



2005-2006 INSTRUCTIONS TO **TIMERS** FOR BASKETBALL GAMES

***NOTE: Please refer to the 2005-06 NCAA MEN'S AND WOMEN'S BASKETBALL RULES AND INTERPRETATIONS BOOK for complete information.**

I. NCAA Rules:

- A. *NCAA Rule 2, Section 2:* "...The referee shall designate the official timepiece and its operator. A second timer should assume responsibilities of operating time-out stopwatch and checking official timepiece."
- B. *NCAA Rule 2, Section 12:* The duties and responsibilities of timers are described in this section. Efficient timers will carefully study the applicable sections of the The 2006 NCAA Men's and Women's Basketball Rules and Interpretations Book and become familiar with all their aspects. Please make sure that your institution has qualified experienced timers and shot-clock operators who realize they are not cheerleaders and that they must work with the game officials.

II. Timing Equipment:

- A. An electric clock timer and one (1) stopwatch, or a table clock timer and one (1) stopwatch or two (2) stopwatches. The electric shot clock is required to be displayed above the backboard or clearly on the end walls.

III. Before the Game:

- A. The official timer should ascertain game starting time and suggest that referee and coaches synchronize their watches.
- B. Review official signals for time-in, time-out, foul and violation.
- C. Locate dressing rooms and notify teams ten (10) minutes prior to starting time.
- D. Notify the floor officials when five (5) minutes remain prior to starting time.

IV. Timing Regulations:

- A. Playing time shall be:
 - 1. Two (2) halves of 20 minutes each with an intermission of 15 minutes between halves.

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- B. Overtime Play:
1. If score is tied at end of second (2nd) half, play shall continue without change of baskets for one or more extra periods, with a one-minute intermission before each.
 2. The length of each extra period shall be five (5) minutes.
 3. As many such extra periods as are needed to break the tie shall be played. Game ends if, at end of any extra period, the score is not tied.
 4. Extra periods are an extension of second (2nd) half.
- C. A Charged Time-out is of 75 seconds duration unless team charged with time-out is ready to resume play sooner. A warning horn is sounded at 60 seconds and a second signal at 75 seconds, and at this time teams must be ready to play. A timeout shall be 75 seconds if a team is charged with an excessive timeout.
- D. No time-out is charged when:
1. A disqualified player is replaced within 30 seconds;
 2. An injured player is replaced;
 3. An injured player is ready to play immediately;
 4. Floor official grants a player's request because of displaced eyeglasses or lens; and/or
 5. As in *NCAA Rule 5-10, item f*, a correctable error has been prevented or rectified.
- E. Sounding of Scorer's Signal does not cause game timepiece to be stopped.
- F. Warning signals are now 15 seconds prior to the end of intermission, timeout or time limit to replace a disqualified player.

V. Stop the Official Timepiece When:

- A. Any period ends.
- B. An official gives a time-out signal. The official will order time-out when:
1. **Foul is called** by holding his hand with fingers closed at arm's length above his head;
 2. **Held Ball is declared** by giving the jump ball signal (holding thumbs up at shoulder height away from body and motioning upward with both arms extended);
 3. **Violation occurs** by giving the time-out signal (holding with fingers extended at arm's length above head) after which he gives proper violation signal;

4. **There is to be charged time-out**, or an official's time-out for a technical foul, or other stoppage indicated by a floor official who holds his hand at arm's length above his head with fingers extended; and/or
5. **At the next Dead Ball** after the scorer indicates that a substitute is ready to enter the game.

C. At a coaches request under *NCAA Rule 5-10*, item (d) and (e).

VI. Start Clock Timeout:

- A. After time has been out, the clock shall be started when the official signals time in. If the official neglects to signal, the timer is authorized to start the clock unless an official specifically signals continued timeout.
1. If play is started by a jump, the clock starts when the ball is legally tapped.
 2. If a free throw is not successful and the ball is to remain live, the clock shall start when the ball is touched by or touches a player on the court.
 3. If play is resumed by a throw-in the clock starts when the ball touches or is touched by a player on the court.
 4. When play is resumed, the shot clock will start when team control is established.

VII. Near the End of the Period:

- A. If a watch is being used as the official timepiece, place it so both timers may see it and the ball. Watch must be stopped the instant signal ending game is sounded.
- B. When a timing device other than a watch is the official timepiece, timers must coordinate their efforts in determining the position of the ball when time expires.
- C. Some timers, in order to avoid misunderstanding concerning position of the ball when time expires, have one timer watch, the official timepiece and count aloud, 10-9-8-7, etc., while other timer watches the ball and notes its position at the exact moment time expires.
- D. If a period ends and:
1. The timer has been unable to make an official hear the signal, he/she must go on the court *immediately* and notify the official.

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2. **The timing signal fails** or is not heard by an official, timer must be prepared to advise official as to whether ball was in flight when time expired, or whether a foul occurred before or after the period had ended.
3. **Timing signal is not heard** by official, testimony of timers may determine whether a score shall count or a foul shall be charged, unless the referee has information which would alter the situation.
4. **The timer is not to offer his opinion relative to the expiration of time unless asked to do so by the officials.**

VIII. **Duties of Shot Clock Operator:**

- A. The North Central Conference will have a separate shot clock operator, whose duties are outlined in *NCAA Rule 2, Section 13* on page BR-43 of the official 2004 NCAA Men's and Women's Basketball Rules and Interpretations. Other than the total amount of time allowed, there is no difference in the rule for men and women. At the end of the period when the time clock shows less time than the shot clock, the shot clock should be turned off.