

# Clock Operator

## Instructions



# YOU are an OFFICIAL OF THE GAME!

- **DO NOT – Coach or shout instructions from the Scorer’s Table**
- **DO NOT – Cheer from the Scorer’s Table**
- **DO NOT – Challenge or complain about refereeing. Under no circumstances is it acceptable to challenge or complain about any referee’s call!**
- **PAY ATTENTION! - No cell phones or side conversations. What you record is the official record of the game. The first play of a game can be as influential as the last play of a game. Pay attention to be sure your record keeping is as accurate as possible.**



# Pre-Game



# Get Acquainted!

- Every scoreboard and clock is slightly different. Take time to familiarize yourself with the controls.
- Ask for assistance from the Site Director or Officials if you need help.
- Take a few minutes pre-game to practice if necessary.



# Get Acquainted!

Visitor Bonus Indicator

Period

Home Bonus Indicator



Time Set

Possession Arrow

Possession Arrow

Guest Score

Home Score

Horn

Clock Start/Stop

Guest Fouls

Home Fouls

# Set the Clock



Possession Arrow

Period Set

Timer Reset

Helpful Tips

- ✓ Quarters are 6:00 long
- ✓ Be sure the period is set to 1
- ✓ Be sure that the possession arrow is cleared.



In Game



# What to record?

As the Official Clock Operator, at a minimum, you must keep track of -

- The Time
- Score for both teams
- Alternating Possession Arrow
- Period





# What to record?

As the Official Clock Operator, you should also keep track of -

- Team Fouls
- Bonus



# Starting/Stopping the Clock



Clock Start/Stop

## Helpful Tips

✓ The Referees will hold their arm and hand straight above their head when the ball is ready for play. Start the clock when their hand drops.



✓ Stop the clock anytime the whistle blows.

✓ The horn will sound automatically when time expires.

# Record a Score



Score Buttons

## Helpful Tips

- ✓ The clock does not stop after a made field goal.
- ✓ If you make a mistake entering points, **DON'T** try to correct it while the clock is running. Wait until the next dead ball to correct it. Ignore coaches and fans who may complain.

# Record a Foul



Foul Buttons

## Helpful Tips

- ✓ Enter team fouls
- ✓ Re-Set the Team Fouls to Zero at Half Time
- ✓ Turn on the Bonus indicator when the opposing team commits their 7<sup>th</sup> team foul.
- ✓ If you make a mistake entering fouls, **DON'T** try to correct it while the clock is running. Wait until the next dead ball to correct it. Ignore coaches and fans who may complain.

# Possession Arrow



Possession Arrow

## Helpful Tips

✓ Starting from the opening tip, keep track of the next possession.

✓ Alternating possession also includes the possessions at the start of each quarter

✓ You may use the portable arrow in lieu of the scoreboard.



# Time Outs



Foul Buttons

## Helpful Tips

✓ Use the stop watch to time Time Outs.

✓ Start the timing when the official indicates, or if no indication when most players have reached the bench area

✓ For a 30 Second Time Out, sound the first horn at 15 seconds and the second horn at 30 seconds

✓ For a Full Time Out, sound the first horn at 45 seconds and the second horn at 1 minute

# Period

Helpful Tips  
✓ Be Sure to Advance the Period at the start of each Quarter



Period Indicator

Period Button

# In Game Notes

- Have the game stopped at the next dead ball and confer with the referees whenever there is a disagreement, or miscommunication. Clear the matter up immediately. Don't wait until later.
- The time between quarters should be the same as a full time out, sound the first horn at 45 seconds and the second horn at 1 minute.
- Half time should not exceed 5 minutes and not be less than 3 minutes. If the gym schedule is behind, use 3 minutes. Set the clock and let the horn sound.
- At the conclusion of the game, clear the score, period, fouls, bonus and possession and set the clock to expire three minutes before the scheduled start of the next game.





# General Notes

- All scoreboards are not necessarily set up the way. The functions of all are similar. Be sure to familiarize yourself with different models.
- You as important to the game as the players, coaches, and other officials. Be present and pay attention. Ask the referees any questions you need to.



# Referee's Hand Signals


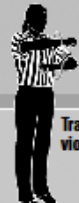









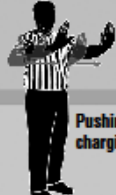









**OFFICIAL NFHS BASKETBALL SIGNALS**

Starting and stopping clock	Start clock 1	Stop clock 2	Stop clock jump ball 3	Stop clock for foul 4	Stop clock for foul (optional bird dog) 5	Information	Directional signal 6	
	Throw-in designation 7	Visible counts 8	Beckoning substitutes 9	60-second time-out 10	30-second time-out 11		Not closely guarded 12	Tipping ball 13
	Shooting/scoring	No score 14	Goal Counts 15	Points scored 16	3-Point attempt score 3-Point made 17		Bonus free throw 18	Signal free throw 19

PlayPic® PlayPics courtesy of Referee magazin.



# Referee's Hand Signals

Violations	Delayed lane violation 20	21	Illegal dribble 22	Palming carry 23	Illegal use of hands 31	Hand check 32	Holding 33
							
	Over back 24	3-Second violation 25	5-Second violation 26	Blocking 34	35	Player control 36	Team control 37
							
	10-Second violation 27	Free throw designated spot violation 28	Excessive swinging elbows 29	Kicking 30	Intentional foul 38	Double foul 39	Technical foul 40
							
Fouls							

PlayPic<sup>3</sup> PlayPics courtesy of *Referee* magazine.



Thank You!

