

## **2020 SCOREKEEPER CHEAT SHEET**

**4<sup>th</sup>, 5<sup>th</sup> & 6<sup>th</sup> grade** – 18 minute halves, running clock / **7<sup>th</sup> & 8<sup>th</sup> grade** – 20 minute halves, running clock

Clock will stop on all whistles in the last 2 minutes of EACH half. In addition, the clock will stop on all free throw attempts in the SECOND HALF.

**TIMEOUTS:** (3) 60-second timeouts per team per regulation game for ALL GRADES. TWO horns should sound: at 45 seconds and at 60 seconds. Teams should be on the court and ready to resume play at the 60 second mark.

**OVERTIME:** 3<sup>rd</sup> and 4<sup>th</sup> grade: NO OVERTIME. 5<sup>th</sup> – 12<sup>th</sup> grade: One 2-minute overtime, stopped clock, with one 60-second time out per team (no timeouts carry over from regulation). If the score remains tied after the OT period, game is declared a tie.

### **TWENTY POINT RULE:**

1. If a team has a 20 point lead in the second half of the game, the clock will run except for time outs.
2. If the lead drops below 20 points, normal timing rules will resume.

**PRESS RULE:** 4<sup>th</sup>, 5<sup>th</sup>, & 6<sup>th</sup> grades cannot press on an inbounded ball until the last two minutes of the **GAME**. However, the defensive team CAN press in the backcourt ANYTIME after a rebound or steal.

**SUBSTITUTES:** Must wait until after the first free throw on a 2-shot foul OR after the second free throw on a 3-shot foul before allowing substitutes to enter the game.

**Notify the officials when a team has committed its SIXTH foul or NINTH foul in a half** (so the officials know that the other team will begin shooting one-and-bonus OR double bonus on the NEXT team foul).

**Do not change the alternating possession arrow until the throw-in ends.** Generally, this is when the ball is legally touched inbound (the ref “chops” in time) OR when the throw-in team commits a violation.

Sound the horn to alert the officials that a sub has checked in, but that doesn't mean the player can run onto the court. **Players must wait for the officials to wave them in.**

**TECHNICAL FOULS:** Player technical fouls count toward their personal foul total. Direct technical fouls are also added to the team foul total (including coach or bench technicals). However, indirect T's to the head coach and Administrative (e.g. wrong number in the scorebook) T's are NOT added to the team foul total.

**NOTE: CYC Referees have been instructed to use 2-handed foul reporting.** The official's right hand will indicate the first digit of the number or the tens and the left hand will indicate the second digit of the number or the ones. The scorer will view the number in a left-to-right sequence.

### **3<sup>rd</sup> grade**

18 minute halves, running clock. Clock does NOT stop at ANY time (clock will only stop for timeouts).

There is NO overtime. Games can end in a tie.

Record the score on paper only, no scoreboard.

A player will not foul out, but with numerous fouls may be asked by the officials to be replaced at any time.

One and bonus is shot on the TENTH team foul in the half.

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