



Focus on the Rules

Rule 5: Scoring & Timing



Focus on the Rules



Rule 5: Scoring & Timing – The Essentials

- ❖ **Scoring & Timing Rules**
- ❖ **Time-Out Basics**
- ❖ **Time-Out Administration**

Scoring & Timing Rules



Scoring Fundamentals

- ♦ Points can score from a live ball that enters the basket from above, or an awarded score.
- ♦ With .3 seconds remaining or less in the period, only a tap counts for a legal goal → Catch and Shoot is not allowed.
- ♦ Scoring cannot take place on a throw-in.
- ♦ Player control fouls always cancel all goals.

Forfeits and Interrupted Games

The referee can forfeit a game when:

- ♦ Team refuses to play after being instructed.
- ♦ Player, team member, bench personnel or coach fails to comply with a technical-foul penalty or repeatedly commits technical-foul infractions or other acts that make the game a travesty.

Final Score is 2-0 if team is not ahead or the current score becomes the final score if team that did not forfeit is leading.

Length of Quarter

- ♦ By NFHS rule, four 8-minute quarters.
Lower levels are frequently reduced.
- ♦ Halftime is 10 minutes between halves with 15 minutes being the maximum time allowed.
- ♦ In emergency situations the length of the quarter can be reduced by coaches' mutual agreement.

Extra Period

- ♦ If the score is tied at the end of the fourth quarter, an extra period (overtime) is played.
- ♦ Overtime length is half the time of the length of the period.
- ♦ Once the ball becomes live in overtime, the period must be played in its entirety, regardless if a scoring correction is made.
- ♦ Each extra period starts with a jump ball and the alternate possession arrow will be reset.

Stoppage of Play

The game stops when an official signals for a:

- ♦ Foul
- ♦ Violation or Held Ball
- ♦ Time-out



Stoppage of Play

The official can also stop play for:

- ♦ Injury (play may continue during injury situations)
- ♦ Conference with timer or scorer
- ♦ Emergencies and other situations
- ♦ Preventing or correcting a mistake with timing, scoring or alternate possession
- ♦ Scorer's signal for a coach who is trying to make a Rule 2-10 Correctable Error correction.

Starting the Clock

The clock starts on a:

- ♦ **Jump Ball, when the ball is legally touched;**
- ♦ **Free Throw, when an unsuccessful attempt is touched by a player on the court and the ball remains live;**
- ♦ **Throw-In, when the ball is legally touched by a player on the court after the release of the thrower.**

End of Quarter

**The period ends when the signal illuminates or sounds
Indicating that time has expired.**

**If the ball is in flight during a try or tap for field goal, the period
ends when the try or taps ends.**

**If a foul occurs near the expiration of time while the ball is in
flight, the period ends when the free throws have been
completed.**



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Timing Mistakes

By rule, the referee can correct an obvious mistake by the timer to start or stop the clock.

There must be definite knowledge of how much time should be added or run off. An official's count or other information may be used to make the correction.

What Would You Do?



Time-Out Basics



Charged Time-outs

Each team receives **THREE 60-second time-outs** and **TWO 30-second time-outs**.

A team technical foul is issued when a team uses an excessive time-out. If a team calls an excessive time-out they are still entitled to use the time-out.

Time-out Rules

60 Second Time-out

- ♦ Warning horn sounds with 15 seconds remaining

30 Second Time-out

- ♦ Warning horn sounds with 15 seconds remaining
- ♦ Players must stand on the court
- ♦ No on court entertainment is allowed

Correctable Errors

If the game is stopped for a correctable error and the mistake is prevented or rectified, no time out will be charged.

If the game is stopped for a correctable error and nothing was corrected or rectified, the team will be charged with a time out.

Time-Out Administration



Requesting & Granting a Time-out

The game stops when an official grants a time-out request from a player currently in the game or from a head coach and:

- ♦ The ball is live and in control of a player on the team requesting a time-out.

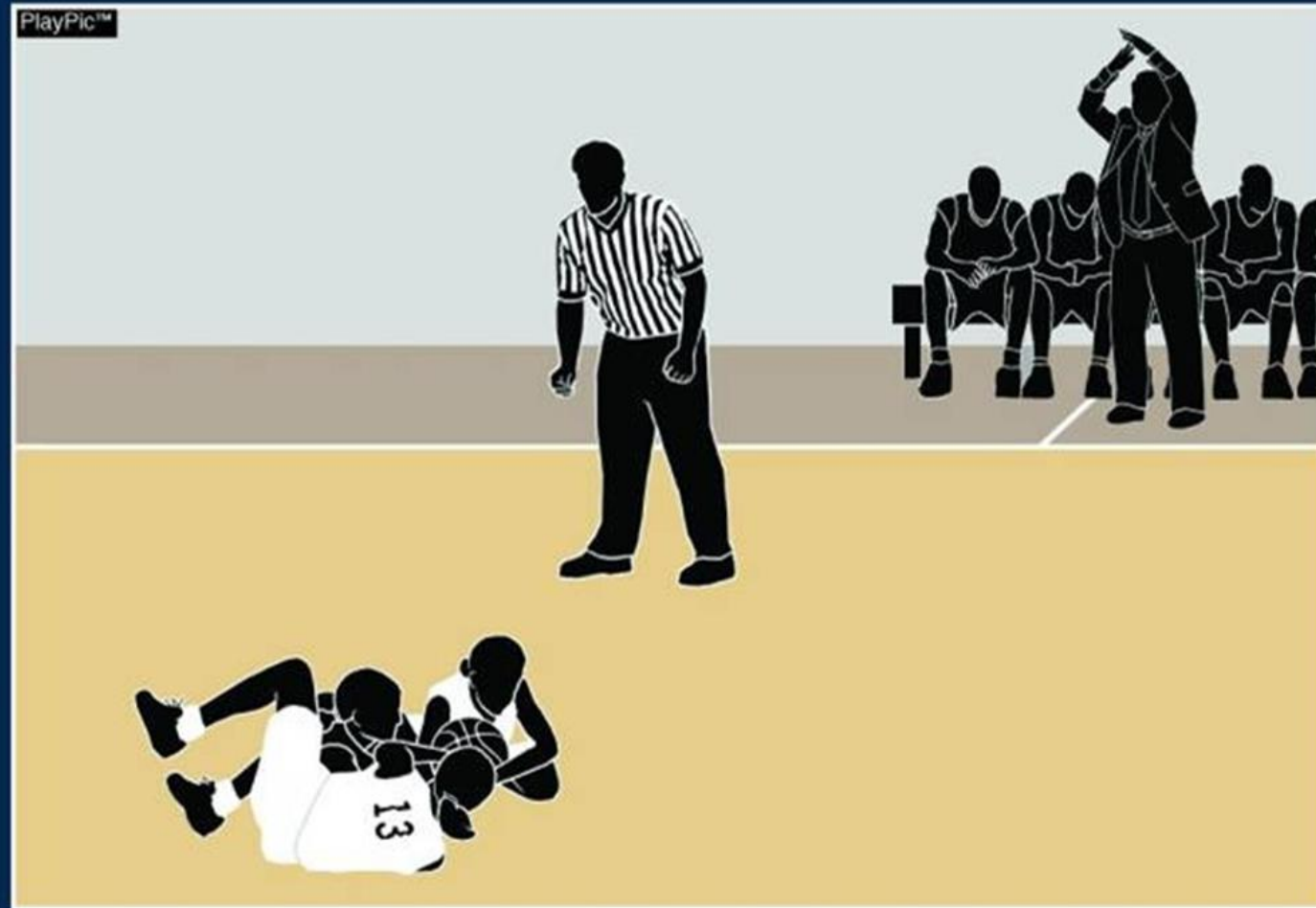
or

- ♦ The ball is dead, unless there is pending replacement of a disqualified or injured player.

Don't Get Fooled



Make Sure There is Control



Granting a Time-out



What must take place to grant a time-out?



Time-out Reporting Mechanics

- ♦ Recognize the timeout
- ♦ Stop the clock and blow whistle
- ♦ Find out what kind of time-out the head coach wishes to use
- ♦ Report time-out to table
- ♦ Start the clock (for the time-out) Recognize the timeout
- ♦ Stop the clock and blow whistle
- ♦ Find out what kind of time-out the head coach wishes to use
- ♦ Report time-out to table
- ♦ Start the clock (for the time-out)

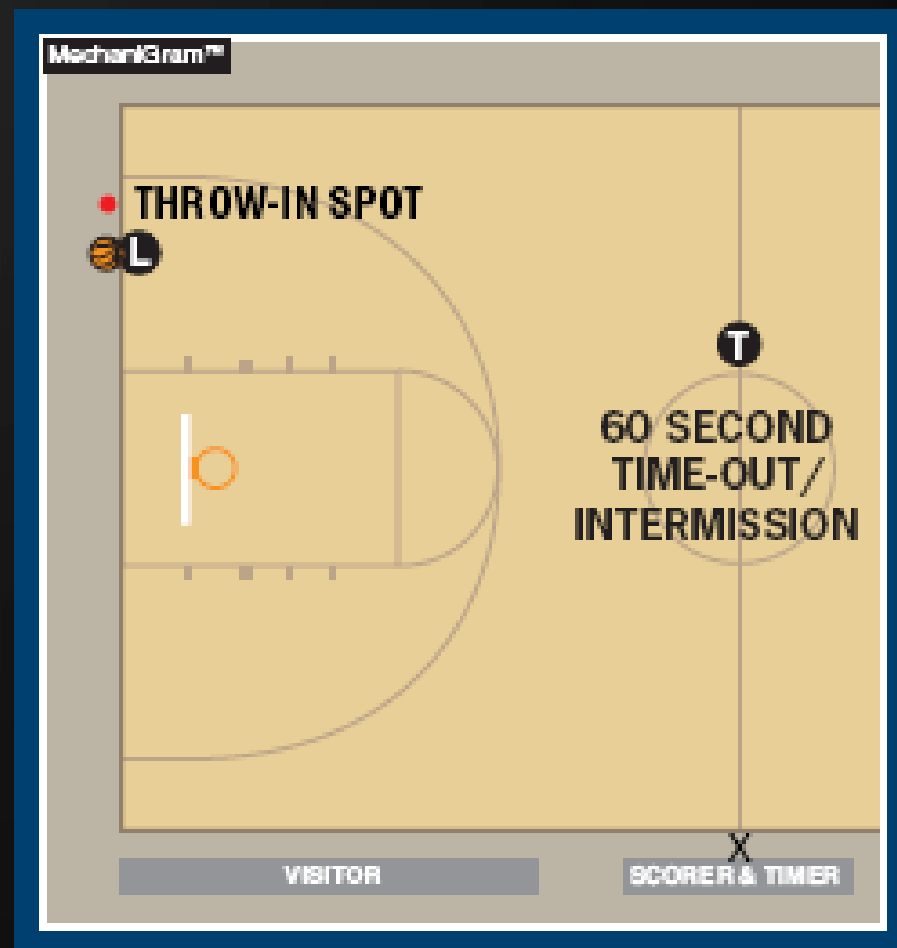
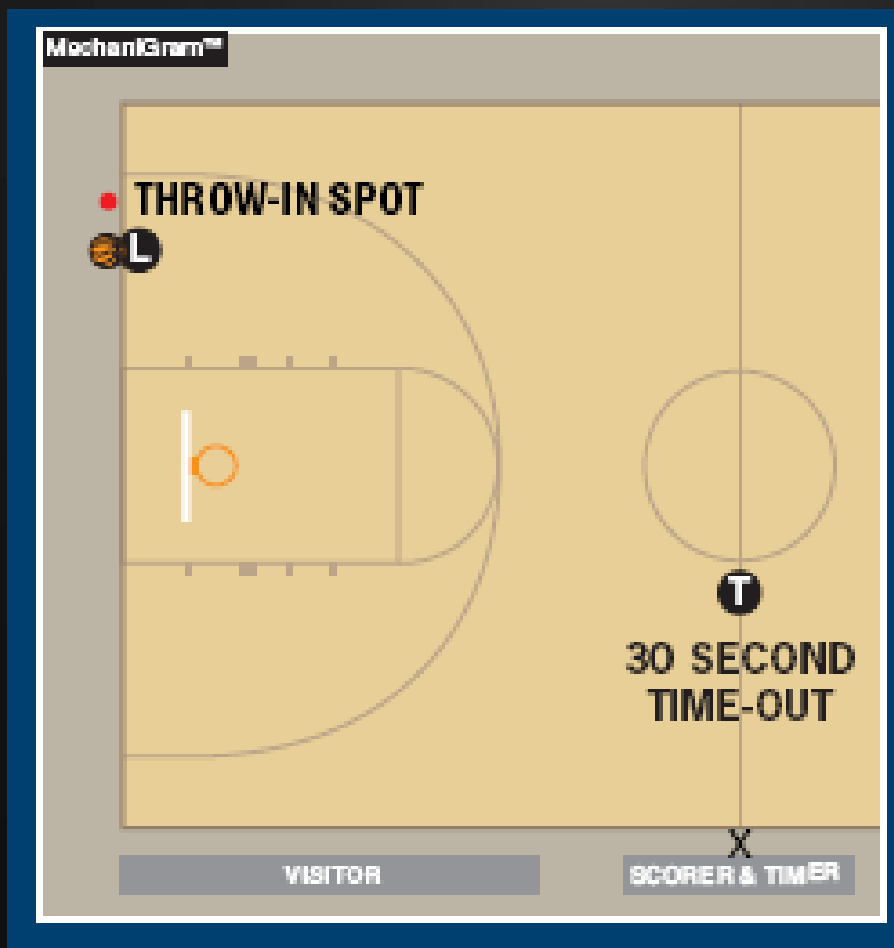
Time-out Communication

Before a timeout is reported to the table, communicate with your partner, where the ball will be placed after the time-out.

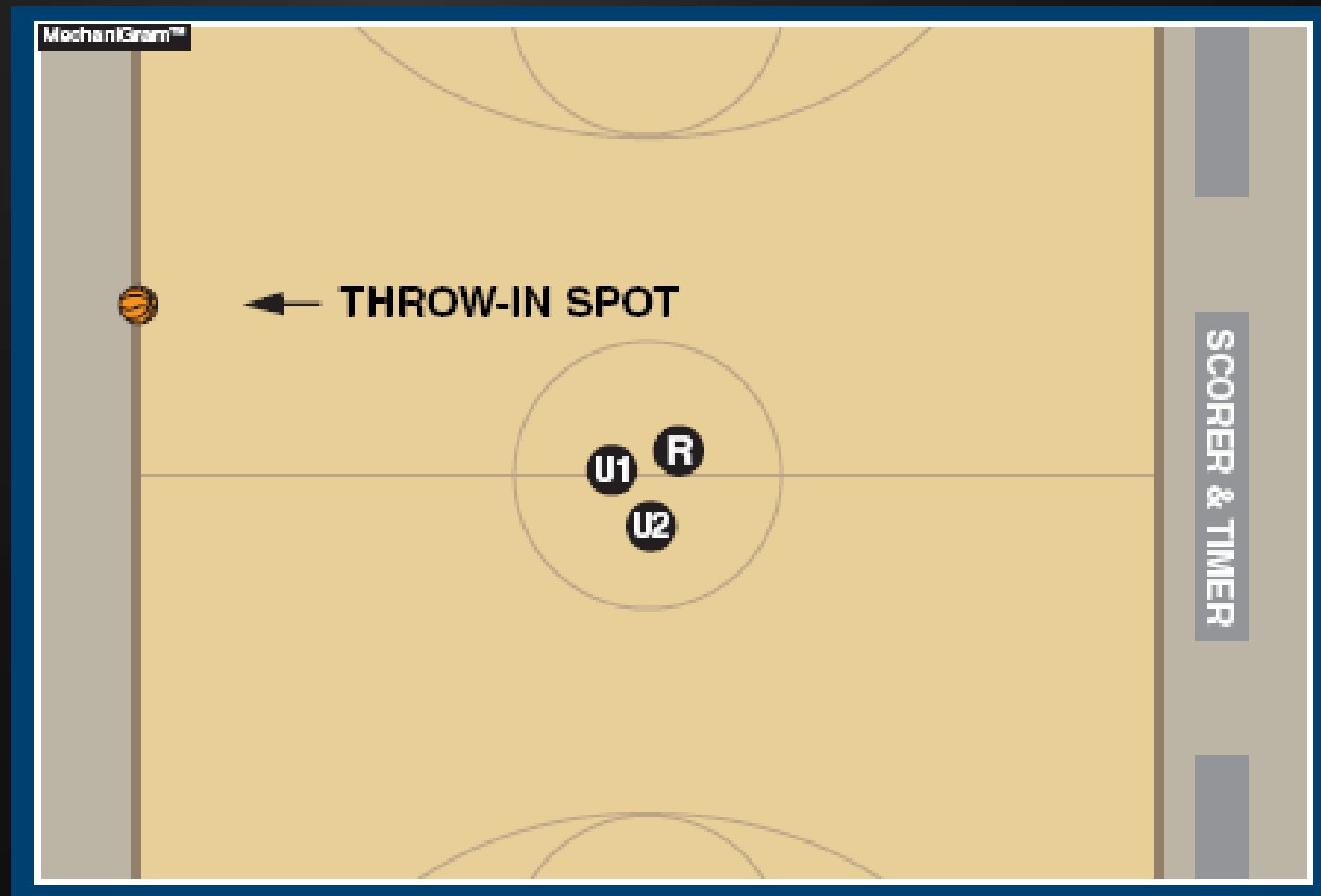
Once the time-out starts, communicate the following with your partner:

- ♦ **Throw-in spot**
- ♦ **Team that will get the ball**
- ♦ **Throw in situation that applies**
(Designated spot or Run the end line)

Time-out/Intermission Positions



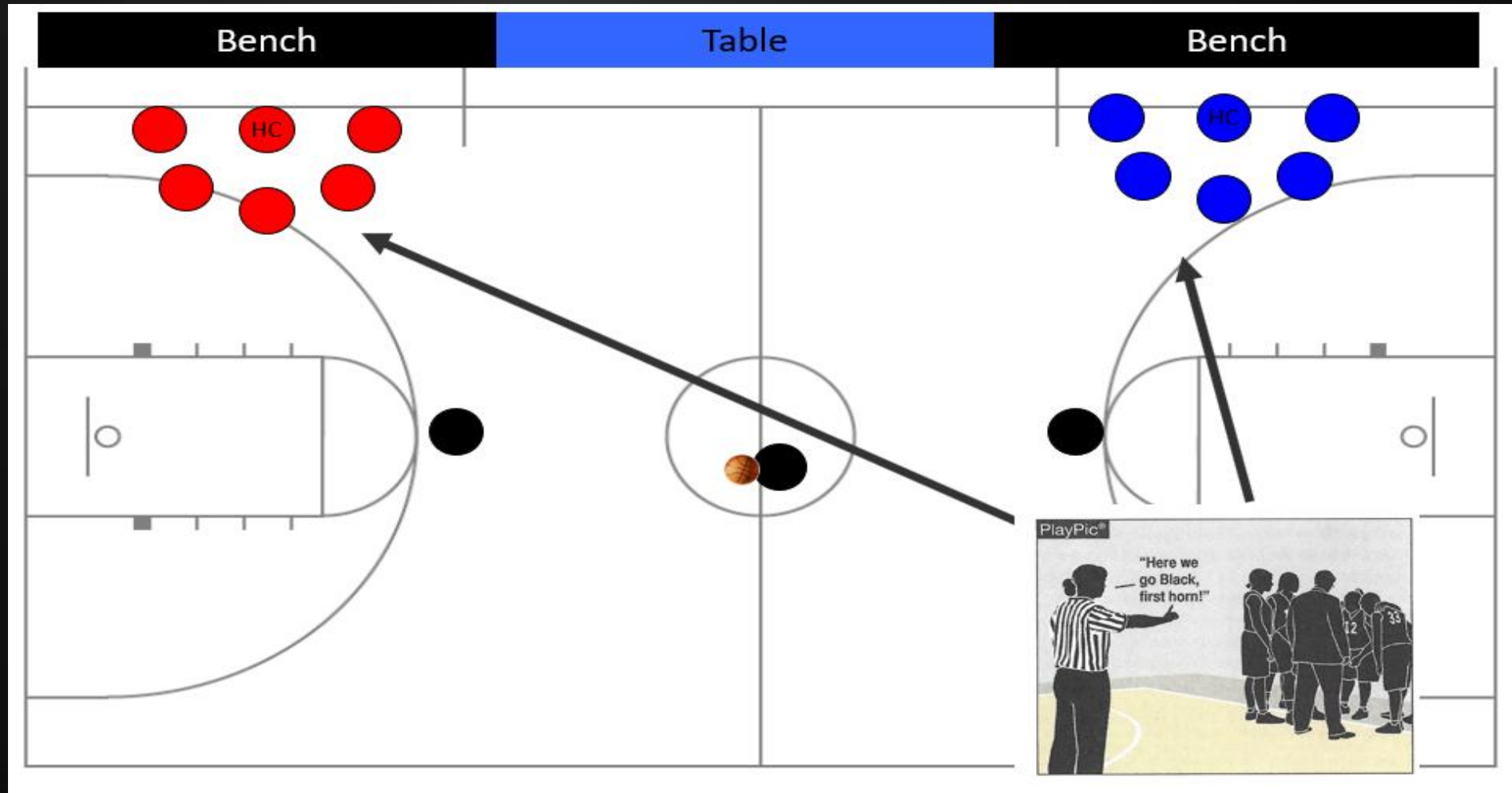
Time-out/Intermission Positions



First Horn Warning

- ♦ **Horn blows with 15 Seconds remaining in both 60 second and 30 second timeout**
- ♦ **Also applies to the 15 seconds for a disqualified or injured player replacement**
- ♦ **Horn is blown at start of 15 seconds, which is immediate.
“Blow the horn, start the clock”**

First Horn Warning Mechanic



End of Time-Out

- ♦ Second horn sounds at end of time-out interval.
- ♦ Teams should be ready to play by the end of time-out.
- ♦ Avoid making a time-out last longer than the allocated time limit.

ANY
QUESTIONS?

