

Manual for the hall watch

What you should do and what you should be doing on an Arriba gameday

A manual could never tell what to do in every possible case, so first a few rules on the how and why. Because the manual does not give a definite answer on what is expected or should be done, you should follow these rules.

A hall watch is an important function to ensure that the external teams, referees and own teams enjoy playing their matches. In essence, it is primarily an organizational and coordinating function. In the past, the hall watch was asked to perform those tasks during the entire period of competitions. Nobody does that with great pleasure, however, it meant a very large time load, while relatively little had to be done. That is why the hall watch duties are now divided differently. The first playing Arriba team of the day takes care of the construction of the court and the last playing Arriba team takes care of the taking down of the court.

At least 1 table agent must be present at half an hour before the start!

Practical guide:

Where in this manual a reference is made to cabinet 1, the Arriba cages in SC1 are meant where the balls and game equipment will be.

With locker 2 the following Arriba lockers are meant, the bright colorful locker behind the stands in SC2, number 6 and 7. Keys for both lockers are in possession of the board members. If you borrow these keys make sure to give them back immediately.

Playing teams:

It is the responsibility of the teams to build up the courts at the beginning of the game day, and clear up at the end of the game day.

You can ask the porter (indo desk) in which room the match is organized. If we play in SC1 or SC2, you can make sure to grab the game equipment from cabinet 1. For playing in SC2 you need the remote control for the baskets from the porter or you can ask the porter if he wants to lower the baskets. If there are problems with the electronic scoreboard and / or clock, you can also get old-fashioned analogue scoreboard from the porter.

- If Ladies 1 and/or Gents 1 play the same evening, you also need to set the 24 second shot clock when the court is being constructed. The clocks are in cabinet 1. The clocks also include a control element which is located in cabinet 1. The shot clock has a wireless control panel which will automatically connect to the clocks themselves. You need to power both clocks by cable and the panel separately (when necessary, should work on batteries just fine). The shot clock can be found in cabinet 1

-If you play in SC1 or SC2 you can get the scoreboard at the entrance desk at the sportscenter

- All necessary game related items can be found in cabinet 1.

- When the baskets are placed on the playing floor, they should be locked so that they remain standing if someone bumps into them and the arm remains stable during play. Note that both the arm and the frame of the basket should be locked.

- If you are the last Arriba team, please take the court down and the table element and return them to where you got them from.

Tabling team / tabler:

- Be on time! The main task is to check that everything is going as planned and that the playing teams are warming up undisturbed. This means that you are present at least half an hour before playing time.
- Make sure the teams fill in their players and coach in the right place on the competition form.
- If there is a game without a referee from the NBB (so a club member), the lead referee is responsible for making sure everything is filled in correctly in the tablet before confirming it. Most important in this is that the table officials are filled in. If this is not filled in correctly, a fine might be sent to you.
- During a game with a NBB referee (Ladies 1 and Gents 1), the person operating the tablet is responsible for making sure all the officials are filled in correctly. If this is not filled in correctly, a fine might be sent to you.
- Referees must be present 20 minutes in advance, if not, try to solve it with attendees (on the court, in the stands or canteen) and if that fails, call the match secretary.
- All tablers must also be on time. If not, you call your teammate where he/she is and arrange replacement if necessary! Your colleague tablers must react early so that you have been able to arrange a replacement before the competition starts if complications arise!
- Text the results of the competition to the match secretary! Provided he is not present at the competition.

In the event of problems and / or irregular progress, always contact the match secretary, not the following week, but immediately. If the match secretary is not available, then try to reach another board member.

Phone numbers:

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