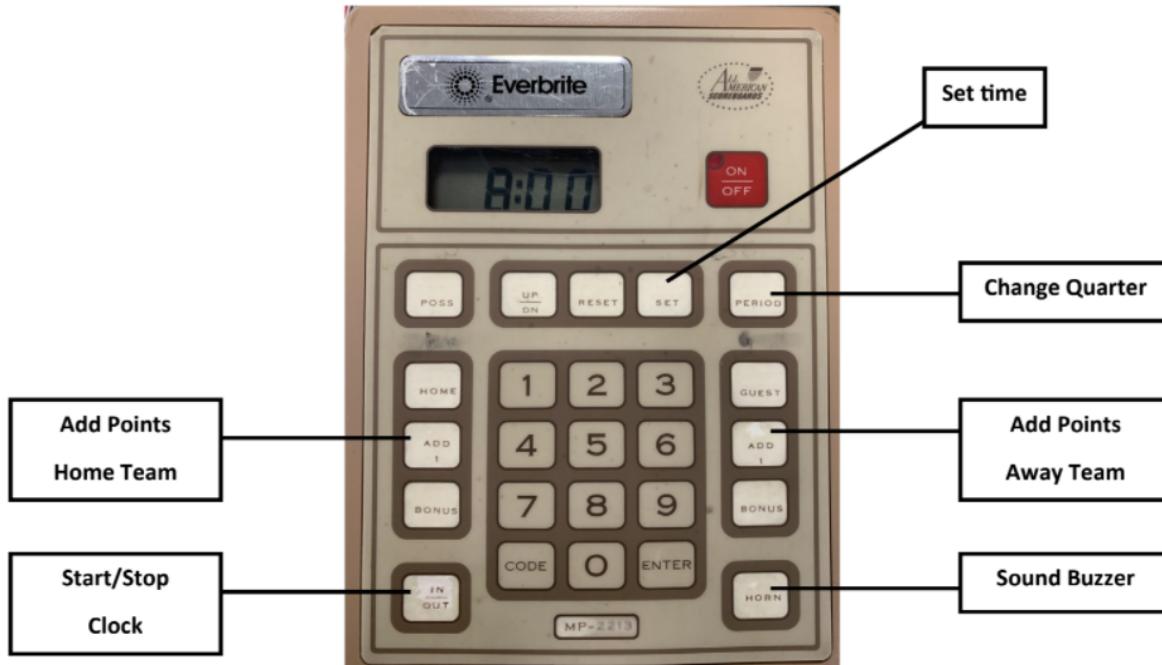


SCOREBOARD INSTRUCTIONS



1st-2nd Grade Clock Rules:

- Each quarter is 8 minutes long with a running clock.
- The clock will stop for:
 - Timeouts during the entire game.
 - At the 4-minute mark of each quarter for substitutions.
 - For free throws-only while players are getting lined up in their positions, start the clock again when the shooter receives the ball for their first shot attempt.
 - All violations, fouls, and dead balls in the final 2 minutes of the 4th quarter.
- Mercy Rule: If at any time during the game a team is leading by 15+ points, the clock will remain running except for timeouts and the 4-minute substitution stoppage.
- Stop putting the score on the scoreboard when a team is leading by 20+ points. If the lead drops below 20 points, then update the scoreboard at your earliest convenience.

3rd-4th Grade Clock Rules:

- **Each quarter is 8 minutes long with a running clock.**
- **The clock will stop for:**
 - **Timeouts during the entire game.**
 - **At the 4-minute mark of each quarter for substitutions.**
 - **For free throws-only while players are getting lined up in their positions, start the clock again when the shooter receives the ball for their first shot attempt.**
 - **All violations, fouls, and dead balls in the final 2 minutes of the 4th quarter.**
- **Mercy Rule:** If at any time during the game a team is leading by 15+ points, the clock will remain running except for timeouts and the 4-minute substitution stoppage.
- **Stop putting the score on the scoreboard when a team is leading by 20+ points.** If the lead drops below 20 points, then update the scoreboard at your earliest convenience.

5th-6th Grade Clock Rules:

- **Each quarter lasts 6 minutes with a stopping clock.**
- **The clock will stop for:**
 - **Timeouts during the entire game.**
 - **All violations, fouls, and deadballs throughout the entire game.**
- **Mercy Rule:** If at any time during the 4th quarter a team is leading by 20+ points, the clock will remain running, except for timeouts.