



**2018-19 NCAA MEN'S BASKETBALL
TABLE CREW REFERENCE SHEET – October 3, 2018**

Prepared by Art Hyland, secretary-rules editor, NCAA Men's Basketball Rules Committee

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 second must expire 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 (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 to 30 seconds 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 **only** 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 20 seconds or the time remaining on the shot clock, whichever is greater, when:

1. There is a personal foul against the defensive team and the ball is to be inbounded by the offense in the front court.
2. There is a technical foul committed by the defensive team and the ball is to be inbounded in the front court by the offense.
3. 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.
4. There is a kicked or fisted ball in the backcourt by the defense with 19 seconds or less remaining.

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 (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.

[Note: Shaded areas indicate new or altered rules for the 2018-19 season.]