



## SCORING POLICY

### SCORERS

The HOME team must supply a competent person to act as a scorer and timekeeper.

The home team is the first team listed on schedules, and the team displayed on the left-hand side of scoring consoles and the score board.

Schedules will be manually checked for evenness of total amount of home and away games.

Players are permitted to be scorers and can interchange throughout the match. All players are encouraged to use the hand sanitizer available when subbing in and out of the game as per the [Basketball Victoria Return to Sport Guidelines](#)

Scorers are also encouraged to use the disinfectant wipes available on all score benches to sanitize equipment prior to the game commencing. Game officials will continue to wipe the basketballs between matches with the disinfectant wipes.

If the home team does not have a substitution or scorer for the match, they are welcome to ask the opposition team to be accommodating and assist if possible.

The away team is not required to bench any players if both teams do not have a scorer in attendance. The home team is responsible for scoring and therefore must play with four players if they do not have a scorer or sub. If the home team arrives with only four players and no scorer, it is again the home team's responsibility to score, and therefore if the other team cannot be accommodating and assist then the game will result in a forfeit.

### LIVESCORE MONITORS

Teams must complete the LiveScore monitors with details of all players prior to the commencement of the game. The minimum number of players on court without incurring a forfeit is four. Games will be forfeited if a team is not ready to play within ten minutes of scheduled starting time. If a team is late for a scheduled game, they will be penalized one point per completed minute to the referee's discretion, and the game will go on.

Please [click here](#) for further information on how to score using LiveScore

Players listed on the LiveScore monitors will qualify for the game they are listed. Teams must only list players present and in uniform at the game. Referees will check playing lists at half time and conclusion of matches.

## SCORING DISPUTES

Scoring discrepancies must be dealt with immediately at the time of incident, as this can affect the way the remainder of the match is played. For example, if you believed your team was ahead by a point in the final minute of the game, you will most likely not rush any shots, and protect the ball more.

The best way to deal with these matters is to calmly alert the referees on the game to the issue. A 'Referee Timeout' allows the clock to stop while officials speak to the score bench and attempt to resolve the issue. Only a referee may call a referee timeout. If a team calls their own team time out to address an issue, the team will not be awarded their timeout back.

If the referees are not able to adequately deal with the matter, a player or team representative should seek out the Referee Supervisor immediately.

WBA is governed by the FIBA Rule Book ([www.fiba.com](http://www.fiba.com)) and WBA Bylaws ([www.waverleybasketball.com](http://www.waverleybasketball.com))

The rules state that once a result has been agreed upon by scorers and referees, and signed off accordingly at the conclusion of the match, it cannot be changed.

## VIDEO EVIDENCE

WBA provides a technologically advanced stadium that allows all games to be recorded; however video evidence of any scoring disputes will not be used to change the outcome of a result following a match.

FIBA states video footage can only be used to determine if a shot was released before or after a siren at the end of a playing period. This results in social competitions not having the power to overturn any result.