



CANTERBURY BASKETBALL - OWN DUTY REQUIREMENTS

U13, U15 and U16 Club Grades

- Two people from each team need to be assigned to “duty” for the game. Most of this will be on the scorebench, with the following roles:
 - iPad scorer (using Glory League – [quick video of how to do this is here](#), or [read the instructions here](#))
 - Game timer and scorekeeper (for the scoreboard) – stop the clock on all whistles; and after a basket is scored in the final two minutes of the fourth quarter (and any Overtime periods). Also gets to blow the siren if there’s a query for the referees, or to get their attention for substitutions! (i.e. double checking if a 2 or 3 was scored, or what number the fouler is). This person will also help fill the role of spotter if necessary too
 - Shot clock operator ([quick cheat-sheet](#))
 - The fourth person will be the “spotter” – who helps the scorer with player numbers who score or foul
- If there is a gap in terms of referee assignments on the game, each team will need to have a person referee half a game each (this would mean the spotter role is left empty)
 - The person refereeing **cannot** be the coach – it must be someone different
 - If both teams agree, one person may referee the whole game (instead of a half)
 - Unless agreed otherwise by the teams, Team A will be responsible for refereeing in the first half, Team B the second
 - Please bring your own whistle (though we will have some available for purchase from the Floor Controller at the venue).
 - We will send out a quick booklet/sheet of things the people you earmark to referee will need to know before they help out.
 - Make sure the Floor Controller notes down the details of the person refereeing (so they can be reimbursed for their costs). Their bank account can be given to the Floor Controller, or can be sent to toni@canterbury.basketball. If you have someone who is likely to be at every game, please get him/her to email Toni so she can officially assign them to the team’s game.