

For the 11/12YO and 13/14YO games at Brentwood Middle, the following applies for scoreboard operation:

- First action when touching the scoreboard at the start of your shift is to set the clock to stop 2-3 minutes before the first game starts. If you arrive at 8:15 and have a game at 8:30, set the clock to have the buzzer go off by 8:28. Use the same approach for all games to stay on schedule.
- All games start at the bottom of the hour (i.e. 8:30, 9:30, etc.).
- All games have 20-minute halves.
- For each game, we use a running clock only stopping for timeouts & then the last 60 seconds of each half for referee whistle.
- During the last 60 seconds of each half, the clock stops on the referee whistle. If that occurs on an out of bounds play, the clock starts as soon as it touches a player.
- After a timeout but not during the last 60 seconds of a half, if a team is to shoot free throws to start play, the clock starts once the shooter is handed the ball.
- If a team is up by 15 or more points, clock only stops for timeouts.
- When there is a referee whistle allowing subs, hit the buzzer each time to signal the player changes.
- Regular season games may end in a tie score.
- Halftime is 2 minutes. When the first half is over, set the clock to 2:00 and press start.
- Time between games is 5 minutes or whatever is needed to stay on schedule
- When a team is up by 20 or more, the scoreboard operator moves the score to 0-0 and keeps a running clock except at time outs.

For the 15/16YO and 17/18YO games at Brentwood Middle, the following applies for scoreboard operation:

- The game shall consist of 2 halves of 20 minutes each. The clock will be stopped only for time-outs, injury, or by the officials, except for the last 1 minute of the first half and the last 2 minutes of the second half.
- After a timeout, if a team is to shoot free throws to start play, the clock starts once the shooter is handed the ball.
- If the score is tied at the end of regulation play, the 1st OT is one minute, 2OT is one minute and 3OT is sudden death where the first team to score will be declared the winner. (Overtime is an extension of the 4Q and all high school rules apply except for jump-ball situations.)
- When there is a referee whistle allowing subs, hit the buzzer each time to signal the player changes.
- Halftime is 2-5 minutes depending on whether we are on schedule or not.
- If a team is up by 15 or more points, clock only stops for timeouts.
- When a team is up by 20 or more, the scoreboard operator moves the score to 0-0 and keeps a running clock except at time outs.