

Section 9. Duties of Scorers

The scorers shall:

Art. 1. Record the names and uniform numbers of squad members who may participate, starting five players, and the names of all substitutes who enter the game. It is recommended that squad members' names be recorded in the scorebook in numerical order.

Art. 2. Record the field goals made and the free throws made and missed, and keep a running summary of the points scored.

Art. 3. Record the personal and technical fouls called on each player and the technical fouls called on a coach, squad member, bench personnel or follower.

Art. 4. Notify an official immediately when a player has committed his or her fifth foul.

Art. 5. Notify an official immediately when a **(men)** second CLASS A technical (AA) foul and **(women)** second technical foul is charged to a coach, squad member or any bench personnel.

Art. 6. (Men) Notify an official immediately when a combination of one CLASS A technical foul and two CLASS B technical fouls (ABB) or three CLASS B technical fouls (BBB) have been assessed.

Art. 7. (Women) Notify an official immediately when a head coach receives a combination of one direct technical foul and two indirect technical fouls or three indirect technical fouls.

Art. 8. Record in the scorebook any ejection for fighting.

Art. 9. Record the timeouts charged to each team and notify an official when such team takes its final allowable charged timeout.

Art. 10. Signal the nearest official each time a team is granted a charged timeout in excess of the allowable number.

Art. 11. Signal the nearest official in each half when a player commits a common foul (except a player-control or team-control foul), beginning with the team's seventh foul and the team's 10th foul, including any combination of personal fouls, **(men)** CLASS A technical fouls and **(women)** all technical fouls.

Art. 12. The official scorebook shall remain at the scorers' table throughout the game, including all intermissions.

Art. 13. Compare their records after each goal, each foul and each charged timeout, notifying the referee at once of any discrepancy. When no error can be found, the referee shall accept the record of the official scorebook, unless the referee has knowledge that permits another decision. When the discrepancy is in the score and the error is not resolved, the referee shall accept the progressive team totals of the official scorebook.

Art. 14. Notify the nearest official when there is an infraction of the rules pertaining to submission of the roster, substitutions or uniform numbers of players.

Art. 15. When necessary, signal the officials with a sounding device unlike that used by the referee and umpire(s). This sounding device may be used immediately when (or as soon as) the ball is dead or is in control of the offending team.

Art. 16. When a correctable error is called to the official scorer's attention while the game clock is running, the timer shall not use the game-clock horn until the ball has become dead.

Art. 17. Correct a scoring or bookkeeping mistake any time before the referee approves the final score.

Note: It is recommended that only the person at the scorers' table permitted to wear a black-and-white-striped garment be the official scorer and that he or she be seated next to the official timer.

Section 10. Duties of Timer

The official timer shall:

Art. 1. Be provided with a game clock to be used for timing periods and intermissions and a digital stopwatch. The game clock and digital stopwatch shall be placed so that they may be seen by both the timer and the shot-clock operator.

Art. 2. Operate the game clock.

Art. 3. Note and notify the referee more than three minutes before each half is to start.

Art. 4. Signal the scorers three minutes before starting time.

Art. 5. Record playing time and time of stoppages.

Art. 6. Notify an official when the timer has information pertaining to a timing mistake.

Art. 7. Start the game clock as prescribed in Rule 5-9.

Art. 8. Start the digital stopwatch for a charged timeout and signal the referee when it is time to resume play.

Art. 9. Sound a warning horn 15 seconds before the expiration of the 20-second time limit to replace a disqualified or injured player. The signal also shall be sounded at the end of the 20 seconds to replace a disqualified or injured player.

Art. 10. Sound a warning horn 15 seconds before the expiration of an intermission or charged timeout. A second signal shall be given at the expiration of an intermission or a charged timeout. Play shall be resumed immediately upon the sounding of the second signal.

Art. 11. Stop the game clock as prescribed in Rule 5-10.

Art. 12. Stop the game clock after a successful field goal with 59.9 seconds or less remaining in the game or any extra period.

Art. 13. Use the game-clock horn when the ball has become dead and a correctable error situation has been brought to the scorer's attention by a coach.

Art. 14. Indicate with the red light or LED lights the expiration of playing time in each half or extra period. This signal shall terminate player activity. When a red light is not present, the indicator that shall terminate players' activity shall be the sounding of the game-clock horn.

Art. 15. Enter the playing court or use other means to immediately notify the referee when the timers' red light signal or LED lights fail to operate or be seen or when a game-clock horn fails to sound or is inaudible. When, in the meantime, a goal has been made or a foul has occurred, the referee shall consult the timers.

- a. When the timers agree that time expired before a try for field goal was in flight, the goal shall not count.
- b. When the timers agree that the period ended before a foul occurred as in Rule 5-7.3.c, the foul shall be disregarded unless it was a flagrant technical foul or **(men)** an intentional technical foul.
- c. When the timers disagree about the expiration of time before a successful try for field goal or foul, the goal shall count or the foul shall be penalized unless the referee has knowledge that alters such a ruling.

Section 11. Duties of Shot-Clock Operator

The shot-clock operator shall:

Art. 1. Use a 35-second shot clock for men and a 30-second shot clock for women.

Art. 2. Use the shot clock for the entire game, including extra periods, except when there is less time remaining on the game clock than on the shot clock, in which case the shot clock shall be turned off.

Art. 3. Control a separate timing device with a horn that shall have a sound that is distinct and different from that of the game-clock horn.

Art. 4. Have an alternate timing device available.

Art. 5. Start the timing device when a player inbounds legally touches or is touched by the ball on a throw-in or when a team initially gains possession from a jump ball, an unsuccessful try for goal or when possession is gained of a loose ball after a jump ball or unsuccessful try for goal.

Art. 6. Stop the timing device and reset it:

- a. When team control is re-established after the team loses possession of the ball;
- b. When the following occurs:
 1. A single personal foul;
 2. A single technical foul assessed to the defense;
 3. A single flagrant technical foul; or
 4. (Men) a single intentional (CLASS A) technical foul.
- c. When a held ball occurs *Exceptions: Rules 2-11.7.e, 2-11.7.i and 2-11.7.j;*
- d. When a try for goal strikes the ring or flange and then possession is gained by either team;
- e. When a violation occurs;
- f. When an intentionally kicked ball occurs with 14 seconds or less remaining, set to 15 seconds;
- g. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

Note: The mere touching of the ball by an opponent does not start a new shot-clock period when the same team remains in control of the ball.

Art. 7. Stop the timing device and continue time without a reset when play begins under the following circumstances:

- a. The ball is deflected out of bounds by a defensive player;
- b. When an intentionally kicked ball occurs with 15 seconds or more remaining;
- c. A player is injured or loses a contact lens;
- d. A charged timeout has concluded;
- e. During team control as defined in Rule 4-15, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team;
- f. After any double foul or simultaneous personal foul or technical fouls when there is team control as defined in Rule 4-15;
- g. After an inadvertent whistle when there is team control as defined in Rule 4-15;
- h. After any technical foul(s) is assessed to the team in control of the ball, or to the team entitled to the ball before it is at the disposal of the thrower-in, or to bench personnel or followers of that team, when these conditions exist;
- i. After a simultaneous held ball as described in Rule 4-37 occurs during a throw-in or (women) after an unsuccessful try that does not contact the ring or flange and the alternating-possession arrow favors the throw-in team; and
- j. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds or when there is doubt as to who last touched the ball.

Note: The offensive team, upon regaining possession of the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.

Section 11. Duties of Shot-Clock Operator
(continued)

Art. 8. When an intentionally kicked ball occurs during a throw-in with 14 seconds or less remaining, the shot clock shall be set to 15 seconds. When an intentionally kicked ball occurs during a throw-in with 15 seconds or more remaining, the shot clock shall not be reset.

Art. 9. Sound the shot-clock horn at the expiration of the shot-clock period.

This shot-clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates zeros but the shot-clock horn has not sounded, the shot-clock time has not expired.

Art. 10. Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period.

Art. 11. Allow the timing device to continue during a loose-ball situation when the offense retains possession or when a field-goal try is attempted at the wrong basket.

Art. 12. Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange.

- a. When there is doubt whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange, any activity before the next live ball shall be canceled, with the exception of any flagrant foul, intentional foul or technical foul.