

**2026 Credit Union 1 Mountain West Men's Basketball Championship
Pregame Timing Sheet**

Date: **Wednesday, March 11, 2026**

Game No. 6: **#10 Fresno State** vs. **#7 Colorado State**
(Visitor) (Home)

| Time to Tipoff | Scoreboard Clock | Local Time | Scheduled Event |
|----------------|------------------|------------|----------------------------------------------------------|
| 60:00 | 57:00 | 5:05:00 PM | Scoreboard clock starts. Basketballs available to teams. |
| 18:00 | 15:00 | 5:47:00 PM | Playing of the sportsmanship video |
| 16:30 | 13:30 | 5:48:30 PM | Horn for National Anthem (Players line up). |
| 15:30 | 12:30 | 5:49:30 PM | National Anthem. (Teams remain on the court.) |
| 5:00 | 2:00 | 6:00:00 PM | Horn to clear floor for player introductions. |
| 3:00 | :00 | 6:02:00 PM | Player introductions. |
| :00 | | 6:05:00 PM | Tipoff. |

15-minute halftime and second game will begin at 8:35 p.m. or 30 minutes after the conclusion of the first game, whichever is later.

Game No. 7: **#11 San José State** vs. **#6 Boise State**
(Visitor) (Home)

| Time to Tipoff | Scoreboard Clock | Local Time | Scheduled Event |
|----------------|------------------|------------|----------------------------------------------------------|
| 30:00 | 27:00 | 8:05:00 PM | Scoreboard clock starts. Basketballs available to teams. |
| 5:00 | 2:00 | 8:30:00 PM | Horn to clear floor for player introductions. |
| 3:00 | :00 | 8:32:00 PM | Player introductions. |
| :00 | | 8:35:00 PM | Tipoff. |

Distribution (26 copies)

| | | | |
|--|-----------------------------------|--|----------------------------------|
| | Tournament Director | | Home Team Radio Position (3) |
| | Timeout Coordinator | | Visiting Team Radio Position (3) |
| | Clock Operator | | Home Team Head Coach (3) |
| | Public Address Announcer | | Home Team Locker Room (2) |
| | Television Truck/Producer | | Visiting Team Head Coach (3) |
| | MWN/Television Broadcast Position | | Visiting Team Locker Room (2) |
| | Tournament Media Coordinators (3) | | UNLV Production Room |