



**2019-20 NCAA MEN'S BASKETBALL
TABLE CREW REFERENCE SHEET – September 24, 2019**

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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.
4. During the last 59.9 seconds of any period or of any overtime period, a minimum of .3 seconds must expire **on a throw-in** when the ball is **legally** touched inbounds.

STOP the game clock when:

1. An official sounds his whistle or otherwise signals to stop the clock.
2. A goal is successful (clears the bottom of the net) in the last 59.9 seconds of the second period or of 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 non-common 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 a **throw-in rule** (example: thrower-in steps over the boundary line).

DO NOT SWITCH arrow when:

1. A team fouls on an alternating-possession throw-in **before an alternating possession throw-in ends**.
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 or the official signals to stop the clock.

NO RESET when there is team control and:

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 20 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 when there is team control (unless the penalty for the foul results in a change of possession).
6. There is a technical foul on the offensive team.
7. There is an inadvertent whistle when there is team control.
8. After a simultaneous held ball occurs during a throw-in or after an unsuccessful try that does not contact the rim and the alternating-possession arrow favors the team whose try was unsuccessful.
9. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds.

FULL RESET to 30 seconds when:

1. There is a change of possession with a new team in control or when team control is reestablished in the backcourt after the team loses control.
2. There is a single personal or technical foul assessed to the defensive team while the offensive team is in control in its backcourt.
3. There is a double foul when only one foul is flagrant.
4. A try/shot (not a pass) hits the rim or flange and control is gained by the non-shooting team.
5. There is a violation (except a kicking or fisting violation or the defense causing the ball to be out of bounds).
6. There is an inadvertent whistle with no team control.
7. There is a held ball and the arrow favors the defensive team.

RESET to 20 seconds or the time remaining on the shot clock, whichever is greater, when:

1. There is a personal or technical foul committed by the defensive team prior to a try for goal which hits the ring or flange and the ball is to be inbounded in the front court by the offense.
2. There is a kicked or fisted ball by the defensive team and the ball is to be inbounded in the front court by the offense.

RESET to 20 seconds when:

1. The offense gains control of the ball in their front court after an unsuccessful field goal attempt that contacts the ring or flange.
2. The offense gains control of the ball in their front court after an unsuccessful free throw that remains in play.
3. The defense is assessed a loose ball foul after an unsuccessful free throw that remains in play, or an unsuccessful field goal that contacts the ring or flange, or during a successful try provided that the offensive team will inbound the ball in the front court.
4. After the defense causes the ball to be out of bounds in the front court following an unsuccessful free throw or an unsuccessful field goal attempt that contacts the ring or flange.
5. After the offense is awarded possession in their front court when the alternating possession arrow favors the offense. Exception-Rule 2-11.6.b.8.
6. There is a kicked or fisted ball in the backcourt by the defense with 19 seconds or less remaining.

ALLOW shot clock to run:

1. During loose ball situations when the offense retains control.
2. During a try for goal that fails to hit the ring or flange.

TURN OFF shot clock when there is a reset situation and there are less than 30 seconds remaining on the game clock. Reactivate the shot clock to 20 seconds when any of the situations in Rule 2-11.6.d occur.

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

[Note: Shaded areas indicate new or altered rules for the 2019-20 season.]