

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, flagrant 1, flagrant 2, and technical fouls assessed to each player, the technical and flagrant 2 fouls assessed to a coach, team member, bench personnel or team follower, and any technical fouls assessed to a team.

Art. 4. Notify an official immediately when a player has committed their fifth foul or second flagrant 1 foul.

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

Art. 6. Notify an official immediately when a player or team member has committed one technical foul and one flagrant 1 foul.

Art. 7. 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, warnings for delay per Rule 4-10.1.d through .g, warnings for faking being fouled per Rule 4-15.2, and any resumption of play warning per Rule 4-28.2.

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 quarter when a player commits a personal foul (except an offensive foul), beginning with the team's fifth foul, including any combination of personal fouls and 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 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 official 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 or women's officiating shirt be the official scorer.

Art. 18. Record the time on the game clock when the official signals that a replay review is required under Rules 11-3.1.e and .h.

SECTION 10. DUTIES OF TIMERS

The official timer shall:

Art. 1. Be provided with a game clock to be used for timing quarters, overtime(s), and the intermission at halftime, 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, for the intermission following the first and third quarters, to replace a disqualified player, to remedy a blood situation, or to remedy a lost, irritated, or displaced contact lens, and signal the referee when it is time to resume play.

Art. 9. Sound a warning horn 15 seconds before the expiration of the 15-second time limit to replace a disqualified player and before the expiration of the 20-second time limit to replace 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 4-28.2*)

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 overtime.

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;
- c. To determine whether a flagrant 1 or contact flagrant 2 foul occurred;
- d. To determine whether a successful goal shall be counted or cancelled when a foul is committed by or against a teammate of the shooter;
- e. To determine whether the ruling of a backcourt violation was correct;
- f. To determine whether free throws shall be awarded when a foul is committed in close proximity to a change of team control; or
- g. To determine whether the officials charged a foul to the correct individual.
- h. To determine whether the ball was awarded to the correct team following a ruled out-of-bounds violation.

Art. 14. Indicate with the red light or red LED lights the expiration of playing time in each quarter or overtime. 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 quarter or overtime ended before a foul occurred as in Rule 5-7.3.c, the foul shall be disregarded unless it was a flagrant 1 or contact flagrant 2 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 overtime(s), except when there is less time remaining on the game clock than in a shot-clock period, in which case the shot-clock display shall not display.

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 inbounds player legally touches the ball after the throw-in has been released;

- b. A team gains initial control following a jump ball or unsuccessful try for goal; or
- c. There is a change in team control.

Art. 6. Stop the timing device and:

- a. 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 time out has concluded;
 - 4. During team control as defined by Rule 4-9, a defensive player causes a held ball and the alternating-possession arrow favors the offense;
 - 5. After any double personal fouls, simultaneous personal fouls, or fouls with penalties of equal gravity when there is team control, unless the penalty for the foul results in a change of team control;
 - 6. After an inadvertent whistle when there is team control as defined in Rule 4-9 or following an unsuccessful try that does not strike the ring or flange and the alternating-possession arrow favors the shooting team;
 - 7. After any administrative 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 that team;
 - 8. After a simultaneous held ball as described in Rule 6-4.2 occurs during a throw-in or after an unsuccessful try that does not contact the ring or flange and the alternating-possession arrow favors the shooting team; 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.

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

- b. Reset it to 30 seconds when:

- 1. There is a live-ball change in team control and the ball remains live or following a successful goal by the opponents;
- 2. Team control is reestablished in the backcourt after the team loses control of the ball;

Note 1: 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 during 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 inadvertent whistle occurs when there is no team control, the ball is located in the defense's/nonshooting team's

backcourt, and the alternating-possession arrow favors the defense or nonshooting team;

4. A try for goal strikes the ring or flange and the non-shooting team is first to gain control of the ball;
 5. A single personal foul is committed by the defense/nonshooting team in the offense/shooting team's backcourt;
 6. An administrative technical foul is assessed to the defensive team or when neither team is in control of the ball;
 7. A single player/substitute, team, or bench technical foul, a single flagrant 1 foul, or a single flagrant 2 foul is committed;
 8. Fouls are committed by opposing players, and one of the fouls is a flagrant 1 or flagrant 2;
 9. A violation occurs, except as in Rules 2-11.6.a.1, 2-11.6.c.2, and 2-11.6.d.5;
 10. An inadvertent whistle occurs when there was no player or team control at the time of the whistle in the shooting team's backcourt following a try that strikes the ring or flange and the alternating-possession arrow favors the shooting team.
- c. Reset to 20 seconds or the time remaining on the shot clock (whichever is greater) when:
1. During team control, a single personal foul is committed by the defensive team in the offensive team's frontcourt before the bonus is in effect;
 2. A violation of Rule 9-6 is committed by the defense during team control or by the non-shooting team following an unsuccessful try that does not contact the ring or flange; or
Note: This rule applies only when the foul or violation occurs prior to a try for goal that hits the ring or flange.
 3. A foul is committed by the non-shooting team in the shooting team's frontcourt during an unsuccessful field-goal attempt that does not strike the ring or flange but is not committed against a player in the act of shooting or an airborne shooter before the bonus is in effect.
- d. Reset to 20 seconds when the following occurs:
1. The shooting team is first to gain control of the ball in their frontcourt after an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live;
 2. A personal foul that is committed by the non-shooting team before the bonus is in effect in the shooting team's frontcourt:
 - a. Following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live; or
 - b. During a successful field-goal or free-throw attempt and until the ball becomes live but is not committed against a player in the act of shooting or an airborne shooter.

Note: When the foul occurs in the backcourt, Rule 2-11.6.b.5 applies.

3. The shooting team is awarded the ball for a throw-in after the ball goes out of bounds in its frontcourt following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live.
4. The shooting team is awarded the ball for a throw-in after a simultaneous held ball or inadvertent whistle in its frontcourt when the alternating-possession arrow favors the shooting team following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live.
5. The non-shooting team commits a violation of Rule 9-6 in the shooting team's frontcourt following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live.
6. The offense/shooting team commits a personal foul or violation in its backcourt, and play resumes with an awarded throw-in to the opposing team.
7. When a player located in their team's backcourt violates the provisions of the jump ball at the start of the game or any overtime.
8. When the alternating-possession procedure is used to determine which team shall be awarded the ball following a held ball or other stoppage that occurred in the offense/shooting team's backcourt, and the alternating-possession arrow favors the opposing team.

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 but the shot-clock horn has not sounded, the shot-clock time has not expired.

Art. 8. Turn off the shot-clock display when a reset situation occurs and the game clock shows less time than that of a shot-clock period.

Art. 9. Allow the timing device to continue during a loose-ball situation when the offense retains control, when a field-goal try is attempted at the wrong basket, or when a field-goal try fails to strike the ring 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.