



Heart Haven OutReach

Character Counts 3on3 Basketball Tournament

Scorekeeping & Game Clock Management - 2025

1. Game Clock:

- 1.1. Games will consist of two 11-minute halves.
- 1.2. Halftime will be 3 minutes.
- 1.3. A running clock will be used until the final minute of each half.
 - 1.3.1. If the score differential is 10 points or fewer, a traditional stop clock will be used.
 - 1.3.2. If the score differential is 11 points or greater, the clock will NOT STOP.

2. Stopping the Game Clock:

- 2.1. Time Outs:
 - 2.1.1. Teams will have three 30-second timeouts per game.
 - 2.1.2. Teams will have one 30-second timeout for overtime.
- 2.2. Unusual Delay / Officials Timeout:
 - 2.2.1. STOP - if the ball rolls away from the court.
 - 2.2.2. STOP - if officials conference to discuss a call.
- 2.3. Final Minute of Each Half, ***ONLY IF*** Score Differential 10-points or fewer.
 - 2.3.1. STOP - After every whistle. (Foul, Violation, Game Stoppage)
 - 2.3.2. STOP - After every made basket.

3. Starting the Game Clock:

- 3.1. Inbounding the ball:
 - 3.1.1. Inbounding official will chop their forearm down to signal the start of the clock.
- 3.2. Free Throws, Made Basket:
 - 3.2.1. Do not start the clock. Wait until for the inbound pass.
- 3.3. Free Throws, Missed Basket, WITHOUT Rim Contact (Violation):
 - 3.3.1. Do not start the clock. Wait until for the inbound pass.
- 3.4. Free Throws, Missed Basket, WITH Rim Contact (Live Ball):
 - 3.4.1. Start the clock when any player touches the rebound.

4. Overtime Clock:

- 4.1. 90-Second stop clock.
- 4.2. 1-Timeout per team.
- 4.3. Team fouls will carry over from the second half.
- 4.4. Regular Season OT: If the score remains tied after 1st overtime, the result is a tie.
- 4.5. Playoff OT: Additional overtime periods will be played until a winner is established.

5. BONUS (Team Fouls)

- 5.1. 4th Team Foul = ALERT the official, next foul will be BONUS.
- 5.2. 5th Team Foul = BONUS
 - 5.2.1. Non Shooting Foul: 1 free throw, worth 2-points.
- 5.3. If a team fouls while in BONUS = Yell "BONUS" to the officials on the court.
- 5.4. Overtime: BONUS carries over from second half.

6. Important Notes:

- 6.1. To count, a shot must be released before the clock expires.
- 6.2. Officials can ask score table to add time back to the clock. (Example: Time-out called with 3 seconds remaining, but horn sounds and clock expires.)

7. Volunteer Score Keeper Roles & Responsibilities:

7.1. Please **AVOID** using your cell phone unless we are between games.

7.2. Please ask Tournament Staff or an Official if you have any questions

7.3. Score Keeper A – Scoreboard

7.3.1. **Controls all scoreboard functions, including:**

7.3.1.1. Clock

7.3.1.2. Score

7.3.1.3. Fouls

7.3.2. **Please familiarize yourself with the first page of this document***

7.3.2.1. Take special note of Clock Stop/Start Rules

7.4. Score Keeper B – Score Sheet

7.4.1. **Using a Score Sheet, to manually keep track of:**

7.4.1.1. Score - Put a line through the number of current score

7.4.1.2. Fouls - Put a line through the number of current fouls

7.4.1.3. Time Outs - Put a line through used Time Outs

7.4.1.4. Possession Arrow

7.4.2. **Before Each Game - Prepare Score Sheet, Confirm/Enter:**

7.4.2.1. Court Letter (A, B, C or D)

7.4.2.2. Game Time

7.4.2.3. Team Colors

7.4.2.4. Age Level

7.4.3. **Foul Procedure:**

7.4.3.1. Alert Officials when a team is at 4 fouls* (Next Foul BONUS)

7.4.3.2. Alert Officials when a team is at 5 fouls (BONUS)

7.4.3.3. **Track Foul Totals SEPERATELY for EACH HALF**

7.4.4. **Post Game Procedure:**

7.4.4.1. Write the COLOR of the Winning Team (Top Left Corner)

7.4.4.2. Circle the Winning Team

7.4.4.3. Wait for Tournament Staff to Pickup Completed Score Sheet

7.4.5. Please **AVOID** using your cell phone unless we are between games.