



GAME CLOCK TIMER (2008-09)

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 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.

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 or contact Debbie Williamson, NCAA Secretary-Rules Editor at williamsondebbie@yahoo.com; Men's Basketball- Ed Bilik - Edbilik@aol.com

ALTERNATING-POSSESSION ARROW (2008-09)

SET arrow to start the game when:

1. 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 violates (example: thrower-in steps on 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.

For more information on the alternating possession procedure, see Rule 4-2, 6-2, and 6-3 or contact the NCAA Secretary-Rules Editors:

Women's Basketball- Debbie Williamson - williamsondebbie@yahoo.com;

Men's Basketball- Ed Bilik - Edbilik@aol.com



SHOT CLOCK OPERATOR (2008-09)

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:

1. 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:

1. 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:

1. there is a reset situation and there are less than 30 seconds remaining on the game clock.

For more information on duties of the shot clock operator, see Rule 2-11 or contact the NCAA Secretary-Rules Editors: Women's Basketball- Debbie Williamson - williamsondebbie@yahoo.com; Men's Basketball- Ed Bilik - Edbilik@aol.com