

Timing Equipment Compliance Testing Script

Since there are multiple items to test and confirm, the following script is a suggestion to test for the 4 items noted in the Timing Equipment Compliance Statement from 11/22/2022 (attached).

Officials must test the timing equipment before the start of the game to ensure that:

1. The mandatory backboard LED lights or the red light behind the backboard are only activating when the game clock expires (Rule 2-10.14).
2. When shot clock LED lights (not mandatory) are being used that they are only activating when the shot clock expires (Rule 1-19.4).
3. The game-clock and shot-clock horns be distinctly different sounds as required by rule (Rule 1-19.2).
4. Tenths of a second (when used) only display when there is less than 5 seconds remaining in the shot-clock period and clearly denote tenths of a second by means such as a decimal point, the use of a distinct color to depict tenths, or by depicting tenths of a second using a small number than the whole seconds (A.R. 5).

You are strongly advised to perform these checks upon immediate arrival at the game site or when personnel is available to demonstrate that their equipment is in proper working order to ensure the pregame timing stays on schedule. Please do not wait until first taking the court at 15 minutes (NCAA) or when the pre-game clock runs to zero to validate that the equipment complies with the rules. Do not delay the start of a game to repair equipment if it is not working; assess an administrative technical foul.

How to test this efficiently:

Test 1: Request that 11 seconds be placed on the game clock and 10 seconds on the shot clock and both clocks to start simultaneously.

Observe and confirm that:

- If tenths of a second are displayed on the shot clock, confirm that the tenths of second (optional) begin to be displayed only at 4.9 and below.
- There is a red light behind the backboard or red LEDs around the backboard.
- The red light behind the backboard or red LEDs around the baskets illuminate on the expiration of game time and not on the shot clock expiration.
- The horns representing the expiration of the shot-clock and game clock have different sounds.
- If tenths of a second are displayed on the shot clock, confirm that the tenths are clearly defined with a visible decimal point, a visual cue such as alternate color or sizing.

Test 2: If the shot clock has lights to display the end of the shot clock period, request that 5 seconds be placed on the game clock and the shot clock turned off, run the clock to expiration.

Observe and confirm that:

- The optional lights around a shot clock only display upon the shot clock expiration and not on the expiration of the game clock.

Visual Examples:

| CORRECT | INCORRECT |
|--|---|
|  <p data-bbox="203 821 662 848">Legal: Tenths shown at 4.9 and below</p> |  <p data-bbox="836 827 1344 854">Illegal: Tenths cannot be shown above 4.9</p> |
|  <p data-bbox="248 1310 618 1337">Legal: Tenths clearly denoted.</p> |  <p data-bbox="813 1310 1369 1337">Illegal: Tenths are not clearly defined visually.</p> |
|  <p data-bbox="207 1736 659 1801">Legal: LED illuminates on game clock expiration only.</p> |  <p data-bbox="727 1736 1455 1764">Illegal: Shot clock lights illuminate on game clock expiration</p> |