

## Rules & Regulations for Clock Keeper

**Time:**                      Quarters: 8 minutes each period  
                                     Halftime: 10 minutes; Notify officials when 3 minutes are left in halftime  
                                     Overtime: 4 minutes each period

**Time Outs:**                3 x (60) second timeouts - sound horn at 45" and at 60"  
                                     2 x (30) second timeouts - sound horn at 20" and at 30"  
                                     1 extra (60) second timeout for each overtime period  
                                     (60) seconds between quarters - sound horn when 15 seconds remain

**Sound Horn for SUBS to enter game:**     at first dead ball  
   before any foul shots if shooting 1 and 1  
   after the 1st foul shot when shooting 2  
   after 2nd foul shot when shooting 3

**Sound Horn also:**            when a 5th foul is called on any player  
   when a 2nd technical is called on any player or a 3rd on a coach  
   when the 7th team foul (one & one) and 10th team foul (2 shots) are called

**Other:**                            Timer & Official Scorer must sit side-by-side; Scorer keeps "possession arrow".  
   Tape a 12"x12" ( X ) to the floor in front of the official scorer for subs to report

### **SCOREBOARD OPERATOR: ALL \* STAR Scoreboard** (new 14-Jan-2004)

CLOCK SET                      default is 8:00 minutes; to change, press SET CLOCK, enter correct time, press ENTER

POSSESSION ARROW         press POSS - it changes from home to guest in succession

PLAYER FOULS                Press the FOUL key for the appropriate team

TEAM FOULS                 At the ENT HOME FOULS (or guest) press ENTER to accept # ; or enter # & press ENTER  
                                     At the HOME PLAYER # (or guest) enter uniform # of committing player & press ENTER  
                                     At the HOME #XX FOULS (or guest) press ENTER to accept #  
   OR to correct player fouls, enter # of fouls for committing player & press ENTER

NOTE:                         Each time the foul key is pressed, the team fouls are automatically increased by one  
                                     Each time a player's # is entered, the player fouls are automatically increased by one  
                                     To correct, just enter the correct # of fouls & hit ENTER

RESET                         Hold for 3 seconds to reset ALL scoring data

UNDO                         Used to undo the last controller entry

BONUS                         Hit once turns it ON, hit again to turn OFF (default is automatically ON at 7 fouls)

MENU                         To enter the menu options, press RESET then OPTION quickly  
                                     Use the UP and DOWN arrows to move around in the menu  
                                     Press ENTER to accept any menu changes; Press OPTION to EXIT MENU

AUTO HORN                    default is ON; (turn OFF in MENU)

TIMEOUT CLOCK              default is ON; timeout 1 is 60:, timeout 2 is 30" (turn OFF in MENU)

TIMEOUT ALARM             default is OFF (turn ON in menu)

RESET FOULS                default is OFF (turn ON in menu to automatically reset player fouls at halftime)

TEAM FOULS                default is ON - automatically resets after Quarter 2 (turn OFF in menu)

MAX TEAM FOULS            default is 10 - sets maximum # of team fouls to display on the scoreboard (change in MENU)

BONUS FOULS                default is 7 (you can change this in MENU)

DOUBLE BONUS FOULS     default is 10 (you can change this in MENU)

TENTHS of SECONDS        default is ON - displays only during the last 60 seconds of a quarter (turn OFF in menu)