2026-27 NCAA WOMEN'S BASKETBALL TABLE CREW REFERENCE SHEET

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GAME ADMINISTRATION

Game administration shall make available an individual at each basket with a device capable of untangling the net when necessary. The individual must ensure that play has clearly moved away from the affected basket before going onto the playing court.

TABLE PERSONNEL

It is strongly recommended that table personnel (scorers, timer, shot-clock operator) refrain from the use of personal electronic devices during the game.

SCORER

It is strongly recommended that the scorer be present at the table with **at least 15 minutes** remaining on the pregame clock.

Signals

1. For a team's fifth foul, the scorer will display two fingers and verbally state the team is in the bonus. The public-address announcer is not to announce the number of team fouls beyond the fifth team foul.
2. In a game with replay equipment, record the time on the game clock when the official signals for reviewing a two-or three-point goal or whether a try was released before the shot-clock period ended.
3. For a disqualified player, the scorer will inform the officials as soon as possible by displaying five fingers with an open hand and verbally stating that this is the fifth foul on the number of the disqualified player.
4. The scorer shall notify, or have notified, the statistical crew when there are any atypical situations (e.g., technical, flagrant 1, and/or flagrant 2 fouls).

Coaches' Appeal:

When the head coach makes a formal appeal to the official scorer that:

1. A correctable error occurred.
2. A timing, scoring, bookkeeping, or alternating-possession arrow mistake occurred.
3. A flagrant 1 or contact flagrant 2 foul occurred.
4. The ruling to count a goal when a foul was committed by or against a teammate of the shooter was incorrect.
5. The officials' ruling for an out-of-bounds or backcourt violation was incorrect.
6. The officials charged a foul to the correct individual.
7. Free throws should or should not have been awarded when a foul was committed near a change of team control.

The scorer shall have the timer sound the game-clock horn at the first dead ball or immediately when the ball is in control of the appealing coach's team.

GAME-CLOCK TIMER

OFFICIAL TIMER shall:

1. Confirm with the officials that the game clock is operating properly, which includes displaying tenths-of-a-second under one minute, the horn is operating, and the red LED lights are functioning. These tests are to be performed before arriving at the pregame meeting with the officials. If these tests have not been conducted prior to the meeting, they are to be done immediately following the meeting.
2. Not sound the horn at the media-timeout mark unless the officials fail to recognize the media-timeout window.
3. Not sound the horn for a disqualified player until the reporting official notifies the timer to start the clock for the disqualified player.
4. Have a digital stopwatch available (may not be a cell phone) to time the length of timeouts, the intermission following the first and third quarters, any injury/blood, or displaced contact lens. The game clock may not be used to track time during any of these situations.
5. Notify the official of any timing mistake or malfunction of the timing device.

START the game clock when:

1. An inbounds player legally touches the ball after the throw-in has been released.
2. A tossed ball on a jump ball is legally touched
3. The ball legally touches a player on the playing court when a free throw is not successful and is to remain live.
4. During the last 59.9 seconds of any quarter or overtime, when the ball is legally touched inbounds and an official immediately signals to stop the game clock, a minimum of 3/10ths (.3) of a second must expire on the game clock.

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 quarter and any overtime.

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 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 player.
3. Intermission.
4. Any timeout.

For more information on the duties of the official timer, see Rule 2-10.
When any whistle-based timing system is used, the timer is still required to start and stop the game clock.

ALTERNATING-POSSESSION ARROW

SET the arrow to start the game or any overtime when:

1. A team obtains the initial possession/control of the ball.
2. After a violation or non-personal foul, the ball is placed at the disposal of the thrower-in.
3. After a personal foul, the ball is placed at the disposal of the thrower-in or free-throw shooter.

SWITCH the arrow when:

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

DO NOT SWITCH the 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

SHOT-CLOCK OPERATOR shall:

1. Confirm that the shot clocks are operating properly, which includes the horn sounding at zero, and the red LED lights connected to the game clock do NOT engage at zero on the shot clock. This test is to be performed before arriving at the pregame meeting with the officials. If these tests have not been conducted prior to the meeting, they are to be done immediately following the meeting.

START the shot clock when:

1. A team gains possession of a:
    a. Rebound.
    b. Jump ball.
2. An official signals that an inbounds player legally touches the ball on a throw-in.
3. Only during games with a shot clock that can display tenths of a second, a minimum of 0.3 seconds must expire from the shot clock when the ball is legally touched inbounds, and an official immediately signals to stop the clock.

STOP the shot clock when an official's whistle sounds.

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 its backcourt.
2. There is a single personal foul charged to the offense in its frontcourt.
3. There is a single personal foul charged to the defense in the offensive team's backcourt.
4. There is a single player/substitute, team, or bench technical foul, or a flagrant 1, or flagrant 2 foul assessed.
5. Opponents commit fouls, which stop play, and one foul is a flagrant 1 or flagrant 2 foul.

6. An administrative technical foul has been assessed to the defensive team or when neither team is in control of the ball.
7. A try/shot (not a pass) hits the rim or flange, and a player on the non-shooting team is first to control the ball anywhere inbounds, or a player of the shooting team is first to gain control of the ball in their backcourt.
8. There is a violation by the offense in its frontcourt, or when there is no team control.
9. There is an inadvertent whistle with no team control, and:
    a. The alternating-possession arrow favors the non-shooting team when the ball is located in their backcourt, or
    b. The ball is in the shooting team's backcourt when the whistle sounds following a try that strikes the ring/flange, and the alternating-possession arrow favors the shooting team.
10. When free throws are to be attempted, reset to 30 prior to the first attempt.

RESET to 20 seconds when:

1. There is an intentionally kicked or fisted ball by the defense with 19 seconds or fewer on the shot clock.
2. The defensive team commits a single personal foul in the offensive team's frontcourt before the bonus is in effect with 19 seconds or fewer on the shot clock.
3. A try/shot (not a pass) hits the rim or flange, and a player of the shooting team is first to gain control of the ball In its frontcourt.
4. A personal foul is committed by the non-shooting team before the bonus is in effect in the shooting team's frontcourt:
    a. Following an unsuccessful field-goal or free-throw attempt that contacts the ring/flange and remains live.
    b. During a successful field-goal or free-throw attempt and until the ball becomes live but is not committed against a player in the act of shooting or an airborne shooter.
5. The shooting team is awarded the ball for a throw-in after the ball goes out of bounds in its frontcourt following an unsuccessful field-goal or free-throw attempt that contacts the ring/flange and remains live.
6. There is an inadvertent whistle with no team control, and the ball is in the shooting team's frontcourt when the whistle sounds following a try that strikes the ring/flange, and the alternating-possession arrow favors the shooting team.
7. A foul is committed by the nonshooting team in the shooting team's frontcourt during an unsuccessful try that does not strike the ring/flange, and the shot clock displays 20 seconds or less.
8. When the offense/shooting team commits a personal foul or violation in its backcourt, and play resumes with an awarded throw-in to the opposing team in its frontcourt. 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 its frontcourt.
9. When a player located in their team's backcourt violates the provisions of the jump ball at the start of the game or any overtime.
10. When the alternating-possession procedure is used to determine which team shall be awarded the ball following a held ball or other stoppage that occurred in the offense/shooting team's backcourt, and the alternating-possession arrow favors the opposing team.

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 20 seconds or more on the shot clock.
3. The defensive team commits a single personal foul in the offensive team's frontcourt before the bonus is in effect with 20 seconds or more on the shot clock.
4. There is an injured player.
5. There is a timeout.
6. A double foul occurs, or opponents commit fouls of equal gravity when there is team control.
7. There is an administrative technical foul on the offensive team.
8. There is an inadvertent whistle with team control or following a try for goal that does not strike the ring/flange when the alternating-possession arrow favors the shooting team.
9. A foul is committed by the non-shooting team in the shooting team's frontcourt during an unsuccessful try that does not strike the ring/flange before the bonus is in effect, and the shot clock displays more than 20 seconds.
10. When the shooting team regains control of the ball in their backcourt after an unsuccessful try that does not contact the ring or flange.

ALLOW shot clock to run:

1. During loose-ball situations.
2. During a try for goal that does not strike the ring or flange.

TURN OFF the shot-clock display when there is a reset situation and there is less than the time in a shot-clock period remaining on the game clock; however, situations may arise when a shot clock that is not currently displaying any time may be set to 20 seconds.

For more information on the 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 length of a media timeout is determined by the host institution/conference or the electronic-media agreement between the host institution/conference and its media partner.
3. The media-timeout format includes one scheduled media timeout at or below the 5-minute mark in each quarter.
4. When a replay review occurs before the 5-minute mark in a quarter and prior to the quarter's electronic-media timeout, the replay review triggers that quarter's electronic-media timeout. The replay review will be conducted concurrently with the electronic-media timeout.
5. 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 quarter.
6. The first replay review or team-called timeout of the second half will trigger the second half electronic-media timeout. This timeout does not replace the 5-minute media timeout in the quarter in which it is called. The replay review will be conducted concurrently with the electronic-media timeout.

7. When the replay review is completed before the end of the electronic-media timeout, substitutes must report prior to the first warning horn. When the replay review is completed after the end of the electronic-media timeout, once the officials have finished any communication with the scorer/timer, the timer shall be instructed to sound the horn, followed by a second horn 15 seconds later. Any substitute permitted to enter the game by rule must report prior to the final horn.
8. The official will give the media a timeout signal regardless of the type of timeout being requested.
9. 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.
10. The intermission between the first and second quarters and between the third and fourth quarters may be used as an electronic-media timeout (per the media agreement).

Example 1:

1st Quarter:	**2nd Quarter:**

• 6:30 - team calls a timeout
  • Becomes the 5-minute media timeout
	• 4:30 - team calls timeout creating first stoppage at or under 5 minutes
	  • Becomes the 5-minute media timeout

• 4:55 - whistle occurs • Not a media timeout	

Example 2:

3rd Quarter:	**4th Quarter:**

• 6:30 - team calls a timeout (first team-called timeout in second half)
  • Becomes a media timeout as it is the first team-called timeout of the second half
	• 7:30 - team calls timeout (first team-called timeout in 4th quarter)
	  • Becomes the 5-minute media timeout

• 4:55 - whistle occurs
  • Becomes the 5-minute media timeout
	• 4:55 - whistle occurs causing the first clock stoppage at or under 5:00 mark
	  • Play continues; no media timeout

Example 3:

3rd Quarter:	**4th Quarter:**

• 8:00 - team calls a timeout (first team-called timeout in second half)
  • Becomes a media timeout as it is the first team-called timeout of the second half
	• 7:30 - team calls a timeout (first team-called timeout in 4th quarter)
	  • Becomes the 5-minute media timeout

• 6:30 - team calls a timeout
  • Becomes the 5-minute media timeout
	• 4:55 - whistle occurs causing the first clock stoppage at or under 5:00
	  • Play continues; no media timeout

• 4:55 - whistle occurs causing first clock stoppage at or under 5:00 mark • Play continues; no media timeout	