



Time and Score Keeping Guide

CYBA Time Keeping

CYBA Clock Control

Running Clock Rules Clock is stopped only for **injury, timeout, shooting fouls, or by direction of official.**

Running Clock Rules are used for the **entire game** with the possible exception of the final two (2) minutes (see below).

“Stop Clock” Rules Clock is stopped on **all referee whistles** (note that clock is **not stopped** on made baskets)

“Stop Clock” Rules are used for the final two minutes **only if** the score differential **when exactly two (2) minutes remain** in the game is:

Six (6) points or less for Boys 3, 4, 5 & Jr. Girls

Nine (9) points or less for Boys 6, 7, 8, HS, and Sr. Girls

All overtime periods use **“Stop Clock”** rules.

CYBA Time Keeping

CYBA Clock Control

Restarting the Clock *A clock that has been stopped because of one of the above conditions is re-started when:*

- 1. An In-Bounding pass touches an on-court player*
 - 2. After a made free-throw there will be an in-bounding pass, clock starts per rule 1 above*
 - 3. After a missed free-throw clock starts when the ball touches an on-court player*
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CYBA Time Keeping

CYBA Clock Control

Alternate Possession Arrow *The Possession arrow indicates which team gets the ball on the next alternate possession call (usually a held ball ("jump ball") or start of a new period)*

1. The arrow gets pointed toward the team that does **not** gain control after the jump-ball to start the game or overtime period
2. In an alternate possession situation, the referee awards the ball to the team based on the direction of the arrow. An alternate possession throw-in is awarded:
 - On a "held-ball" call by the referee
 - To start a new period (other than the beginning of the game or overtime)
 - In other special situations as called by the referee
3. The direction of the arrow is **only changed after an alternate possession throw-in** has been made. Wait until the ball is passed in-bounds before switching the arrow direction.
4. The direction of the arrow must be switched at **halftime** to account for the team's changing of baskets. (This insures that the team that was supposed to get the next alternating possession at the end of the first half gets the ball to start the second half).

CYBA Time Keeping



This Clock Control is used at:

Boys & Girls Club

Freedom Gym

Las Colinas

Los Altos

CYBA Time Keeping

Clock Control Shortcuts

NEW GAME

SHIFT + NEW GAME
YES

NEW PERIOD

CLOCK SET
ENTER

TIMEOUT

HOME or VISITOR TIMEOUT
-1 (press -1 again to end timeout early)

FOUL COUNTS

HOME or VISITOR FOULS
+1
Player Number
ENTER

HALFTIME

CLOCK SET
CLOCK SET
ENTER
Start The Clock

1st OVERTIME

CLOCK SET
CLOCK SET
ENTER

2nd OVERTIME (2 minutes)

CLOCK SET
CLOCK SET
CLOCK SET
ENTER

To start a new Game

Hold Down Shift &
Press "New Game"

Then Press "Yes"
(the "4" key)

This clears the memory of
all player foul counts and
resets all values to first
period values.



CYBA Time Keeping



New Period & Halftime

Use "Clock Set" and Enter Keys to automatically set time and correct period

Clock Control

Start and Stop Clock

NEW GAME

SHIFT + NEW GAME
YES

NEW PERIOD

CLOCK SET
ENTER

TIMEOUT

HOME or VISITOR TIMEOUT
-1 (press -1 again to end timeout early)

FOUL COUNTS

HOME or VISITOR FOULS
+1
Player Number
ENTER

HALFTIME

CLOCK SET
CLOCK SET
ENTER
Start The Clock

1st OVERTIME

CLOCK SET
CLOCK SET
ENTER

2nd OVERTIME (2 minutes)

CLOCK SET
CLOCK SET
CLOCK SET
ENTER

CYBA Time Keeping

Tracking Timeouts

Select "Home" or "Visitor" (depending on which team called the timeout)

Press "-1" to start timeout timer

To stop the timer early press "-1" again. The timer displays on the controller and also on the scoreboard.



Keeping Score

Select "Home" or "Visitor" Score

Then Choose "+1", "+2" or "+3" to add the team score

CYBA Time Keeping

Tracking Fouls

1. Select "Home" or "Visitor" Fouls



2. Use +1 to add Team Foul

3. Enter the Player's Number and Press "Enter"

The system tracks and displays the players number and total fouls on the scoreboard. (This feature is not available at Freedom Gym)

CYBA Score sheet

Boys 4

CYBA FOUR PERIOD FORM (8.5 x 14)

Date/Time: _____

Scorer: _____

HOME	
Team Number:	1 RUNNING TALLY
Team Color:	Navy
Team Name:	Wildcats
Press Warning:	pw pw
illegal Defense:	id id

Notify referee when team has committed the 7th foul or 10th and when player has committed his fifth personal foul

Time Outs (4 per game) 1 2 3 4

Team Fouls (1st half) 1 2 3 4 5 6 7 8 9 10				(2nd half) 1 2 3 4 5 6 7 8 9 10				Team Technicals:				
(use "/") Periods				No.	Name	Fouls	1st Period	2nd Period	3rd Period	4th Period	OT	Game Total
1	2	3	4									
				2	Corbin Marshall	P1 P2 P3 P4 P5 T1 T2						
				3	Eric Morrell	P1 P2 P3 P4 P5 T1 T2						
				4	Zackary Radwan	P1 P2 P3 P4 P5 T1 T2						
				5	Cory Sandahl	P1 P2 P3 P4 P5 T1 T2						
				10	Gerado West	P1 P2 P3 P4 P5 T1 T2						
				12	Ryan Wolfe	P1 P2 P3 P4 P5 T1 T2						
				23	Chris Abele	P1 P2 P3 P4 P5 T1 T2						
				24	Jeffery Cannon	P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
TOTALS >>												

ATTENTION SCORERS: List each player in number order, noting those players who are absent or not playing, and why. Make sure each player checks in with you before the start of each period. Put a slash (/) in the appropriate box to show which period he or she is playing to ensure that playing time requirements are met. The coaches must notify you of anyone absent or not playing for disciplinary reasons.

VISITOR	
Team Number:	2 RUNNING TALLY
Team Color:	White
Team Name:	Blue Devils
Press Warning:	pw pw
illegal Defense:	id id

Notify referee when team has committed the 7th foul or 10th and when player has committed his fifth personal foul

Time Outs (4 per game) 1 2 3 4

Team Fouls (1st half) 1 2 3 4 5 6 7 8 9 10				(2nd half) 1 2 3 4 5 6 7 8 9 10				Team Technicals:				
(use "/") Periods				No.	Name	Fouls	1st Period	2nd Period	3rd Period	4th Period	OT	Game Total
1	2	3	4									
				1	Clayton Kutin	P1 P2 P3 P4 P5 T1 T2						
				3	Matthew Noda	P1 P2 P3 P4 P5 T1 T2						
				5	Emilio Robles	P1 P2 P3 P4 P5 T1 T2						
				11	Alex Silva	P1 P2 P3 P4 P5 T1 T2						
				12	Ethan Anderson	P1 P2 P3 P4 P5 T1 T2						
				13	Larry Waller	P1 P2 P3 P4 P5 T1 T2						
				21	Bryce Arthur	P1 P2 P3 P4 P5 T1 T2						
				22	Luis Sotelo	P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
TOTALS >>												

Please total scores after each period and at the end of the game to make sure everything adds correctly.

REFEREES:

Period total Cumulative score

Score Sheet Top Section

CYBA FOUR PERIOD FORM (8.5 x 14)				Date/Time: _____																				
	HOME																							
Team Number:	1	RUNNING TALLY																						
Team Color:	Navy	1	2	3	4	5	6	7	8	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
Team Name:	Wildcats	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43			
		44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63			
Press Warning:	pw pw	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83			
illegal Defense:	id id	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102				
		<i>Notify referee when team has committed the 7th foul or 10th and when player has committed his fifth personal foul</i>																						
Time Outs (4 per game)	1 2 3 4																							

Key Items

- Running Tally
- Time Outs
- Press Warning
- Illegal Defense

Running Tally gets updated using a slash over each actual score. (It mirrors the scores shown on the scoreboard).

Mark Running Tally immediately on made shot (Before marking individual player score).

Score Sheet Player Section

Team Fouls (1st half) <i> </i> 8 9 10 (2nd half) <i> </i> 6 7 8 9 10				Team Technicals:								
(use "'") Periods				No.	Name	Fouls P1 P2 P3 P4 P5 T1 T2	1st	2nd	3rd	4th	OT	Game
1	2	3	4				Period	Period	Period	Period		Total
<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	2	Corbin Marshall	<i>/</i> <i>/</i> P3 P4 P5 T1 T2	2 3		2	3 2		12
<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	3	Eric Morrell	<i>/</i> P2 P3 P4 P5 T1 T2		2		2		4
<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	4	Zackary Radwan	<i>/</i> <i>/</i> P3 P4 P5 T1 T2	2 2 2 O ●					
<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	5	Cory Sandahl	<i>/</i> P2 P3 P4 P5 T1 T2		2	0			
<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	10	Gerado West	<i>/</i> P2 P3 P4 P5 T1 T2		2 3		● 0		6
<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	12	Ryan Wolfe	<i>/</i> P2 P3 P4 P5 T1 T2	● ●					
<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	23	Chris Abele	<i>/</i> <i>/</i> P3 P4 P5 T1 T2	3 2	2 0 ●				
<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	24	Jeffery Cannon	<i>/</i> <i>/</i> P3 P4 P5 T1 T2	0 0	3	2 3			8
						P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
						P1 P2 P3 P4 P5 T1 T2						
					TOTALS >>		19 19	15 34	12 46	14 60		60

Key Items

- Team Fouls
- Periods Played
- Personal Fouls
- Points Scored

Use "2" for 2 point baskets

Use "3" for 3 point baskets

Use a circle for all free throws. Fill the circle for a **Made** free throw.

Period Total
Running Total

Tracking Fouls

Player Personal Fouls

- Every player foul is also a **Team Foul**
- A player **Technical foul** also counts as a "personal" foul and a "team" foul
- A Player is disqualified on their 5th personal foul

Team Fouls

• **4 Period Games**

After the 6th Team foul, Free Throws are shot on all defensive fouls
(1 and 1 on fouls 7 - 9, two shots on fouls 10 and over)

• **5 Period Games**

1st Half

After the 6th Team foul, Free Throws are shot on all defensive fouls
(1 and 1 on fouls 7 - 9, two shots on fouls 10 and over)

2nd Half

After the 9th Team foul, Free Throws are shot on all defensive fouls
(1 and 1 on fouls 10 - 12, two shots on fouls 13 and over)

Final Word

Who Does What?

- By rule, Home Team is responsible for score keeping
- Visitor Team responsible for Clock
- Can be altered if BOTH parties AND the Commissioner agree
- Same team CANNOT do both jobs

You are part of the "Officials" Team

Score and Time Keepers are part of game administration, assisting the Commissioner and referees in running the game.

As such, there is no cheering or coaching allowed from the scorers table.

It is recommended that teams have more than one qualified score / time keeper so that everyone has a chance to watch and cheer their child from the stands during the season.