

INSTRUCTIONS TO TIMERS - Ontario (FIBA RULES)

These instructions have been developed in co-operation with Ontario Basketball, the International Association of Approved Basketball Officials (IAABO) and the Ontario Association of Basketball Officials.

PRIOR TO THE GAME

- Introduce yourself to the officials and have a pre-game meeting to review your duties
- Familiarize yourself with clock and verify operation
- FIBA regulation pre-game time interval is twenty (20) minutes. Ontario Basketball Association (OBA) recognizes that a variety of factors impact the time between multiple sets of games and thus the pre-game interval can vary accordingly. Once one game finishes, the game clock should be set and running down to the designated game time. The OBA minimum warm-up time is five (5) minutes.

WARNING SIGNALS

- Before the 1st and 3rd period when three (3) minutes, one (1) minute and thirty (30) seconds remain.
- Before 2nd and 4th and each extra period, when thirty (30) seconds remain prior to start of period.
- Notify officials and teams at least three (3) minutes prior to start of 3rd period.

TIMING

- FIBA regulation is four (4) periods of ten (10) minutes. OBA timing by age category is:
 - U10 – eight (8) periods of three (3) minutes
 - U11 and U12 - eight (8) periods of four (4) minutes
 - U13-U19 – four (4) periods of eight (8) minutes
- FIBA regulation half time is fifteen (15) minutes. OBA halftime is a minimum of five (5) minutes to a maximum of ten (10) minutes.
- FIBA regulation time between periods and each extra period is two (2) minutes. OBA time between periods and each extra period is one (1) minute
- FIBA regulation extra periods is five (5) minutes. OBA extra periods are:
 - U10 – three (3) minutes
 - U11-U19 – four (4) minutes
- Intervals of Play:
 - Pre-game: Begins twenty (20) minutes prior to scheduled game time. Ends when the ball becomes live.
 - Between periods: Begins when game clock signal sounds to end a period. Ends when ball becomes live.
- Disqualification replacement period: thirty (30) seconds.
- Injury & Bleeding replacement period is immediate (within approximately fifteen (15) seconds) unless a time-out is taken by EITHER team, the player has not been substituted and has recovered by end of a time-out and player may remain in the game.

START CLOCK

- Jump Ball: When the ball is legally tapped by either jumper.
- Throw-in: When the ball legally touches or is touched by a player on the court.
- Missed Free Throw: When the ball is legally touches or is touched by any player on the court
- Get into the habit of a quick check that the clock is actually running when starting

STOP CLOCK

- When official sounds whistle for a jump ball, foul or violation.
- When field goal is scored against a team which has requested a time-out.
- When field goal is scored in the last two (2) minutes of the 4th period and any extra period.
- When twenty-four (24) second device signal sounds while a team is in control of the ball.
- Get into the habit of a quick check that the clock is actually stopped when stopping

TIMEOUTS

- Only the Coach or Assistant Coach may request a Time-Out.
- Sound the horn at first opportunity after receiving request; indicate the time-out request to the officials by making the time-out signal and pointing to appropriate bench.
- If the officials don't hear the horn, continue to sound the horn and timer should stop/do not start the game clock
- A time-out opportunity exists for:
 - both teams when the ball is dead, the clock is stopped and an official has ended any communication to the table including after a successful last or only free throw
 - the non-scoring team if scored upon.
- Start timing the time-out immediately after official blows whistle and makes signal. Sound horn when fifty (50) seconds have elapsed. Sound horn again at end of time-out sixty (60) seconds. Time-out ends when an official sounds whistle and beckons teams back on the court.
- Each team is permitted two (2) 60- second timeouts in the first half and three (3) 60-second time-out in the second half; Each team may be granted one (1) 60-second time-out in each overtime period.
- Unused time-outs do NOT carry over to the next half or extra period.
- Aren't permitted to the scoring team when the game clock is stopped following a successful field goal during the last two (2) minutes of the 4th period and any extra period unless
 - an official has interrupted the game,
 - the non-scoring team has been granted a time-out or substitution.
- If request is made by either team after the ball is at disposal of free thrower for the first or only free throw, time-out shall be granted if the last or only free throw is successful, the free throw is followed by a throw-in from centre line extended, a foul is ruled between the free throws, or a foul or violation is ruled before the ball becomes live after the last or only free throw.

SUBSTITUTES

- Only the substitute, not Coach or Assistant Coach, may request substitution.
- Sound the horn and indicate the substitution request to the officials at the first substitution opportunity. A time-out opportunity exists
 - for both teams when the ball is dead, the clock is stopped and an official has ended any communication with the table including a successful last or only free throw and
 - for the non-scoring team if scored upon in the last two (2) minutes of the 4th and any extra periods.
- Allow reporting official to complete report prior to sounding the horn.
- Do NOT sound the horn for substitution:
 - when official is ready to administer a free throw or throw-in
 - unless the ball is DEAD and the clock is STOPPED
- Shall not be permitted to the scoring team when the game clock is stopped following a successful field goal during the last two (2) minutes of the 4th period and any extra period unless: An official has interrupted the game or the non-scoring team has been granted a time-out or substitution.
- If request is made by either team after the ball is at the disposal of free thrower for first or only free throw, substitutes may enter the game after the last or only free throw is successful, a free throw is followed by a throw-in from centre line extended, a foul is ruled between free throws, or a foul or violation is ruled prior to the ball becoming live after the last or only free throw.

REMINDERS and RECOMMENDATIONS

- Sit together with the Scorer, Shot Clock Operator and Commissioner (if present).
- Take your role seriously; it is vital to having a well administered game. Be attentive, accurate and maintain focus during the entire game. Minimize distractions i.e. turn cell phone off and keep table area as neat and organized as possible.
- Maintain an appearance of impartiality throughout the game.
- If a Coach, Assistant Coach or Team Bench is 1) occupying/distracting you or 2) not communicating with you in a professional manner inform an official at the first opportunity.
- Use any means possible to notify officials if the signal fails or is not heard by the officials