

## **MHSA BASKETBALL MERCY RULE**

For the 2009-2010 Basketball Season, the Basketball Mercy Rule will again be used by all MHSA member schools.

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.

Game management must inform the official scorer and timer of this MHSA Basketball Mercy Rule and the provisions of the rule.

MOA Basketball Officials should discuss this MHSA Basketball Mercy Rule with the head coaches and captains during the pre-game conference and with the scorer and timer before the start of the game.

