



BASKETBALL—OFFICIAL TIMER, SCORER & ANNOUNCER GUIDELINES

- All table workers should be at the table 15-20 minutes before game time with the book filled out completely and ready for review by the referee.
- The scorer and timer shall be located at the scorer’s and timer’s table and it is recommended that they be seated next to each other. (Rule 2-1-3).
- The official scorer is required to wear a black and white vertically striped shirt.

Timer Responsibilities

Before the Game & at Halftime	<ul style="list-style-type: none"> a) Horn at 3 minutes b) Horn at 3 minutes c) Horn at 15 seconds
Jump Ball	<ul style="list-style-type: none"> a) The clock shall start when the tossed ball is touched by a player b) If maintaining possession arrow, ensure it is correctly pointed to the team next in possession on a held ball
Between Quarters & Any Overtime:	<ul style="list-style-type: none"> a) Set timer for 60 seconds b) Horn at 15 seconds before time expires
Timeouts:	<p>Officials will signal a full or 30 second timeout and will signal when to start the timeout timer</p> <ul style="list-style-type: none"> a) For a full (60 second time out) <ul style="list-style-type: none"> • <u>Horn at 15 seconds</u> before timeout expires a) For a 30 second time out <ul style="list-style-type: none"> • <u>Horn at 15 seconds</u> before timeout expires
Player Fouls Out:	<ul style="list-style-type: none"> a) Signal 3 horn blasts to signal that a player has 5 fouls b) Then <u>set the timer for 20 seconds</u> once the official notifies the coach, the official will signal the timer when to start the clock c) <u>Horn at 15 seconds remaining with second horn at 20 seconds</u>
Injured Player:	<ul style="list-style-type: none"> a) <u>Set timer for 20 seconds</u> once the official notifies the coach, the official will signal the timer when to start the clock b) <u>Horn at 5 seconds remaining with second horn at 20 seconds</u>

Running Clock Guidelines

The running clock will begin once a team gains a 35-point differential over its opponent only in the second half. Once the running clock provision has begun, it will continue until the margin drops below 25 points.

- The clock shall be stopped only for a charged time-out, an injury/blood substitution, a disqualification of a player, coach or fan, and administering free throws.
- On fouls called, leave the clock running until the official has reported the foul and signals for the clock to be stopped. The clock will only stop if the foul warrants free throws to be attempted. After reporting a shooting foul, the official will signal the timer to stop the clock.
- Once the official signals the timer to stop the clock, it will be started once a player touches the ball after the last missed attempt or on the throw-in when it is touched.

Scorer Responsibilities

<p>Notifying Officials of Infractions such as: Signal officials by using the horn when the ball is dead or in the hands of the offending team.</p>	<ul style="list-style-type: none"> a) Infraction of the rules pertaining to submission of the roster b) Notify official on a player fifth foul c) The second technical is charged to any team member or bench personnel (other than the head coach) d) The second direct technical is charged to any head coach, or combination of three direct and indirect technical fouls is charged to the head coach
<p>Notifying Officials during when reporting:</p>	<ul style="list-style-type: none"> a) Number of timeouts left (especially when a team has used their last timeout) b) On a common foul, when the bonus has begun (7th or 10th team foul)
<p>Items that shall be recorded in the book:</p>	<ul style="list-style-type: none"> a) Names and number of starters and all substitutes who enter the game b) Record field goals made, free throw missed and made, running summary of points by team c) Personal and technical fouls charge to any player or coach d) Record timeouts (who and when) e) Any warning issued by the official
<p>Other Items that should be maintained by scorer where possible</p>	<ul style="list-style-type: none"> a) A log of substitutions (if live statistics not being maintained by another individual) in the case of needing to specifically know who was in the game at a moment in time.

Announcer Responsibilities

- An announcer's comments should be made only during a dead ball.
- Announcers should only announce basic information that does not potentially affect play in general, the players, the coaches, or the officials.
- Announcers can influence the atmosphere of the contest by what is said and how it is said. The announcer who performs professionally promotes good sportsmanship by what he/she says and how he/she acts upon saying it.

<p>Announcers should report items such as:</p>	<ul style="list-style-type: none"> a) Player who scored b) Player charged with the foul c) Player attempting the free throw d) Team charged the time-out (or note official's time-out if applicable) e) Length of time-out f) Player entering game g) An explanation of an unusual situation as directed by the officials
<p>Announcer should not report items such as:</p>	<ul style="list-style-type: none"> a) Number of points scored by a player b) Time remaining c) Type of foul or violation d) Number of baskets (two or three) by a specific player

***It is important that the Scorer, the Timer, and the Announcer remain neutral at all times. These positions are key components of game management. If for any reason a member of the scoring table crew cannot remain neutral, game management should be notified, and that crew member should be replaced.**