



G M A A

Greater Montreal Athletic Association – 5925 Monkland Ave, Suite 101, H4A 1G7
Phone: 514-482-8555 Fax: 514-487-0121 Email: gmaa@gmaa.ca Website: www.gmaa.ca

24 Second Clock

1. Each team has 24 seconds to attempt a shot once they gain possession of the ball.
2. The clock is reset to 24 seconds after every attempted shot **that touches the rim**, after a change of possession or after a foul or defensive violation in the backcourt. In this situation, the referee will signal for a “new 24”. You will have to clarify the definition of an attempted shot before the game with the referees.
3. After a foul, or a defensive violation in the frontcourt, if the clock is below 14 seconds it will be reset to 14 seconds. If the clock reads more than 14 seconds, there is no reset.
4. On a jump ball situation that does not result in a change of possession there is no reset.
5. A team does not lose possession until the opponent gains it – therefore a loose ball that is not picked up still belongs to the original team.
6. The clock is not reset if the ball is deflected out of bounds and does not result in a change of possession.
7. On every “in bounds” play, the clock only starts once a player on the floor touches the ball.
8. When there are 10 seconds left on the shot clock you must call it so that the players, the coaches and the referees can hear.
9. If the buzzer on the small clock doesn't sound for any reason the score board operator should sound it on the game clock.
10. Pay attention when the clock is about to expire. If the referees do not hear the buzzer, they will ask you to call whether the ball was released on time.



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Score Board

1. The clock stops on every whistle **and after every basket during the last two minutes of the game.**
2. The clock starts when the ball **is touched by a player on the court.** The referee is supposed to drop his arm to signal the start of time.
3. Except for the last two minutes, the clock does not stop after a basket unless there was also a whistle.
4. After a missed foul shot, the clock starts only when it is touched by one of the players.
5. After a successful foul shot, the clock starts when one of the players on the court has touched the ball once it has been thrown in. (same as # 2 above)
6. A teams' bonus light goes on after their opponents have committed their 4th foul of each quarter (they shoot on the 5th).
7. If the referee is not aware of the bonus situation you must buzz him to let him know (on the 5th)
8. Turn off the bonus light at the beginning of each quarter
9. If the 24-second clock buzzer does not sound or can't be heard, buzz the game clock in its place.
10. Make sure the score on the board matches the score on the sheet. **The score sheet is the official score** – if necessary, the board must be changed to match it.



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Substitutions

1. For all bantam, and all levels of division 4.2, substitutions will take place at four minutes during the first three quarters. The clock will be set for 4 minutes, and the buzzer will sound to indicate substitutions.
2. All division 3 Midget and Juvenile teams - may sub any time the clock is stopped. (This also applies to those listed above **in the fourth quarter**).
3. You must buzz the referee to indicate subs before he hands the ball to the player in-bounding it.

Time out

1. The coach must request a time out from the scorers table at the next dead ball **OR** after the next basket scored **against his team**. You must buzz the referee as soon as either of these situations occurs.

Possession arrow

1. Turn on the light of the team that does not gain possession of the jump ball to start the game.
2. The arrow changes every time there is a "jump ball" situation and at the beginning of each quarter.

Miscellaneous

1. If the person doing the score sheet is unsure of the call (who the foul was on etc.) buzz the referee for clarification.
2. **Never stop the play for a clarification.** Ask at the next whistle.
3. If the 24-second clock buzzer does not sound or can't be heard, buzz the game clock in its place.



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Score-sheet

1. Make sure the score-sheet is signed by the Staff Member of each team once the line-ups have been cross-checked. This must be done before the game can start.
2. Bantam teams and all levels of division 4.2 teams must substitute every four minutes during the first three quarters of the game. You must record the number of the players entering the game by putting a check in the columns on the left of the name.
3. The running score must be marked first then award the points to the player marking a 3, 2, or 0 (for foul shots).
4. Record player fouls in the appropriate column using the number of the quarter in which the foul was committed (1, 2, 3, 4)
5. Foul shots are marked beside the number of the player shooting and are shown as a circle. If the attempt is successful, darken the circle. If the shot is missed, leave it empty.
6. Single foul shot is shown as o – darken it if successful.
Bonus foul shots: o-o - darken the successful ones
Two/three foul shots: o, o, / o - darken the successful ones
7. All team fouls must be marked each quarter.
8. After a player's 4th foul, inform the coach. After a player's 5th foul, inform the referee that they have five.
9. Record all time-outs.
10. Total the 1st and 2nd half points (team and individual) as well as the grand total. Complete the bottom section – make sure the winning team is clearly marked.
11. Have the score-sheet signed by all three people at the table and make sure the referees also sign it. Give the master copy to the home coach.

******Cell phones are not permitted at the table at any time******
