Collegian Sports Scoreboard Instructions
Sports Center Arena

OPERATING THE CLOCK:

TURN ON THE CONTROLLER

- When turning on the clock, it will ask you several questions. Answer as follows:
  - Continue as last set-up
    - **NO**
  - Enter Code
    - **134** or **431** *(will be labeled above buttons)*
  - Operate Wireless
    - **YES**
  - Score board locations:
    - North Court
      - 1 & 2
    - South Court
      - 3 & 4

SET THE GAME TIME AND SCORES

- Press **SET – TIME**
- Enter – 2000
- Press **– *YES***
  - To start or stop the timer, use the switch on the hand-held attached to the controller.
  - Restart the clock when the referee drops his arm. In the event that the referee forgets to drop his arm, start the clock when an inbounded ball is obviously touched by a player standing in-bounds.

SET THE HOME SCORE or GUEST SCORE

- Press **SET – HOME/GUEST SCORE**
- Enter – appropriate number of points
- Press **– *YES***

ADD TO THE HOME SCORE or GUEST SCORE

- Press **HOME/GUEST SCORE**
- Enter – appropriate number of points
- Press **– *YES***

SET – HOME FOULS or GUEST FOULS

- Press **HOME/GUEST FOULS**
- Enter – appropriate number of fouls
- Press **– *YES***
  - Do not add any more to the team foul count when it reaches a total of 10
  - Reset the team foul count at halftime

BONUS

- Turn the bonus "on" for a team when the opposing team has committed its sixth team foul.
  - Press **BONUS**
    - 1st time = Home team in bonus
    - 2nd time = Guest team in bonus
    - 3rd time = both teams in bonus

DURING THE GAME:

POINT VALUES

- A Free Throw is worth **1 point**
- A made basket on or inside the arc is worth **2 points**
- A made basket behind the arc is worth **3 points**

CLOCK MANAGEMENT

- **Only stop the clock** when a timeout is called (official or team time out).
  - During timeouts (1 minute each), keep track of the time on a watch. Sound the "horn" with 15 seconds remaining and again when the timeout expires

- Clock will **STOP ON ALL WHISTLES** under the following conditions:
  - Last 2 minutes of the 2nd half
  - Last 2 minutes of any overtime period

- Sound the buzzer for substitutes any time a whistle sound. When multiple free throws are being shot, sound the horn before the last free throw of the series. Never sound the horn after a made basket unless the referee has blown the whistle, or a free throw has been made and there is a substitute.

- Each overtime period will begin with a jump ball at center court. All foul totals and unused timeouts carry over from the second half. Each team will receive an additional timeout for each overtime period. The overtime time lengths are:
  - 1st overtime period = 4 min.
  - 2nd overtime period = 3 min.
  - 3rd overtime period = 2 min.
  - 4th+ overtime period = 1 min. each

- Games consist of **two 20-minute halves** with a **5-minute halftime**. A **running clock** is used during the **entire 1st half** and until 2 minutes remain in the 2nd half (clock stops only for team timeouts). During the **final two minutes of the 2nd half, the clock will stop as in high school basketball (per the referee's whistle).** The clock will not stop following made baskets.

- Teams receive 3 timeouts per game. Timeouts are 1-minute in length. There are no 30-second timeouts.

- **Mercy rule:** If, when there are exactly five minutes or less left in the game and a team is ahead by 25 or more points, the mercy rule will take effect and the game is over. If a team is ahead by 50 or more points anytime in the second half of the game, the mercy rule will also take effect.

- Bonus free throws will be shot throughout the game. Teams will shoot 1-and-1 for team fouls 7th, 8th, and 9th foul and the teams will shoot 2 shots for fouls 10+ in each half. There are no bonus free throw shots following player control or team control fouls.

Collegian Sports Scoreboard Instructions
Field House

OPERATING THE CLOCK:

SET THE GAME TIME AND SCORES

- Press **SET** – **CLOCK**
- Enter – **2000**
- Press **– ENTER**
  - To start or stop the timer, use the **CLOCK ON/OFF** button. It's the button in the lower right-hand corner.
  - Restart the clock when the referee drops his arm. In the event that the referee forgets to drop his arm, start the clock when an inbounded ball is obviously touched by a player standing in-bounds.

SET THE HOME SCORE or GUEST SCORE

- Press **SET HOME/GUEST SCORE**
- Enter – appropriate number of points
- Press **– ENTER**

ADD TO THE HOME SCORE or GUEST SCORE

- Press HOME/GUEST SCORE +1
  - Each press will add 1 point.
    - For 1 point, press it once
    - For 2 points, press it twice
    - For 3 points, Press it thrice

SET – HOME FOULS or GUEST FOULS

- Press **TEAM FOULS/MATCH POINTS/GAMES WON**
  - They are labeled as "home" or "guest" underneath these two buttons. In order to reset the team fouls, you must increase the foul count to 19, and then the next increase will reset it to zero.
  - Keep the foul count visible on the scoreboard.
    - Do not add any more to the team foul count when it reaches a total of 10
    - Reset the team foul count at halftime

BONUS

- Select the correct button for the respective team bonus. It is to the right of the "team foul" buttons.
- Turn the **BONUS** light on for a team when the opposing team has committed its sixth team foul.

DURING THE GAME:

POINT VALUES

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