

# TIMER CHECKLIST

- 1. Clock starts when the ball is touched.**
- 2. Clock stops every whistle.**
- 3. Time the 30 and 60 second timeouts.**
- 4. During a timeout situation, tell the scoreboard to sound the horn for the 1<sup>st</sup> warning at 15 seconds (for a 30 second TO) and 45 seconds (for a 60 second TO) on the time outs. Tell the scoreboard to sound the horn when the timeout has expired.**
- 5. Keep track of the Game Ball.**
- 6. The IHSA Mercy Rule will be in effect for our tournament. If a team is up by 30 or more points at the end of three quarters, the clock will run continuously in the fourth quarter. It will only stop for timeouts, injuries or by technical fouls. Please confer with the referees before the start of the fourth quarter if this situation arises.**