



Clock Operator Responsibilities

As Clock Operator, your responsibilities include:

- **Unless otherwise noted, a regulation clock is used.** Stopping/starting the clock: you generally stop the clock on the official's whistle and start the clock on the official's arm gesture (dropping the arm when a player touches the ball). **You must remain alert and attentive at all times during play.**
- **Game lengths are by Grade Division as follow:**
 - Grades 2-5: 12 minute halves All overtime periods are 2 minutes.
 - Grades 6-8 14 minute halves
 - Grades 9 - 11/12 16 minute halves
- **Running Clock:**
 - **Grades 3, 4, 5:** When a team leads by 20 points or more anytime during the game, a running clock will be used. The clock will then be stopped only for time-outs, injuries or the officials' discretion. If the lead is reduced below 20 points, the regulation clock is resumed. Half time will be 5 minutes (half time may be reduced at the option of the Tournament Director).
 - **Grades 6, 7, 8, 9/10, 11/12:** When a team leads by 25 points or more during the 2nd half of a game, a running clock will be used.
 - Anytime the running clock is used, the clock is stopped only for time-outs, injuries or at the officials' discretion. If the lead is reduced below 20 points (25 points for older divisions), the regulation clock is resumed.
- Half time will be 5 minutes (half time may be reduced at the option of a Site Director).
- Sounding the horn on substitutions
- Displaying the score; home team is seated to your right, visitors to your left; three-point goals will be signaled by the officials
- Displaying team fouls
- Sounding the horn when a player has 5 personal fouls
- Displaying bonus and ball possession indicators
- Remind coaches and officials of the **pressing rules:**
 - **Grades 3, 4, 5:** Teams are not allowed to press over half court with a 20 point or more lead
 - **Grades 6, 7, 8, 9/10, 11/12:** Teams are not allowed to press over half court with a 25 point or more lead in the 2nd half.
- Coordinate scoring with the scorekeeper; seek assistance of game officials when any discrepancy arises

When acting as Clock Operator, you must remain neutral and not cheer for either team. Under no circumstances should you engage in any exchange with players, coaches or fans beyond your responsibility as Clock Operator.

Any questions you have should be directed to the game officials or a Site Director.