

MANUAL FOR BASKETBALL TIMERS

Equipment

Two mechanical timers or electric wall timer.

32 or 38 caliber pistol, and loud siren.

A conveniently placed table to accomodate one Timer and two Scorers equalling a space of six feet.

Procedure Before Game and Half

Official Timer is to be member of Athletic Department of host institution.

Determine the starting time:

Consult the Officials and determine the signals they will use for time-in and time-out.

Locate the dressing rooms and notify teams and officials three minutes before starting time of each Half.

Notify the Scorers two minutes before starting time of each Half.

Procedure During Game

Start the watch or clock when the official whistles as the ball leaves his hands for the toss to start the game.

Except at the end of a period, stop the watch or clock only on order from the officials, and immediately start a time-out watch.

Situations for which the officials will order time-out are as follows:

Time-Out

- a) When a foul is called, the Official's signal for the foul being an automatic declaration of time-out;
- b) When an Official suspends play for a substitution upon signal from the Scorers;
- c) When ordered by an Official because of delay in obtaining the ball, as when it lodges in the support of the basket or rolls under seats; or retrieving ball when out of bounds on courts bounded by a large out of bound area.
- d) When an Official grants a player's request for time-out, such request being granted only when the ball is dead or in control of this player's team;
- e) When an Official suspends play because of injury to a player;
- f) When an Official suspends play for the removal of a disqualified player.

NOTE---Under (3) of the foregoing, play may be suspended only when the ball is dead, or in control of the injured player's team, or upon completion of a play by the opponents. Completion of a play means that the opponents have thrown for goal, lost control of the ball, or withheld the ball from play by ceasing to attempt to score to to ad-