



### 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](mailto:williamsondebbie@yahoo.com), Men's Basketball- Ed Bilik - [Edbilik@aol.com](mailto:Edbilik@aol.com)***

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### 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:***

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### 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 35 seconds (*men*) or 30 seconds (*women*) remaining on the game clock.

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