

## Guidelines for Officials and Scorebench Protocols

- First named team in fixture to use the bench to the left hand side of the scorebench (when standing behind bench and looking at the court).
- Teams are to vacate the bench immediately after the match. All rubbish and drink bottles are to be removed from bench area.
- Warm down to happen behind the bench area. This will allow the next team to move onto the bench as quickly as possible.
- Teams should provide the scorer with a list of all team players prior to the commencement of the game. All names supplied to be entered onto scoresheet.
- **All scorebench personnel are to wear suitable footwear (enclosed flat shoes with leather or rubberised sole). Any personnel not complying with this directive will be removed from the scorebench and a fine of \$50 imposed.**
- Timers are reminded that they must keep the stopwatch in their hand at all times (not to be placed on table). Therefore they cannot undertake any other activity – i.e. statistics – electronic scoreboard – other managerial requirements.
- Each quarter is 15 minutes in length with three (3) minute break at quarter and three quarter time; five (5) minutes break at half time.
- Prior to the start of each quarter, the timer is to advise umpires with 30 seconds to go, and then ten (10) seconds to go.
- When the Umpires Silent Alert system is not in use the timer will advise the reserve umpire when the full time has expired.
- When the Umpire does not respond to the Umpires Silent Alert system, the timer will advise the reserve umpire "TIME UMPIRE".
- The electronic scoreboard should be stopped with one (1) minute to go.
- Unless there are three (3) individuals – one (1) scorer, one (1) timer and one (1) electronic board operator the visual scoreboards are not be used.

## **Stoppages**

First stoppage called by each team in each quarter is allowable up to two (2) minutes. Usual signal to umpire will apply – 30 seconds to go – ten (10) seconds to go.

Any subsequent stoppage call by either team in each quarter is a maximum of 30 seconds. Only signal to umpire will be ten (10) seconds to go.

## **Blood Policy**

If the Umpire calls time for "BLOOD", the timer will signal to Umpire at 1 minute 30 seconds and again at 1 minute 50 seconds – Umpire will decide if further time is required – no further signal will be given to Umpire by timer.

Timer will restart stopwatch on signal from Umpire.