

Art. 6. Correct errors and mistakes within the prescribed time frames. Officials may use play-by-play, a digital stopwatch, table officials (including an approved standby official) and Instant Replay as set forth in Rule 11 to correct errors and mistakes.

Art. 7. Beckon substitutes to enter the playing court.

Art. 8. Indicate a three-point attempt and signal a successful three-point goal.

Art. 9. Shout and visibly count seconds to administer throw-ins, free throws, and closely guarded rules and silently count for enforcement of the three-second rule. Use the shot clock to administer the 10-second backcourt count. Use a visible 10-second count when there is no shot clock visible.

Art. 10. Notify the captains and head coaches when play is about to begin after an intermission or a timeout.

Art. 11. Report a warning for delay to the official scorer and head coaches. (See Rules 4-10.2 and 4-32.2.)

Art. 12. Signal the official timer to stop the game clock when a foul occurs, designate the offender to the official scorer and indicate with finger(s) the number of free throws.

Art. 13. Clearly signal, when a team is entitled to a throw-in:

- The act that caused the ball to become dead.
- The team entitled to the throw-in.
- The designated spot, unless the throw-in comes after a successful goal or an awarded goal.

Art. 14. Notify a team and its head coach when a team takes its final allowable charged timeout.

Art. 15. Signal the scorer to record the time that a possible correctable error has occurred for a two- or three-point goal, which will be reviewed at the next electronic-media timeout per Rule 11-2.1.b.1. No signal is required during the last four minutes of the second period or during all of any extra period(s).

Art. 16. Notify game management of any potentially dangerous situations on the playing court, including the 3-foot area outside each sideline and the 6-foot area outside each endline, the basket and backboard supports and/or any other equipment situations.

SECTION 8. OFFICIALS' DUTIES RELATED TO CONDUCT

The officials shall:

Art. 1. Penalize unsportsmanlike conduct by a player, coach, substitute, team attendant or follower.

Art. 2. Penalize flagrant acts by any offender.

Art. 3. Remove a player from the game who commits his fifth foul. (See Rule 2-9.4.)

Art. 4. Notify the head coach and then the player when there is a disqualification.

Art. 5. Inform the head coach and the official scorer that an ejection for fighting has occurred.

SECTION 9. DUTIES OF SCORERS

The scorers shall:

Art. 1. Record the names and uniform numbers of team members who may participate, starting five players, and the names of all substitutes who enter the game. It is recommended that team 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 assessed to each player and the technical fouls assessed to a coach, team member, bench personnel or team follower.

Art. 4. Notify an official immediately when a fifth foul has been committed by a player.

Art. 5. Notify an official immediately when a second Class A technical (AA) foul is charged to a coach, team member or any bench personnel.

Art. 6. 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 to any player or bench personnel.

Art. 7. Notify an official when three flagrant 1 fouls have been assessed to a player.

Art. 8. Record in the scorebook any ejection for fighting, warnings for delay per Rule 4-10.1.a-c or any resumption of play warning per Rule 4-32.2.

Art. 9. Record the timeouts charged to each team and notify an official when a 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 which is not a loose ball foul), beginning with the team's seventh foul and the team's 10th foul, including any combination of personal fouls and Class A technical fouls.

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

Art. 18. Record the time on the game clock when the official signals that an instant replay review for a correctable error is required under Rule 11-2.1.b.1.

Note: It is recommended that only the person at the scorer's table permitted to wear a black-and-white-striped garment be the official scorer.

SECTION 10. DUTIES OF TIMERS

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 timers and the shot-clock operator.

Art. 2. Operate the game clock.

Art. 3. 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 5-10.

Art. 8. Start the digital stopwatch for a charged timeout, to replace a disqualified player or to remedy a blood situation, 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 player and before the expiration of the 20-second time limit for replacement of an injured player. The signal also shall be sounded at the end of the time limit 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. (*Exception: Rule 4-32.2*)

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

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

Art. 13. Sound the game-clock horn when the ball has become dead and any of the following have been brought to the scorer's attention by a head coach or table official (includes an approved standby official):

- a. The possibility of a correctable error situation as in Rule 2-12;
- b. Whether a timing, scoring or alternating-possession mistake needs to be prevented or rectified; or
- c. To determine whether a flagrant 1 or 2 personal foul, flagrant 2 contact technical foul or contact dead ball technical foul occurred.

Art. 14. Indicate with the red light or red 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 or functioning, 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 red 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 2 contact technical foul or a contact dead ball 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 30-second shot clock.

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 shot clock when:

- a. An inbounder player legally touches the ball after the throw-in has been released;
- b. A team gains initial control after a jump ball or unsuccessful try for goal; or
- c. There is a change in team control.

Art. 6. Stopping and resetting the shot clock:

1. No reset when play is stopped under the following circumstances:
 1. The ball is deflected or caused to be out of bounds by a defensive player;
 2. A player is injured or loses a contact lens;
 3. A charged or electronic-media timeout has concluded;
 4. During team control, a defensive player causes a held ball or any other situation occurs where the alternating possession arrow must be used to determine team possession and the alternating-possession arrow favors the team in control;
5. After any double personal or technical fouls or simultaneous personal or technical fouls, when there is team control, unless the penalty for the foul results in a change of possession;
6. After an inadvertent whistle when there is team control;
7. 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 the bench personnel or followers of the team unless the penalty for the foul results in a change of team possession;
8. After a simultaneous held ball as described in Rule 6-4.2 occurs during a throw-in and the alternating-possession arrow favors the throw-in team or after an unsuccessful try that does not contact the ring or flange

and the alternating possession arrow favors the team whose try was unsuccessful; and

9. 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 and the alternating-possession arrow favors the team in control.

Note: When the alternating-possession arrow favors the offensive team in either .8 or .9 above, they shall have the unexpired time on the shot clock to attempt a try.

- b. Reset to 30 seconds when the following occurs:

1. There is a change in team control and the ball remains live or after a score by the opponent;
2. Team control is re-established in the backcourt after the team loses control of the ball;

Note 1: The mere touching of the ball does not start a new shot-clock period when the same team remains in control of the ball as in loose ball situations.

Note 2: When team control is reestablished in the shooting team's backcourt following a try that does not strike the ring or flange, the shot-clock is not reset.

3. A held ball occurs or any other situation occurs where the alternating-possession arrow must be used to determine team possession and the alternating possession arrow favors the defense for a throw-in in the backcourt;
 4. A try for goal, pass (other than a throw-in) or deflection strikes the ring or flange and control is gained by the non-shooting team;
 5. A single personal or technical foul is assessed to the defensive team while the ball is in control of the offensive team in the backcourt;
 6. A double personal foul when only one of the fouls is flagrant and it is assessed against the offense in their front court and the defense is awarded the ball for a throw-in in their backcourt. If the flagrant foul is assessed against the defense, the shot clock shall be reset to 20 seconds or time remaining (whichever is greater) per Rule 2-11.6.c.1;
 7. A violation occurs, except as in Rules 2-11.6.a.1 and 2, and the defense is awarded the ball for a throw-in in the backcourt. If the throw-in is in the front court, the shot clock shall be reset to 20 seconds per Rule 2-11.6.d.6;
 8. An inadvertent whistle occurs when there was no player or team control at the time of the whistle and the alternating-possession arrow favors either team for a throw-in in the backcourt; or
 9. During a jump ball, one team causes the ball to be out of bounds and the other team is awarded the ball for a throw-in in the back court.
- c. Reset to 20 seconds or the time remaining (whichever is greater) when the following occurs:
 1. A personal or technical foul is assessed to the defensive team and the ball is to be inbounded in the front court;

2. When a kicking the ball/fisting violation is committed by the defense and the ball is to be inbounded in the front court or backcourt;

Note: This rule applies only when the foul or violation in .1. or 2. above occurs prior to a try for goal which hits the ring or flange.

3. An inadvertent whistle or double foul occurs when there was no player or team control at the time of the whistle and the alternating-possession arrow favors either team for a throw-in in the front court.

4. When there is a try for goal in the air, the defense commits an off-ball foul and the try misses the rim and the ball is to be inbounded in the front court.

- d. Reset to 20 seconds when the following occurs:

1. The offensive team is the first to gain control of the ball in their frontcourt after an unsuccessful field goal attempt, pass (other than a throw-in) or deflection that contacts the ring or flange, after an unsuccessful free throw that remains in play or after an offensive foul in Team A's backcourt and Team B gains control in their frontcourt;

2. A loose ball foul is assessed to the defensive team following: a) an unsuccessful free throw that remains in play; b) an unsuccessful field goal attempt that contacts the ring or flange; or c) during a successful try, provided that, as a result of the play, the offensive team will inbound the ball in the front court;

Note: If the ball is to be inbounded in the back court, the shot clock shall be reset to 30 seconds per Rule 2-11.6.b.2.

3. The offensive team retains possession in their frontcourt after the ball goes out of bounds following an unsuccessful free throw that remains in play or an unsuccessful field goal attempt, pass or deflection that contacts the ring or flange;
4. The offensive team is awarded possession in their frontcourt after a held ball when the alternating-possession arrow favors the offense following an unsuccessful free throw that remains in play or an unsuccessful field goal attempt that contacts the ring or flange or following an Instant Replay review for basket interference/goaltending;
5. After a try, pass or deflection strikes the ring or flange and there is a kicking/fisting violation against the defense and the shooting team is awarded a throw-in in the front court;
6. A violation occurs, except as in Rules 2-11.6.a.1 and 2, or an player/team control foul occurs and the defense is awarded the ball for a throw-in in the frontcourt;
7. After any double personal foul when only one of the fouls is flagrant and it is assessed against the offense and the defense is awarded a throw-in in their frontcourt;
8. During a jump ball, one team causes the ball to be out of bounds and the other team is awarded the ball for a throw-in in the frontcourt; or
9. After a shot, pass or deflection which contacts the rim/flange is batted into the backcourt and out of bounds by the shooting team and the ball is awarded to Team B.

Art. 7. 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 zeroes, the shot-clock time has expired.

Art. 8. Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period. However, the shot clock shall be reactivated and reset to 20 seconds whenever the situations described in Rule 2-11.6.d occur.

Art. 9. Allow the timing device to continue during loose-ball situations when the offense retains control or when a field-goal try is attempted at the wrong basket or when a field-goal try has failed to hit the rim or flange.

Art. 10. 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.

SECTION 12. CORRECTABLE ERRORS

Art. 1. The correctable errors are as follows:

- a. Failing to award a merited free throw.
- b. Awarding an unmerited free throw.
- c. Permitting a wrong player to attempt a free throw.
- d. Permitting a player to attempt a free throw at the wrong basket.
- e. Erroneously counting or canceling a score.

Note: In order for this to be a correctable error, the official must have erred in counting or canceling a successful try for goal according to a rule (i.e., after basket interference or goaltending, incorrectly counting or failing to cancel a score or counting a three-point goal instead of a two-point goal). A correctable error does not involve an error in judgment.

Art. 2. When the officials' error, as in Rules 2-12.1.a through .d, is made while the game clock is stopped, such errors must be recognized and corrected by an official during the first dead ball after the game clock has been started properly.

Art. 3. When the officials' error, as in Rule 2-12.1.e, is made while the game clock is running and the ball becomes dead after a successful goal, it must be recognized and corrected by an official before the second live ball. (*Exception: Rules 11-2.1.b.1 and 11-2.1.b.6*)

Art. 4. When the error is a free throw by the wrong player, a free throw attempted at the wrong basket or the awarding of an unmerited free throw, the free throw and the activity during it, other than any flagrant or technical foul, shall be canceled.

- a. Points scored, time consumed and additional activity that may occur before the recognition of the error shall not be nullified.

Art. 5. When an error is corrected, play shall be resumed from the point of interruption to correct the error, unless the correction involves the failure to award a merited free throw(s) and there has been no change of team possession since the error was made. In that case, play shall resume as after any normal free throw.

- a. Points scored, time consumed and additional activity that may occur before the recognition of the error shall not be nullified.

Art. 6. An appeal for a correctable error may be made by a head coach, table official (includes an approved standby official) or game official. This appeal must be honored and reviewed by an official.