

Signature League – Competition Notes

Each five-minute segment will be run following [FIBA Overtime rules](#), with the following adjustments/clarifications:

- Teams will play four segments in their session (i.e four five-minute periods)
- The first segment will start with a physical jump-ball, each subsequent segment will begin with a throw-in according to the possession arrow
- Each segment will begin with a 83-83 score (Signature homes was founded in 1983)
- Teams have *one* 60 second time-out per segment
- No personal fouls are recorded (as players are not wearing numbered uniforms). Players can be ejected if they receive Technical/Unsportsmanlike/Disqualifying fouls
- If a player receives two Technical or Unsportsmanlike fouls (or one of each) due to behaviour they are excluded from playing for the remainder of the night
- Team fouls will be set at 2-2 at the start of each segment (i.e. each team has two “fouls to give”)
- Teams will receive
 - Two points for a win in a segment
 - One point for a drawn segment
 - Zero points for a loss in a segment
- Team A will warm-up in front (team A’s bench is to the left of the scorebench), but will defend this hoop when playing (i.e. attack the hoop in front of Team B)
- All players must bring their associations reversible singlet and a mouthguard.
- Bench duty - Teams will be assigned bench duty weekly. They will co-ordinate amongst themselves who does it each week but each payer should expect to do 1 duty / term

Signature League Runsheet

To clarify the schedule for all players, coaches and referees, each team will follow the below schedule for their games.

Time	Activity	Notes
-30min	War room meeting	Prior to each game your team will meet in 1 of 4 “war rooms” to strategize.
-10min	Team warmup	If the game prior is finished teams can use the court, if not, dynamic stretching and other warmup activities done outside.
0min (tip off)	Tip off	This is the time listed on the draw.
60min	Team wrap-up	Please vacate courts and have team wrap up huddles off court to allow next game to start promptly



Scorebench Tips/Tricks

The Floor Controller will load the correct settings (Named as Signature Bball) and put each team to 83 points at the start of period one.

One person will run the gameclock and enter the team scores and fouls. Remember to stop the clock after baskets in the final two minutes!

Second person will run the shotclock (start/stop and reset accordingly)

Make sure the floor controller knows the result of each segment (winning team, or if it is a draw)

- The clock will automatically start counting the two-minute break between segments
- Each team is allowed one timeout per segment. If used, these need to be reset before the second and fourth segments
- Team fouls need to be set to "2" for each segment
- Wind the score down to 83-83 before the second, third and fourth segments start