2025-26 NCAA MEN'S BASKETBALL
TABLE CREW REFERENCE SHEET – October 14, 2025
Prepared by Jeff O'Malley, 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 seconds must expire when the ball is legally touched inbounds.

STOP the game clock when:
1. An official sounds the 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 20-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 20-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 a throw-in rule (example: thrower-in steps over the boundary line).

DO NOT SWITCH arrow when:
1. A team fouls on an alternating-possession throw-in before an alternating possession throw-in ends.
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.
3. Only during games utilizing a shot clock that can display tenths of a second and only during the last 59.9 seconds of any period or of any overtime period and with less than 5 seconds on the shot clock, a minimum of .3 seconds must expire from the shot clock and the game clock when the ball is legally touched inbounds.

STOP shot clock when an official's whistle sounds or the official signals to stop the clock.

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 personal or technical foul occurs when there is team control (unless the penalty for the foul results in a change of possession).
6. There is a technical foul on the offensive team.
7. There is an inadvertent whistle when there is team control.
8. After a simultaneous held ball occurs during a throw-in or after an unsuccessful try that does not contact the rim and the AP arrow favors the team whose try was unsuccessful.
9. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either in bounds or out of bounds.

FULL RESET to 30 seconds when:

1. There is a change of possession with a new team in control and the ball remains live or when team control is re-established in the backcourt after the team loses control or after a score by the opponent. This includes when one team clearly causes the ball to be out of bounds on a jump ball and the opponent is awarded possession in their backcourt. There is no reset when team control is reestablished in the shooting team's backcourt after a try that does not strike the ring or flange.
2. There is a single personal or technical foul assessed to the defensive team while the offensive team is in control in its backcourt.
3. There is a double foul when only one foul is flagrant, and it is assessed against the offense in its front court.
4. A try/shot, pass or deflection hits the rim or flange and control is gained by the non-shooting team.
5. A try/shot, pass or deflection hits the rim or flange and control is gained by the offensive team in the backcourt.
6. There is a violation (except a kicking or fisting violation or the defense causing the ball to be out of bounds) and the ball is awarded to the defense in the backcourt.
7. There is an inadvertent whistle with no team control and the ball is awarded to either team in its backcourt.

8. There is a held ball or any other situation occurs where the AP arrow determines possession and the arrow favors the defensive team with a throw-in in its backcourt.

RESET to 20 seconds or the time remaining on the shot clock, whichever is greater, when:

1. There is a personal or technical foul committed by the defensive team prior to a try for goal which hits the ring or flange, and the ball is to be inbounded in the front court by the offense.
2. 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.
3. There is an inadvertent whistle when there was no player or team possession, and the AP arrow favors either team for a throw-in in its front court.

RESET to 20 seconds when:

1. The offense gains control of the ball in their front court after an unsuccessful field goal attempt, pass or deflection that contacts the ring or flange.
2. The offense gains control of the ball in their front court after an unsuccessful free throw that remains in play.
3. The defense is assessed a loose ball foul after an unsuccessful free throw that remains in play, or an unsuccessful field goal that contacts the ring or flange, or during a successful try provided that the offensive team will inbound the ball in the front court.
4. After the defense causes the ball to be out of bounds in the front court following an unsuccessful free throw or an unsuccessful field goal attempt that contacts the ring or flange.
5. When there is no team control, after the offense is awarded possession in their front court when the alternating possession arrow favors the offense following an unsuccessful free throw that remains in play, an unsuccessful field goal that hits the rim or an Instant Replay for basket interference/goaltending. Exception-Rule 2-11.6.b.8
6. There is a kicked or fisted ball in the backcourt by the defense with 19 seconds or less remaining.
7. A violation occurs, other than an opponent causing the ball to be out of bounds or kicking the ball, and the defense is awarded the ball in its front court.
8. After any double personal foul when only one of the fouls is flagrant, and it is assessed against the offense and the defense is awarded possession in its front court
9. After a shot that contacts the rim/flange is batted into the backcourt and out of bounds by the shooting team and the ball is awarded to the other team.

ALLOW shot clock to run:

1. During loose ball situations when the offense retains control.
2. During a try for goal that fails to hit the ring or flange.

TURN OFF shot clock when there is a reset situation and there are less than 30 seconds remaining on the game clock. Reactivate the shot-clock to 20 seconds when any of the situations in Rule 2-11.6.d occur.

NEW IN 2025-26:

SCORERS

SCORER must:

1. Record each team's coach's challenge in the scorebook, including the game time of the challenge and the outcome (successful or unsuccessful).

COACH'S CHALLENGE:

A head coach may challenge the following called violations for Instant Replay review:

1. A called out of bounds violation, at any point during the game.
2. Until the last two minutes of regulation a called basket interference or goaltending violation. Use the procedures in 11.2.1.6.
3. Until the last two minutes of regulation, after a called foul involving a secondary defender, to determine if the secondary defender was in the restricted area.
4. Teams will be given one challenge per game and if that challenge results in an overturned call, then a team will get a second (and final) challenge.
5. A team must have a legal timeout in order to challenge a call (either a 30 second or a full timeout). A head coach must call a timeout out before the next live ball and then, in the same interaction, immediately signal for a challenge.
6. For any coach called timeout or a media timeout, a head coach wishing to challenge the play is required to request the challenge before the referee finishes reporting the timeout to the scorers' table.
7. If during a timeout, the game officials conference to determine the call on the floor (and the result of the play is uncertain), a team must immediately challenge after the officials notify the negatively affected team of the final ruling on the play.
8. Regardless of a media timeout or an opposing coach timeout, if a challenge is not overturned, the coach will still be charged with a timeout as will the opposing coach who called a timeout.
9. A team loses its opportunity to challenge the prior call if it is called for a delay of game after the call in question but prior to calling timeout and simultaneously signaling for a challenge.

For more information on duties of the shot clock operator, see Rule 2-11.
[Note: Shaded areas indicate new or altered rules for the 2025-26 season].