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.

STOP the game clock when:
1. An official sounds whistle or otherwise signals to stop the clock.

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 15-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 15-second time limit to replace a disqualified player.
3. An intermission.
4. Any timeout.

For more information on duties of the timer, see Rule 2-12.

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 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 (example: thrower-in steps over the boundary line).

DO NOT SWITCH arrow when:
1. A team fouls on an alternating-possession throw-in.
2. The ball is intentionally kicked or fisted during an alternating---possession throw-in.

For more information on the alternating possession procedure, see Rule 4-3

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.

STOP shot clock when an official's whistle sounds.

FULL RESET to 30 seconds when:
(During free-throw reset to 20. If offense rebounds keep at 20. If defense rebounds, reset to 30)
1. There is a change of possession with a new team in control or when team control is re-established after the team loses control.
2. There is a single personal foul in backcourt.
3. A double foul when only one foul is flagrant.
4. A try (not a pass) hits the rim or flange and either team gains possession of the ball.
5. There is a violation (except a kicking or fisting violation).
6. There is an inadvertent whistle with no team control.
7. There is a held ball and the arrow favors the defensive team.

RESET to 20 seconds or the time remaining on the shot clock, whichever is greater, when:
(During free-throw reset to 20. If offense rebounds keep at 20. If defense rebounds, reset to 30)
1. There is a personal foul against the defensive team and ball is to be inbounded by the offense in the front court.
2. There is a technical foul committed by the defensive team and ball inbounded at division line.
3. 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 or in backcourt by the defense with 19 seconds or less.

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 shot clock.
3. There is an injured player or a player loses a contact lens.
4. There is a timeout.
5. A double foul occurs (except when one of the fouls is flagrant).
6. There is an inadvertent whistle when there is 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.