



**2015-16 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 during:

1. The jump ball.
2. Any throw-in after the ball has been released by the thrower-in.
3. An unsuccessful free throw that will remain 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 of the fourth and all extra periods.

**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 or to replace an injured player
2. The 15-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 or to replace an injured player.
2. The 15-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.*

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**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).
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. Ball is intentionally kicked or fisted during an alternating-possession throw-in.

***For more information on the alternating possession procedure, see Rules 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.

**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. 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 then a team possesses the ball.
6. There is a violation (except a kicking or fisting violation).
7. 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 (except when one of the fouls is flagrant).
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.***

**MEDIA TIMEOUT (See Rule 5-14.10 for timeout rules)**

1. Media timeouts are permitted in any game.
2. The media-timeout format includes one scheduled media timeout at or below the 5-minute mark in each period.
3. A team-called timeout called before the 5-minute mark or anytime at or under the mark when there has been no other whistle, will become the media timeout in that period.
4. The first team-called timeout of the second half will become the electronic-media timeout. This does not replace the 5-minute media timeout in that period.
5. The official will give the media timeout signal regardless of what kind of timeout is being requested. Following the media timeout signal, the official will then report to the scorer whether the timeout is charged as a 30- or full timeout depending on what the coach requested. Teams are charged with what they request even when that timeout becomes a media timeout.
6. The intermission between the first and second periods and between the third and fourth periods may be used as an electronic-media timeout (per the media agreement).

**Example 1:**

<b>1st Period:</b>	<b>2<sup>nd</sup> Period:</b>
<ul style="list-style-type: none"> <li>• 6:30- team calls a TO                             <ul style="list-style-type: none"> <li>• Becomes the 5-min. media timeout</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• 4:30- team calls timeout creating first stoppage at or under 5-min.                             <ul style="list-style-type: none"> <li>• Becomes the 5-min. media timeout</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• 4:55- whistle occurs                             <ul style="list-style-type: none"> <li>• Not a media timeout</li> </ul> </li> </ul>	

**Example 2:**

<b>3<sup>rd</sup> Period:</b>	<b>4<sup>th</sup> Period:</b>
<ul style="list-style-type: none"> <li>• 6:30- team calls a timeout (first team-called timeout in second half)                             <ul style="list-style-type: none"> <li>• Becomes a media timeout as it is the first team-called timeout of the second half</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• 7:30- team calls timeout (first team-called timeout in 4<sup>th</sup> period)                             <ul style="list-style-type: none"> <li>• Becomes the 5-min. media timeout</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• 4:55- whistle occurs                             <ul style="list-style-type: none"> <li>• Becomes the 5-min. media timeout</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• 4:55- whistle occurs causing the first clock stoppage at or under 5:00 mark                             <ul style="list-style-type: none"> <li>• Play continues; no media timeout</li> </ul> </li> </ul>

**Example 3:**

<b>3<sup>rd</sup> Period:</b>	<b>4<sup>th</sup> Period:</b>
<ul style="list-style-type: none"> <li>• 8:00- team calls a timeout (first team-called timeout in second half)                             <ul style="list-style-type: none"> <li>• Becomes a media timeout as it is the first team-called timeout of the second half</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• 7:30- team calls a timeout (first team-called timeout in 4<sup>th</sup> period)                             <ul style="list-style-type: none"> <li>• Becomes the 5-min. media timeout</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• 6:30- team calls a timeout                             <ul style="list-style-type: none"> <li>• Becomes the 5-min. media timeout</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• 4:55- whistle occurs causing the first clock stoppage at or under 5:00                             <ul style="list-style-type: none"> <li>• Play continues; no media timeout</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• 4:55- whistle occurs causing first clock stoppage at or under 5:00 mark                             <ul style="list-style-type: none"> <li>• Play continues; no media timeout</li> </ul> </li> </ul>	