



**2016-17 NCAA MEN'S BASKETBALL
TABLE CREW REFERENCE SHEET – SEPTEMBER 9, 2016**

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GAME CLOCK TIMER

TIMER must:

1. Have a digital stopwatch available.
2. Notify the official of any timing mistake.

START the clock when an official signals that an inbounds player legally touches the ball on:

1. The jump ball.
2. Any throw-in after the ball has been released.
3. An unsuccessful free throw that will remain live.

STOP the game clock when:

1. An official sounds his whistle.
2. A goal is successful (clears the bottom of the net) in the last 59.9 seconds of the second period or any overtime period.

SOUND A WARNING HORN 15 seconds before time expires for:

1. The 20-second time limit to remedy a blood situation or to replace an injured player.
2. The 15-second time limit to replace a disqualified player.
3. An intermission.
4. Any timeout.

SOUND A HORN when time expires for:

1. The 20-second time limit to remedy a blood situation or to replace an injured player.
2. The 15-second time limit to replace a disqualified player.
3. An intermission.
4. Any timeout.

For more information on duties of the timer, see Rule 2-10.

ALTERNATING-POSSESSION ARROW

SET arrow to start the game or any extra period when:

1. A team obtains the initial possession/control of the ball.
2. After a violation or noncommon foul, the ball is placed at the disposal of the thrower-in.
3. After a common foul, the ball is placed at the disposal of the free throw shooter.

SWITCH arrow when:

1. A throw-in ends (an inbounds player legally touches the ball on throw-in after it has been released).
2. The throw-in team violates (example: thrower-in steps over the boundary line).

DO NOT SWITCH arrow when:

1. A team fouls on an alternating-possession throw-in.
2. The ball is intentionally kicked or fisted during an alternating-possession throw-in.
For more information on the alternating possession procedure, see Rule 6-3 and 6-4.

SHOT CLOCK OPERATOR

START shot clock when:

1. A team gains possession on a:
 - a. Rebound.
 - b. Jump ball.
 - c. Loose ball after a rebound or jump ball
2. An official signals that an inbounds player legally touches the ball on a throw-in after it has been released.

STOP shot clock when an official's whistle sounds.

FULL RESET when:

1. There is a change of possession with a new team in control or when team control is re-established after the team loses control.
2. There is a single personal foul.
3. A double foul when one foul is flagrant.
4. There is a single technical foul on the defensive team.
5. A try/shot (not a pass) hits the rim or flange and either team gains possession of the ball.
6. There is a violation (except a kicking or fisting violation).
7. There is an inadvertent whistle with no team control.
8. There is a held ball and the arrow favors the defensive team.

RESET to 15 seconds when there is an intentionally kicked or fisted ball with 14 seconds or less on the shot clock.

NO RESET when:

1. The offense retains possession after the following:
 - a. A held ball.
 - b. An out-of-bounds violation.
2. There is an intentionally kicked or fisted ball with 15 seconds or more on the shot clock.
3. There is an injured player or a player loses a contact lens.
4. There is a timeout.
5. A double foul occurs (except when one of the fouls is flagrant).
6. There is a technical foul on the offensive team.
7. There is an inadvertent whistle when there is team control.

ALLOW shot clock to run:

1. During loose ball situations.
2. During a try for goal.

TURN OFF shot clock when there is a reset situation and there is less than 30 seconds remaining on the game clock.

For more information on duties of the shot clock operator, see Rule 2-11.