

Good morning! Hope you had a relaxing weekend and had good, fun games!

Today's tip....an end of game situation that happened Friday night. Here is the situation.....

Blue scores a goal to go up 2 points and white calls a timeout with 1.1 seconds remaining. Obviously, white is able to run the endline on the ensuing throw-in. In fact, white DOES run it, makes a pass to just beyond mid-court table side. Blue deflects the pass immediately OOB. The clock still reads 1.1 seconds and the timer claims that he started and stopped the clock so fast that no time came off.

The officials send both teams to their benches and discuss the situation concerning the clock and if time SHOULD be taken off and if so, HOW MUCH should be taken off.

Take a look at these rules and an interpretation....

First Prev **Currently Viewing: 5-10-2**

Case Ruling Link to Article

**ART. 2**

If the referee determines that the clock malfunctioned or was not started/stopped properly, or if the clock did not run, an official's count or other official information may be used to make a correction.

First Prev **Currently Viewing: 5-2-5**

**ART. 5**

When play is resumed with a throw-in or free throw and three-tenths (.3) of a second or less remains on the clock, a player may not gain control of the ball and try for a field goal. In this situation only a tap could score.

**NOTE:** This rule does not apply if the clock does not display tenths of a second.

**SITUATION 11:** Team B scores a goal to take the lead by one point. A1 immediately requests and is granted a timeout with three seconds remaining in the fourth quarter. Following the time-out, Team A is awarded the ball for a throw-in from anywhere along the end line. A1 passes the ball to A2, who is also outside the boundary; A2 passes the ball to A1 who is inbounds and running the length of the court. The timer mistakenly starts the clock when A2 touches A1's pass while standing outside the boundary. An official notices the clock starting on A2's touch (a), before A2 releases the throw-in pass to A1, (b), while A2's throw-in pass is in flight to A1, or (c), as soon as A1 catches the throw-in pass. **RULING:** This is an obvious timing mistake and may be corrected. In (a) and (b), the official shall blow the whistle, stop play and direct the timer to put three seconds on the game clock. Since the throw-in had not ended, play is resumed with a Team A throw-in from anywhere along the end line. In (c), the official may put the correct time on the clock, but must make some allowance for the touching by A1 - likely 10ths of a second, if displayed. The ball is put in play nearest to where it was located when the stoppage occurred to correct the timing mistake. A "do over" is not permitted in (c), since the throw-in had ended. (4-36; 5-10-1)

The interpretation is a case play published by the NFHS in 2009-10.

So what do you say with these as a guide? There is certainly no count that will allow definite knowledge of how much time to take off....but rule 5-10-2 says that 'other information' may be used to make a correction when the clock malfunctioned or *did not run*. The interp says that the official MUST take some time off the clock to make allowance for the touch. Rule 5-2-5 only allows only a tap with 0.3 seconds remaining. When all of these are combined, the 'touching' by the deflection OOB by blue requires that 'some time, likely tenths of a second, if the clock is reading tenths' must be taken off.

This crew talked among themselves, decided that 0.3 seconds should be taken off, then reset the clock to 0.8 seconds and explained it to the coaches.

GREAT job by this crew. Just a note.....if this had happened at some point during the quarter where the clock was NOT reading seconds (or if the clock is an older one that does NOT read seconds), there is no rules support to take time off since the clock certainly could have run, we just aren't able to know it went from 2:53.9 to 2:53.2, for example since tenths are not shown.

This crew did a great job 1) sending the teams to their benches, 2) discussing it as an entire crew, 3) taking an appropriate amount of time off the clock with sound reasoning, and 4) explaining it to the coaches.

You just never know what will happen night in and night out...be ready and reasonable! Take a look at the clip [here](#).

Have a great game today!

Tim