

Clock Operators' Requirements

An ACAA approved clock operator is required for all ACAA sanctioned games. It is recommended that at least two persons from each school be trained and listed in the ACEA office as approved. The following requirements must be met by prospective clock operators.

1. Must have graduated from high school one year before applying.
2. Must be approved and recommended by the School Administrator.
3. Must operate the clock for at least two games with a statement from a certified game official saying the clock operator performed his job satisfactorily; or must have successfully operated the clock under the guidance of an ACAA approved clock operator.
4. Must pass test given by ACAA with a score of 80% or better.
5. ACEA Executive Director certifies the above and grants approval.

Directions: If the statement is true (T) mark the left-hand box, if false (F) mark the right-hand box. Each question counts five (5) points.

BASKETBALL ELECTRIC CLOCK OPERATOR'S EXAMINATION - Revised 10/1/2022

T **F**

- ☐ ☐ 1. The referee shall designate the official timepiece and official timer prior to the scheduled starting time of the game.
- ☐ ☐ 2. The timer shall be provided with a clock to be used for timing quarters, extra periods and intermissions, and a stopwatch for timing time-outs.
- ☐ ☐ 3. The timer shall notify the referee more than three minutes before the start of each half.
- ☐ ☐ 4. Games involving teams which combine ninth-grade students with students in the eighth and/or seventh grades may play those games in quarters of eight minutes.
- ☐ ☐ 5. If play is started or resumed by a jump ball, the clock shall be started when the tossed ball is legally touched.
- ☐ ☐ 6. The length of each extra period shall be six minutes.
- ☐ ☐ 7. Extra periods are an extension of the 4th quarter.
- ☐ ☐ 8. When present a RED/LED light is permitted to end a quarter otherwise the audible sound ends the quarter.
- ☐ ☐ 9. If the official neglects to signal, the timer is authorized to start the clock per rule, unless an official specifically signals continued time-out.
- ☐ ☐ 10. A timeout is charged to the player's team when an official stops the play for lost eye contacts.
- ☐ ☐ 11. A charged timeout can be either 60 or 30 seconds in length.
- ☐ ☐ 12. If a quarter ends and the timer has been unable to make an official hear the horn, the timer must immediately notify an official.
- ☐ ☐ 13. If table officials agree that time expired before the ball was in flight, the goal shall not count.
- ☐ ☐ 14. A red light is mandated behind each backboard to supplement the audible timer's signal.
- ☐ ☐ 15. It is the responsibility of the timer to notify the scorer three minutes before starting time.
- ☐ ☐ 16. To begin the first overtime period, the teams shall change the direction of play from the 4th quarter direction.
- ☐ ☐ 17. The team obtaining control of the jump ball starts the alternating possession procedure.
- ☐ ☐ 18. If a play is started or resumed by a jump ball, the clock shall be started when the ball is tossed.
- ☐ ☐ 19. It is mandated that an "X" 18 inches long and 4 inches wide be placed on the floor out of bounds directly in front of the official scorer to help substitutes with the proper location.
- ☐ ☐ 20. The timer shall sound a warning signal 15 seconds before the expiration of an intermission or a time-out.

*** Answer the following:** Are you familiar with the operation of an Electric Clock? Yes _____ No _____

Applicant's Name _____

Mailing Address _____

City _____ State _____ Zip Code _____

This examination has been taken under my supervision: Administrator's Signature _____

School Name _____ City _____

Examination Date _____