

signal will be given when the ball crosses the plane of the boundary line.

b) When the ball is to be in play following a missed free throw the signal will be given as soon as it is evident that the throw is not successful. This occurs after a single free throw for a personal foul and after the last throw of a multiple throw if at least one throw is for a personal foul.

c) If play is to be resumed by a jump the whistle is the signal to start the watch or clock and it will be sounded as the ball leaves the official's hands for the toss. Note that play is resumed by a jump at center after a double foul or fouls by both teams which are administered the same as a double foul.

Procedure at End of Period

Fire pistol at end of period.

If you are unable to make the Official hear the signal, go on the floor immediately to notify him. You are responsible for deciding whether the ball was in the air on a try at the instant time was up in case the signal did not sound or was not heard by the Official.

Timing Information

For Game Timer:

College halves are 20 minutes.

Intermission Between halves is 15 minutes.

Over time periods, 5 minutes each.

An intermission of 2 minutes shall be allowed before each extra period.

If a substitute replaces an injured or disqualified player, 30 seconds are allowed in addition to the one minute for removal. When it is time for play to start or to be resumed after stoppage, signal the Official.

Manual for Basketball Scorers

Equipment

Scorebook

Pencils.

Substitution slips. (Suggestion)

Note: These slips, supplied to each coach before the game, should give the name and number of each substitute. The substitute leaves his slip at the Scorer's table and presents to the Official the slip for the player he is to replace. The Official hands the slip to the player who is leaving the game.

Starting Each Half