

## COMPARISON OF OTHER RUNNING CLOCK (MERCY) RULES IN HIGH SCHOOL

### PA

Running clock at all levels of competition.

One team gains a 40-point differential over its opponent in the second half.

The clock shall be stopped only for a charged time-out, an injury/blood or disqualification, and administering free throws.

After reporting a shooting foul, the official will signal the timer to stop the clock. (The timer shall not stop the clock on all whistles for fouls since some will not be shooting fouls)

Once the official signals the timer to stop the clock, it will be started on the last missed free throw or on the throw-in when its touched

### DE

When one team is ahead by 35 points or more, the remainder of the game shall be played with a running clock, stopping only for timeouts, injuries, technical fouls, and disqualifications. If the losing team reduces the score to 25 or fewer points, the clock will be stopped in the usual manner unless a 35 point differential occurs again, at which time the clock will again run. This rule governs all regular season school games at all levels, middle school through high school varsity.

### FL

At any point during the second half when a differential of 35 points or 30 points in games played in 6 minute quarters is reached, the game clock shall begin to run continuously during jump ball possessions, held ball situations, fouls, violations, out-of-bounds plays and free throw shooting situations (non-technical foul free throws) for the duration of the game. The game clock shall be stopped only for timeouts, injuries, administration of technical fouls, or if the officials need to address a situation that requires excessive time to resolve.

### MI

At all levels of play and in MHSAA tournaments, after the first half when one team has a lead of 40 points or more, a running clock shall be established. The clock shall revert to regular time schemes should the score be reduced to a 30-point lead or less. During any running clock mode, the clock shall be stopped as normal for all timeouts and between quarters; and for free throws during the last two minutes of the game. By league or conference adoption the point differentials (both to establish a running clock and then resume normal timing) may be modified at the junior high middle school level only.

### MT

It will be used for all levels of play, (Varsity, JV, Sophomore and Frosh) in the second half only, once a team has a forty (40) point or better lead against their opponent, a running clock will ensue until the end of the game even if the difference in the score drops below the forty point margin. The only time the clock will stop will be between quarters, time outs, and when replacing an injured or disqualified player.

In the second half of a basketball game, the official scorer and timer will be responsible for running the clock continuously except for the below situations, once a team has a forty (40) point or better lead against their opponent.

1. Once the clock signals the end of a quarter or overtime period, the clock will be stopped until play is started for the next quarter or overtime period.
2. Once an official signals for a called time-out, the clock will be stopped until play is started following the time-out.
3. For injuries (as in Rule 3-3-6) once an official beckons or bench personnel come onto the floor to attend to an injured player and for blood issues (as in Rule 3-3-7) the clock will be stopped until play is started again.
4. Once an official informs the Head Coach that a player has been disqualified from further participation in the game, the clock will be stopped until play is started again.

The clock will be restarted when:

1. If a free throw is not successful and the ball is to remain live, the clock shall be started when the ball touches or is touched by a player on the court.
2. If play is resumed by a throw-in, the clock shall be started when the ball touches, or is legally touched by, a player on the court after it is released by the thrower.

## MN

When the point differential reaches 35 points or more, with less than nine minutes to play, the clock will go to running time. The clock will only be stopped for time-outs (team or official). Regular timing rules will be used if the point differential drops back to less than 30 points.

## NM

When a team is ahead at half-time by 35 or more points or becomes 35 or more points ahead in the second half, the clock will stop only for time-outs and for two and three shot free throws. If the point differential becomes less than 35 points, regular timing resumes.

## GA

E. MERCY RULE: In accordance with National Federation rule options, the second half of a game may be reduced to six (6) minute quarters, while using normal timing/scoring rules when:

(a) The point differential at halftime is forty (40) points or greater, and the coach of the trailing team wishes to have the "Mercy Rule" imposed.

(b) The point differential at the beginning of the fourth (4th) quarter is thirty (30) points or greater, the "Mercy Rule" will be invoked automatically.

## ID

### Mercy Rule

At any time during the fourth quarter when the point differential is 30 points or greater, the mercy rule shall be invoked. Once in effect, the clock shall not be stopped except for called time outs. Officials will notify the timekeeper that the rule is in effect. Once the rule is in effect, it will not be revoked. The mercy rule may not be used during district, state play-in, or state tournament games.