



**2009-10 NCAA WOMEN'S BASKETBALL
TABLE CREW REFERENCE SHEET**

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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 touches the ball on:

1. The jump ball.
2. Any throw-in.
3. An unsuccessful free throw that remains live.

STOP the game clock when:

1. An official's whistle sounds.
2. A goal is successful (clears the bottom of the net) in the last 59.9 seconds.

SOUND A WARNING HORN 15 seconds before time expires for:

1. The 20-second time limit to remedy a blood or lost/displaced contact lens situation.
2. The 20-second time limit to replace a disqualified or injured player.
3. Intermission.
4. Any timeout.

SOUND A FINAL HORN when time expires for:

1. The 20-second time limit to remedy a blood or lost/displaced contact lens situation.
2. The 20-second time limit to replace a disqualified or injured player.
3. 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 a team obtains the initial possession/control of the ball.

SWITCH arrow when:

1. A throw-in ends (an inbounds player touches the ball on throw-in).
2. The throw-in team commits a violation (example: thrower-in steps over the boundary line).

DO NOT SWITCH arrow when:

1. A team fouls on an alternating-possession throw-in.
2. Ball is intentionally kicked or fisted on a throw-in.

For more information on the alternating possession procedure, see Rules 4-2, 6-2, and 6-3.

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 touches the ball on a throw-in.

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.
2. There is a single personal foul.
3. There is a single technical foul on the defensive team.
4. A try (not a pass) hits the rim or flange then a team possesses the ball.
5. There is a violation (except a kicking or fisting violation).
6. There is an inadvertent whistle with no team control.

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.
4. There is a timeout.
5. A double foul occurs.
6. There is a technical foul on the offensive team.
7. There is an inadvertent whistle with 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.