

# Manual for Basketball Timers

## Equipment

- Two stop watches or electric wall timer.
- Pistol, large gong or loud siren.
- A conveniently placed table to accommodate two timers and two scorers.

## Procedure Before Game

- Determine the starting time.
- Consult the officials and determine the signals they will use for time-in and time-out.
- Agree as to which timer shall operate the game watch and gun and which shall operate the time-out watch and serve as checker of the game watch.
- Locate the dressing rooms and notify teams and officials three minutes before starting time.
- Notify the scorers two minutes before starting time.

## Procedure During Game

Start the watch 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 only on order from the official. Situations for which the official will order time-out and the signals are:

- When a personal foul is called, the official raises his arm above his head.
- When a substitution is to be made, the official nods his head or motions for the substitute to come on the floor. The scorer's signal is not the signal for stopping the watch unless the automatic wall timing system is being used and this responsibility has been delegated to the assistant officials.
- When there is to be a charged time-out or an officials' time-out for a technical foul or other stoppage, the official will hold the palm of the hand toward the timer and move it sidewise.

After time has been out, start the watch on signal from an official. He will signal for time-in by a chopping motion of the hand or with the whistle.

Watch for the signal at the following times:

- When play is resumed by a throw-in from out of bounds the signal will be given when the ball crosses the plane of the boundary line.
- 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.

- If play is to be resumed by a jump, the whistle is the signal to start the watch 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 single throw for a technical foul, a multiple throw when all fouls are technical and after a double foul or fouls by both teams which are administered the same as a double foul.

## Procedure at End of Period

When time for a period is about to expire place the watch so that both timers may see both it and the ball. Stop the watch at the instant the signal is sounded so it may be checked in case of a dispute.

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:

High school quarters are 8 minutes. College halves are 20 minutes.

High school overtime periods are 3 minutes unless shortened by "sudden death" score. College overtimes are 5 minutes.

### FOR CHECKING TIMER:

Intermission between quarters is two minutes. Length of a charged time-out is one minute. Time allowed for removing injured or disqualified player is one minute. Time allowed for making substitution is thirty seconds.

If a substitute replaces an injured or disqualified player, 30 seconds are allowed in addition to the one minute for removal.

Intermission preceding each overtime period is two minutes.

Intermission between high school halves is 10 minutes—between college halves 15 minutes.

When it is time for play to start or to be resumed after stoppage, signal the official.

Hedeen-Lieberson-Porter