

IAABO

TIMER'S INSTRUCTIONS

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

GENERAL INSTRUCTIONS

TIME PERIODS

- Four (4) quarters
- Each quarter: Eight (8) minutes
- Half-time intermission: 10 minutes (Special exception: 15 minutes)
- Between quarters and each extra period: One (1) minute
- Overtime periods: Four (4) minutes
- **NOTE 1: Quarter shortened or running clock instituted by coaches' agreement.**
- **NOTE 2: Required substitute (disqualified, bleeding or injured player) is a 20-second interval of time, not a time-out**

TIME-OUTS

- Each team is allotted: ~~four (4) full 60-second time-outs~~ *4 Full (60 sec) + 2-thirty's*
- Overtime periods: One (1) additional 60-second per team; Teams may use any unused time-outs
- Begin start of time-out on official's signal to start the clock

WARNING SIGNALS

- Quarter/half-time intermission/time-outs: With 15 seconds remaining
- Required substitute: With 15 seconds remaining
- Required notification of officials and teams 3 minutes prior to second half start
- Second horn sounds at end of time-out

START CLOCK

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 CLOCK

- When an official signals jump ball, foul, violation or time-out

SUBSTITUTES

- Sound horn for substitutions, unless legally made between quarters or during halftime intermission
 - Before sounding horn, substitute must
- Properly report to the scorer and be ready
- Report before first warning signal between quarters, halftime intermission, or time-outs
- Disregard coach or player declaring "sub"; this has no part in the substitution procedure

NOTES:

- Be at the table 12 minutes before game time
 - Allow reporting official to complete report before sounding horn
 - Do not sound horn:
- When official is ready to administer a free throw or throw-in
- During multiple free throws for PERSONAL foul
- Do not sound horn unless ball is DEAD and clock is STOPPED
- Substitutes can only enter game before FINAL free throw and/or AFTER a final free throw is successful
 - Understand that you are an official and a vital part of the contest. Your cooperation with the game officials and your service to the schools is greatly appreciated

ABSOLUTES

- Participate in pregame meeting with the Referee
- Be seated next to official scorer
- Be attentive, accurate and maintain focus during entire game, avoid distractions
- Maintain eye contact with the official responsible for putting ball in play