

SIJHSAA BASKETBALL “MERCY RULE”
(As of 9-1-22)

The following guidelines for the administration of the Basketball Mercy Rule shall be used:

- A. A running clock shall be utilized during the fourth quarter in contests with a 30 point differential in score.
- B. Once the clock begins running continuously because of the point differential, it is to remain running for the rest of the contest, even, if the point differential drops under the 30 point barrier during the fourth quarter.
- C. If a contest should begin its fourth quarter with a 30 point differential in score or greater, the entire fourth quarter will be played with a running clock. The running clock shall not be used prior to the fourth quarter of any contest.
- D. If while using the running clock because of the point differential and the trailing team somehow tied the contest at the end of any and all subsequent overtime periods would be played using the continuous clock.
- E. The running clock would only be stopped once it starts the Following:
 - 1. A team timeout.
 - 2. To replace a disqualified player.
 - 3. To administer a technical foul.
 - 4. To attend to an injured player.
 - 5. Any other situation of concern to an official.
 - 6. During free throws when there is one minute left in play.

*Exception to Mercy Rule NFHS 5-3-3 (9-1-22)

*****This Mercy Rule will be used in the regular season and the SIJHSAA Girls and Boys Basketball State Series. (Adopted 3-8-17)**