

# WIAA BASKETBALL REMINDERS

## TIMING GUIDELINES

60 Second time out – buzz warning horn with 15 seconds remaining (3 per game)

30 second time out – buzz warning horn with 15 seconds remaining (2 per game)

15 seconds to:

- Replace a disqualified player (5 fouls) – buzz warning horn with 15 seconds remaining
- Replace an injured player – buzz warning horn with 15 seconds remaining. Don't start clock until official indicates.
- Replace a player directed to leave the game – buzz warning horn with 15 seconds remaining.

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## VARSITY GAMES

- 18 minute HALVES
- 10 minute halftime (unless otherwise arranged...parent nights, etc.)
- Overtime periods – 4 minute in length

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## PREGAME PROTOCOL

15:00 Warm up begins – officials enter court and go directly to position to supervise.

12:00 Officials conduct pregame meeting with team captains.

10:00 Officials proceed to score table and check scorebooks, brief scorer and time, check game ball for NFHS authenticating mark, and check alternating-possession arrow.

1:30 Officials introduce themselves to coaching staff and inquire about legality of player equipment. Remove jackets and prepare to begin game.

0:00 Nation Anthem or Pledge of Allegiance followed by introduction of players.

*To honor America and those defending our freedom, we ask those who are able, to stand, remove your hats and place your hand over your heart for the playing of the National Anthem.*

## PLAYER INTRODUCTIONS

All five starters of the visiting team shall be introduced first followed by the five starters for the home team. Players shall not seek out the opposing coach to shake his/her hand. Players should proceed to the free throw circle in front of their bench and not run to the center of the floor.

## MERCY RULE – ALL LEVELS GRADES 9-12

When the point differential reaches 40 points or more with less than 9 minutes (varsity) to play in the second half, the clock will go to running time. The clock will only be stopped for time-outs (team or official). If the differential drops below 40 points, clock still runs continuously until the game is over. For subvarsity games, once you are halfway through the second half, mercy rule kicks in.