



INSTRUCTIONS TO TIMERS

Prepared by the International Association of Approved Basketball Officials, Inc.



- You are an official and a vital part of the contest. Your cooperation with the game officials is greatly appreciated.
- As the official timer, please maintain your impartiality throughout the game.
- Be at the scorer's table a minimum of twelve (12) minutes prior to game time.
- Participate in pregame meeting with the Referee.
- Be seated next to official scorer.
- Be attentive, accurate and maintain focus during entire game; avoid distractions. (No cell phone usage during the game.)
- Maintain eye contact with the official responsible for putting ball in play.
- Ensure the officials and teams are notified three (3) minutes prior to start of second half.
- **Do not sound horn:**
 - When the official is ready to administer a free throw or throw-in.
 - Unless the ball is DEAD and the clock is STOPPED.

TIMING

- Four (4) quarters - Each quarter: eight (8) minutes (Can be shortened by mutual agreement)
- Extra (Overtime) periods: four (4) minutes (or half the time of the quarter, if playing shortened quarters)
- Half-time intermission: ten (10) minutes (special exceptions: 15 minutes). Notify officials with 3 minutes remaining.
- Between quarters and each extra (overtime) period: one (1) minute
- Ensure a secondary device is available for timing in case of a scoreboard malfunction.
- **At the end of each quarter or extra period, when a try is released as time expires, watch the clock carefully and listen for the scorer to state, "shot." The Referee may ask where the ball was located at the expiration of time.**

NOTE: A 15-second interval of time is allotted for required substitutions (disqualified, uniform infraction, bleeding, or injured player).

TIME-OUTS

- Each team is allotted three (3) 60-second and two (2) 30-second time-outs.
- Extra (Overtime) periods: one (1) additional 60-second time-out per team. Unused time-outs carry over to extra (overtime) period(s).
- Do not begin the time-out until an official's instructs you to start the timing device.

WARNING HORNS

- Sound first warning horn immediately for required substitutions, and with 15 seconds remaining in time-outs, quarter/half-time intermissions. (See Note 2 above)
- Sound second horn at end of interval of time for required substitutions, time-out or intermissions.

STARTING AND STOPPING THE CLOCK

Watch for the official's start time signal, and start the clock on a...

- **Jump ball:** when ball is legally tapped by either jumper.
- **Throw-in:** when ball legally touches or is touched by a player on the court.
- **Missed free throw:** When ball legally touches or is touched by a player on the court.

Stop the clock...

- When an official sounds the whistle and signals to stop the clock for a held ball, foul, violation, or time-out.

SUBSTITUTES

- Only sound horn for substitutes after reporting official and/or scorer have completed their duties.
- Sound horn for all substitutions unless they are legally made between quarters, during time-outs or half-time intermission.
- Before sounding horn, substitute must:
 - Properly report by announcing their entry to the scorer and be at the "X" ready to enter.
 - Report before the 15-second warning horn between quarters, halftime intermission, or time-outs.
- Ensure substitutes only enter game before FINAL free throw and/or AFTER a successful FINAL free throw for personal fouls resulting in multiple free throws.