal number.
8. The ball is dead and the clock is stopped or running, if the coach requests that a correctable error as in 2-10, or a timing, scoring or alternating-possession mistake be prevented or rectified.

SUBSTITUTIONS:

1. A substitution may be made when the ball is dead and time is out. A player who has been withdrawn may not re-enter before the next opportunity to substitute after the clock has been started properly following the player's replacement.
2. A substitute who is entitled and ready to enter must report to the official scorer. However, substitutions between halves shall be made to the official scorer by the substitute(s) or a team representative prior to the 15-second warning. When substitutes are not properly reported, the players in the game at the conclusion of the second quarter shall begin play in the third quarter.
3. Following a time-out or intermission, the substitute must report or be in a position to report prior to the warning signal.
4. A substitute may enter the court only when beckoned and must do so at once, except between quarters and during a time-out.
5. If a substitute reports to enter for a designated jumper or free thrower, the substitute may not enter until the next dead ball and time is out.
6. A substitute may not be beckoned, if multiple free throws are awarded, until the last throw is to be attempted or the final throw is successful (unless a player has been directed to leave the game by an official).
7. A substitute may replace a designated starter in case of illness or injury or to attempt a technical-foul free throw.

It is not permissible for a substitute to replace a designated jumper, or a free thrower when the free throw is for a personal foul, unless such jumper or free thrower is disqualified or injured. The scorer should not signal after the free thrower or thrower has been handed the ball or the ball is at the disposal of such player or team or until the official has completed reporting a foul.