

IAABO TIMER'S INSTRUCTIONS

Prepared by the Visualization and Education Committee of the International Association of Approved Basketball Officials, Inc.

GENERAL INSTRUCTIONS

TIME PERIODS

- Four (4) quarters
- Each quarter: Eight (8) minutes
- Half-time intermission: 10 minutes (Special exception: 15 minutes)
- Between quarters and each extra period: One (1) minute
- Overtime periods: Four (4) minutes
- **NOTE 1: Quarter shortened or running clock instituted by coaches' agreement.**
- **NOTE 2: Required substitute is 30-second interval of time, not a timeout**

TIMEOUTS

- Each team is allotted: Three (3) 60-second and two (2) 30-second
- Overtime periods: One (1) additional 60-second per team
- Begin start of timeout on official's signal

WARNING SIGNALS

- Quarter/half-time intermission: With 15 seconds remaining
- 60-second timeout: With 15 seconds remaining
- 30-second timeout: With 10 seconds remaining
- Required substitute: With 10 seconds remaining; NCAA with 5 seconds remaining
- Required notification of officials and teams 3 minutes prior to second half start
- Second horn sounds at end of timeout

ABSOLUTES

- Participate with pregame meeting with referee
- Seated next to official scorer
- Attentive, accurate and maintain focus throughout game
- Maintain eye contact with the official responsible for putting ball in play

START CLOCK

- JUMP BALL:** When ball is legally tapped by either jumper
THROW-IN: When ball touches or is touched by a player on court
MISSED FREE THROW: When ball is touched by any player

STOP CLOCK

- When an official sounds whistle
- When an official gives jump ball, foul or violation signal

SUBSTITUTES

- Sound horn for substitutions unless legally made between quarters during halftime intermission
- Before sounding horn, substitute must
 - Properly report to the scorer and be ready
 - Report before first warning signal between quarters, halftime intermission, timeouts or disqualified player

NOTES:

- Allow reporting official to complete report before sounding horn
- Do not sound horn:
 - When official is ready to administer a free throw or throw-in
 - During multiple free throws for PERSONAL foul
- Do not sound horn unless ball is DEAD and clock is STOPPED
- Substitutes can only enter game before FINAL free throw and/or AFTER a final free throw is