

Scorekeeper Test 2011-2012

Name: _____

Score: _____

True / False Questions: General Information

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| T | F | 1. The mission of the NYBA is to provide a positive, healthy, and educational basketball experience for the youth of our community. |
| T | F | 2. We expect the coaches of this league to be a negative role model in both practice and in games. |
| T | F | 3. The NYBA has a zero tolerance for any inappropriate behavior from coaches, parents, players, and referees, including: vulgar language, verbal or physical abuse, and unsportsmanlike conduct. |
| T | F | 4. Scorekeepers and Referees are paid on an hourly rate, not per game. |
| T | F | 5. Fines: For showing up late to an assigned game, missing an assigned game(s), or turning back assigned games after Wednesday are \$15.00. |
| T | F | 6. The grade levels that play on Saturday are boys & girls grades 3-12. |
| T | F | 7. The NYBA uses the High School Basketball Rule Book as its official guide. There are no specific exceptions to the HS Rule Book. |
| T | F | 8. It is the responsibility of the coaches to demonstrate good sportsmanship and they are not responsible for the actions of players, parents, and themselves. |
| T | F | 9. Coaches and /or assistant coaches assessed with two technical fouls (not including illegal defense technical's) must leave the game facilities. |
| T | F | 10. Coaches and players do not need to shake hands with the opposing team at the end of the game to show good sportsmanship. |
| T | F | 11. Any team fail to shake hands with the opposing teams will mean suspension from the next game. A second violation means a suspension of 3 games. |
| T | F | 12. The NYBA has a specific "Code of Conduct" governing the behavior of all players, coaches, bench personnel and spectators. |
| T | F | 13. Coaches can stand and walk around their bench area during the course of the game, per the High School Rules. |
| T | F | 14. The NYBA has two halves that are 20 minute long with a 5 minute half time break. |
| T | F | 15. In the last two minutes of every game the time clock is a stop clock on every whistle. There is no exception to this rule. |

- T F **16.** The time clock stops only for substitutions, time-outs, free throws, injuries, first overtime, and last two minutes of second half (depending on scores).
- T F **17.** There are three time-outs per game total. Not per half.
- T F **18.** Timeout are 45 seconds long. The scorekeeper will buzz the horn at 30 seconds to indicate players to come back on court to resume play.
- T F **19.** The first overtime is 2 minutes running clock, and the second overtime is sudden death.
- T F **20.** Backcourt checking is not allowed at any time during the game for 3rd grade girls and boys.
- T F **21.** Grades 4-6 can backcourt check during the last two minutes of the game. The team ahead cannot backcourt check if ahead by fifteen points or more.
- T F **22.** Grades 4-6: A backcourt checking violation is: first- warning, all subsequent violations will result in a technical foul to the bench/coach. Two points awarded to other team plus possession of ball.
- T F **23.** Boys & Girls 7-12: A team ahead by 15 points or more cannot backcourt check at anytime during the game.
- T F **24.** Zone defense is defending a player rather than an area of the court.
- T F **25.** The Designated Area (DA) is the outside of the three point arch or above an imaginary line parallel to the baseline running across the arc at the top of the key.
- T F **26.** Grades 3-6 Players that are playing defense have to be within 3ft of their offensive player once they have entered into the DA area. A defense player can only leave their offensive player to go after a loose ball or another offensive player with possession of the ball inside the DA.
- T F **27.** An illegal defense violation is a bench/coach technical foul after the first warning (two warnings for grades 3-4). If a technical foul is called for illegal defense, the other team is awarded two points and possession of the ball.
- T F **28.** The leagues policy is that all eligible players during the course of the game should receive equal playing time. There are exceptions to this rule which should be handled prior to the game with both coaches and scorekeeper informed.
- T F **29.** All player substitutions can only be made at the designated 5 minute marks during each half. The referees shall stop play exactly on the 5 minute mark.
- T F **30.** All players must sit at least one section in the first half of the game, except for teams that start the game with 5 or 6 players.
- T F **31.** Teams with 4 or less eligible players at the start of the game will forfeit the game. A 5 minute

grace period will be allowed.

- T F **32.** For grades 3rd only coaches may leave the bench to manually “match up” their players at the beginning of a half or at the substitution break.
- T F **33.** Team Fouls: 7 team fouls is a 1-1, 10 team fouls is 2 shot bonus.
- T F **34.** All personal fouls, intentional fouls, flagrant fouls and technical fouls (player + coach) are considered all team fouls.
- T F **35.** Boys & Girls 3rd grade the free throw line is eleven feet, 4th grade is twelve feet, & 5th-12 grade is fifteen feet.
- T F **36.** When a technical foul occurs: the other team will be awarded two points, and the ball out of bounds.
- T F **37.** All players must wear an assigned NYBA basketball uniform
- T F **38.** Substitutions can be called during loose balls, shot in the air, and player has a fast break opportunity to score
- T F **39.** Players can enter the game without being checked in and the referee has not beckoned them on to the court.
- T F **40.** During substitutions all players have to be checked in with the scorekeeper to resume play. This is not a time out, coaches must remain off court while players match up.
- T F **41.** There is two minutes in between halves.
- T F **42.** In overtime there is free substitution.
- T F **43.** In overtime second half rules do not apply. All fouls are cleared and playing section totals do not apply.
- T F **44.** In second overtime the timing clock is set for two minutes and is stop clock.
- T F **45.** The home coach will read the pregame to the spectators, players, and coaches prior to the game.
- T F **46.** The possession arrow points to the teams’ bench, not basket.
- T F **47.** There is no food or drink allowed in all gyms.
- T F **48.** All officials have to arrive 15 minutes or more to their assigned gym.
- T F **49.** When an official is finished with their assigned games they can leave without waiting for their replacement, except at the end of the day.
- T F **50.** On the arbiter, you have up until Wednesday night to decline games for the following

Saturday assignments or they will be resigned to another official.

- T F **51.** Players can wear any color under their NYBA jersey.
- T F **52.** If a player has a different jersey number then on their roster, which the new number is a duplicate number, they are not allow to play and there is no taping numbers on NYBA jersey's.
- T F **53.** Players must tuck in their NYBA jerseys and are not allowed to tie knots or rubber banding their uniforms.

Scorekeeper Directed Questions:

- T F 1. Upon arriving at the gym your responsibility is to check gym conditions, report any damage, and set up scorekeeper equipment (clock, book, and other item in gym bag).
- T F 2. A scorekeeper should obtain team rosters from coaches and enter them in scorebook no more than 2 minutes prior to game time.
- T F 3. While recording information, the scorekeeper should place all info in the scorebook first, then the scoreboard.
- T F 4. The scoreboard is the official record, not the scorebook.
- T F 5. In the scorebook this information should be written before the start of a game: player's first and last names w/#, head coach first and last name, gym location, team names, min./max. sections players can play.
- T F 6. Players' names should be listed in jersey numerical order in the scorebook.
- T F 7. The scorekeeper keeps track of running score & individual points, player & team fouls, timeouts, and player substitutions.
- T F 8. After the game the scorekeeper posts the final score on the score sheet and does not have the coaches initial the final score.
- T F 9. All ice bags should be thrown away after use. Not put back into the gym bag.
- T F 10. The end of the day scorekeeper emails the final scores exactly as shown on the score sheet no later than 10:00 pm.
- T F 11. The end of the day scorekeeper should email the final scores to nybarefs@gmail.com and don.nordby@frontier.com.
- T F 12. Scorekeepers should notify supervisors when low on: band aids, ice bags, basketballs, athletic tape, and pencil lead.
- T F 13. Scorekeepers should bring two pencils to the gym

- T F 14. Scorekeepers can text, call/talk, and email during game play.
- T F 15. Scorekeepers (senior scorekeepers) are required to notify the gym supervisors of future absents to arrange gym bag pickups for the previous week.