

KSHSAA BASKETBALL OFFICIAL TIMER & OFFICIAL SCORER GUIDELINES

- All table workers should be at the table 15 minutes before the game with the book filled out completely and ready for review by the head official.
- 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 scorer, timer and announcer should be appropriately dressed and ensure an appearance of neutrality.
- The scorer is required to wear a black and white vertically striped garment.

Timer Responsibilities

Before the Game & at Halftime	a) Horn at 3 minutes b) Horn at 15 seconds
Jump Ball	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:	a) set timer for 60 seconds b) Horn at 15 seconds before time expires
Timeouts:	a) Officials will signal a full or 30 second timeout and will signal when to start the timeout timer b) For a full (60 second time out) <u>Horn at 15 seconds</u> before timeout expires c) For a 30 second time out <u>Horn at 15 seconds</u> before timeout expires
Player Fouls Out:	a) When directed by the reporting official sound the horn and start the timer to announce the beginning of the 15 second replacement period. b) At the end of 15 seconds sound the horn to indicate the end of the replacement period unless a substitute has already entered.
Injured Player:	a) When directed by the reporting official sound the horn and start the timer to announce the beginning of the 15 second replacement period. b) At the end of 15 seconds sound the horn to indicate the end of the replacement period unless a substitute has already entered.
Team Fouls	a) Reset team fouls to zero at the start of each quarter. At the start of overtime, the same number of fouls at the end of the fourth quarter remains. b) Do not add any fouls to the team foul count on the scoreboard after the fifth team foul. There should never be a six or bigger number on the team fouls place on your scoreboard
Stop Watch	a) Have a stop watch ready for substitution intervals including :20 for a player with blood and all :15 second substitution warning intervals b) Back up system if shot clock(s) malfunction if applicable. The shot clock operator will operate using a stop watch. Work with the PA Announcer to announce "ten" with second seconds left in the shot clock period, then counting down from "five."

Running Clock Guidelines (if used by league or school)

The running clock will begin once a team gains a 30-point differential over its opponent in the fourth (4th) quarter. Once the running clock provision has begun, it will continue until the conclusion of the contest. The clock shall be stopped only for a charged time-out, an injury/blood substitution, a disqualification of a player, coach or fan.

Scorers Responsibilities

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.	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 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
Notifying Officials during when reporting:	a) Number of timeouts left (especially when a team has used their last timeout) b) On a common foul, when the bonus has begun (5 th team foul)
Items that shall be recorded in the book:	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) Record warnings for head coach/bench personnel misconduct f) Any warning issued by the official
Other Duties	a) Compare records with the visiting scorer after each goal, each foul, each charged time-out, and end of each quarter and extra period. b) To reflect the rule change for shooting two bonus three throws on the fifth team foul: If using a scorebook with ten fouls listed for each half, draw a line between the 5 th and 6 th team foul. Fouls 1-5 will be used in the first and third quarters. Fouls 6-10 will be used for the second and fourth quarter.

Announcers Responsibilities

An announcers 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.

Announcers should report items such as:	a) Player who scored b) Player charged with the foul c) Player attempting the free throw d) Team charged the time-out (or note officials 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
Announcer should not report items such as:	a) Number of points scored by a player b) Time remaining in quarter or game 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 shall be replaced. **Revised 11-7-2024**