

## TIMING IS EVERYTHING - WOMEN'S TABLE SMART CHART

**GAME PERIOD** - four 10 minute periods

**INTERMISSION** – 15 minutes

- Official / TV Coordinator to start
- Period Breaks – 75 sec. or media TO length
- Intermission break may be used as an EM TO
- Before each overtime – 1 minute

**OVERTIME** – each period 5 minutes

- Center jump starts each OT
- Team baskets same as 2<sup>nd</sup> half
- Team fouls do not reset at end of 4<sup>th</sup> qtr
- One added 30 sec TO

**FREE THROWS** – Begin shooting 2 free throws on 5<sup>th</sup> foul of each period

## TIMEOUTS [COUNTDOWN NEVER DISPLAYED ON SCOREBOARD]

## MEDIA FORMAT

1	60 sec	-	45 sec	1 <sup>st</sup> horn	60 sec	2 <sup>nd</sup> horn
3	30 sec	-	15 sec	1 <sup>st</sup> horn	30 sec	2 <sup>nd</sup> horn

May carry 3 timeouts to 2<sup>nd</sup> half (No timeouts used in 1<sup>st</sup> half...lose one 30 sec)

## NON-MEDIA FORMAT

2	60 sec	-	45 sec	1 <sup>st</sup> horn	60 sec	2 <sup>nd</sup> horn
3	30 sec	-	15 sec	1 <sup>st</sup> horn	30 sec	2 <sup>nd</sup> horn

May carry 4 timeouts to 2<sup>nd</sup> half (No timeouts used in 1<sup>st</sup> half...lose one 30 sec)

**TIMEOUT SHORTEN** - never a media .... team called only

**MEDIA TIMEOUT** 1<sup>st</sup> horn – media agreement prior to game ..... 2<sup>nd</sup> horn – 15 sec after 1<sup>st</sup> horn

SIGNAL in MEDIA TIMEOUT WINDOW – G.C.O. raised fist, no response - beep, beep

There shall be 4 electronic media timeouts – length determined by EM agreement

1 per period at the 1<sup>st</sup> team called timeout above the 5 minute mark or 1st dead ball at or below 5 minute mark

The 1st team called timeout in the 2nd half is EM timeout (Does not replace EM timeout)

The 1st TO called in any extra period may become an EM timeout (Must be stipulated in Conference Agreement)

## STARTING OF GAME CLOCK

- Tossed ball on jump legally touched
- Inbounded ball legally touched
- Ball legally tapped
- Ball touches player on the court

**STARTING OF SHOT CLOCK – 30 seconds**

- Inbounds player legally touches ball on throw in
- Team gains possession following jump ball or unsuccessful try for goal
- Change of Team Control

STOP GAME CLOCK:

- When the officials SIGNAL fouls, held ball, violations or blows whistle for other reason
- When the ball clears the net on a made field goal in the last 59.9 sec of the final period and each overtime

**TIMING MISTAKE/MALFUNCTION:** Table personnel call out “CLOCK, CLOCK”

- Timer Starts/ Stops game clock at once
- Notify REF within Correctable Error timeframe (first/second dead ball)
- (Can notify by game horn if offensive indifference applies)

NEED TO CONTACT FLOOR OFFICIAL:

During dead ball, repeated beeping of horn

Table person requesting shall STAND to be seen by REF

5<sup>th</sup> FOUL/DISQUALIFIED PLAYER & DISQUAL HORN

- SCORER: *"5<sup>th</sup> Foul, Horn Please"*
- G.C.O.: Sound repeated beeping of horn
- SCORER/G.C.O.: Hand up with 5 fingers extended
- REF signals G.C.O. to start stopwatch; Timer sounds 1<sup>st</sup> horn immediately/2<sup>nd</sup> horn at 15 sec

**BLOOD/INJURY/CONTACTS HORN** - 1st horn at 5 sec/2<sup>nd</sup> horn at 20 sec

### ALTERNATING POSSESSION ARROW - SET:

- at start of game, team obtains the initial possession/control of ball
- after a violation or non-common foul, ball is placed at the disposal of thrower-in
- after a common foul, the ball is placed at the disposal of free thrower

### SWITCH ARROW

- the throw-in ends legally
- the throw-in team violates

### DO NOT SWITCH ARROW

- a team FOULS on an AP throw-in
- ball is intentionally kicked or fisted on AP throw-in

### ADVANCE BALL OUT OF BACKCOURT 10 sec - exceptions:

Defense causes OOB ..... Offense retains a held ball ..... Technical foul assessed to offense

**ADVANCING BALL OPTION:** In the last 59.9 sec of 4<sup>th</sup> quarter or any OT, the ball could be inbounded from the frontcourt 28 foot mark after an offensive team timeout.

### RESUMPTION OF PLAY:

First Occurrence: Warning issued to Head Coach and recorded in scorebook

Second/Subsequent Occurrence: Referee applies Resumption of Play procedure.

### TEAM WARNING FOR DELAY:

One team warning for each delay (recorded in scorebook)

SUBSEQUENT delay for that situation: Technical Foul

**“NOTE THE TIME” SIGNAL FROM REF:** Record game time (scorebook task)

### CORRECTABLE ERRORS

- Failing to award a merited free throw
- Awarding an unmerited free throw
- Permitting a wrong player to attempt a free throw
- Permitting a player to attempt a free throw at the wrong basket
- Erroneously counting or canceling a score.

### SUBSTITUTE

- Reported to table
- Waiting, beckoned in by official
- During timeout: before warning horn
- Between halves: before final horn
- Between 1st & 2nd or 3rd & 4th periods, before the warning horn
- Last 2 minute Instant Replay: Not until results reported to both coaches

### WHEN SUB CAN ENTER

- Dead Ball/Clock stopped (not after made FG in last 59.9 sec)
- Free Throw: Before final attempt or after successful final attempt
- Technical/Flagrant Free Throw: Before first or after last attempt
- DQ/Blood/Contacts: Before free throws or if no free throws all legally reported subs at table

### INJURY SUBS and FREE THROWS

- Injury: Coach/Bench personnel go on court: immediate sub (can use Timeout to “save” player) (Opponent can counter with substitute)
- Player unable to shoot free throw due to blood or disqualification: Substitute
- Technical Foul: Any player/team member

**INSTANT REPLAY:** The monitor review must reveal by “Indisputable Evidence” call is incorrect

- To determine if a flagrant 1 or 2 or contact dead ball technical foul or a fight occurred
- Foul Called: To determine the shooter, a 2 or 3 point attempt, or if wrong player attempted free throw
- Timing Mistake: Clock malfunctions and to determine elapsed time before clock stopped from time ball hit OOB
- Correctable Error: 2 or 3 point: at next media timeout or at end of 1st, 2nd, 3rd periods
- After last media timeout of 4th period and entire extra periods must use Correctable Error time frame
- Shot Clock and Out Of Bounds violations: Last 2 minutes of 4th period and overtimes
- End of any period: When clock reads zeros to determine shots, fouls, etc.