

## **Shot Clock Policy and Protocols**

### **Section 1. SHOT CLOCK DISPLAYS**

**Article 1.** A shot clock is one of two official visible timepieces, one at each end of the court.

**Article 2.** Shot clocks should be recessed and mounted on the backboard supports behind each backboard.

**Article 3.** An alternate timing device (stopwatch) or procedure shall be available when a visible shot clock malfunctions.

- a. If the shot clock(s) malfunction prior to the contest, the attempt will be made to rectify the malfunction without a significant delay to the start of the contest.
- b. If the malfunction cannot be remedied, an alternate clock system shall be used in place of the mounted shot clock(s)
- c. If the mounted shot clock is unavailable or not functioning, the contest will proceed without any shot clock for the full game, including overtime, unless it can be corrected at the end of a quarter.
  - Traditional NFHS timing rules will apply.
  - Schools are strongly encouraged to maintain operational equipment, but failure to do so shall not prevent the contest from being played.

**Article 4.** LED lights located around the shot clock may be used, but the lights shall only be activated for a shot clock violation.

**Article 5.** Nothing shall be attached to the shot clock mounting mechanisms that affects the visibility of the shot clock.

### **Section 2. GAME AND TABLE OFFICIALS**

**Article 1.** A shot clock operator will be located at the scorer's and timer's table. It is recommended that the timer and shot clock operator be seated next to each other.

### **Section 3. OFFICIALS' GENERAL DUTIES**

**Article 1.** Use the shot clock to administer the 10-second backcourt count (Rule 9-8). The 10-second count shall begin when the ball touches, or is legally touched by, a player on the court, in the backcourt on a throw-in or on player control on a rebound or jump ball. The official shall use a silent, visible 10-second count when the shot clock is off. The backcourt count shall not reset when:

- a. A held ball occurs, and the alternating-possession arrow favors the offensive team
- b. A defensive player causes the ball to be out of bounds resulting in a throw-in to the offensive team in their backcourt
- c. A charged timeout to the offensive team

**Article 2.** To indicate a shot clock violation, the official will give the stop clock signal followed by the tapping of the head and give a directional signal.

**Article 3.** To indicate a shot clock reset, the official will use a twirling motion of a pointed index finger above the head.

#### **Section 4. DUTIES OF SHOT CLOCK OPERATOR**

**Article 1.** Use a 35-second shot clock, in accordance with Rule 2-14.

**Article 2.** Use the shot clock for the entire game, including overtime(s), except when there is less time remaining on the game clock than in a shot clock period, in which case the shot clock display shall be turned off.

**Article 3.** Control a separate timing device with a horn that shall have a sound that is distinct and different from the game clock horn.

**Article 4.** Have an alternate-timing device available (stopwatch) or a procedure available in the case of failure or lack of availability of the electronic clocks.

**Article 5.** Start the shot clock:

- a. An inbounds player legally touches the ball after the throw-in has been released;
- b. A team gains control following a jump ball or unsuccessful try for goal; or
- c. There is a change in team control

**Article 6.** Stop the timing device and:

- a. Reset it to 35 seconds when:
  1. There is a change in team control;
  2. Team control is reestablished in the backcourt after the team loses control of the ball;

*Note: The mere touching of the ball by an opponent does not start a new shot clock period when the same team remains in control of the ball during loose-ball situations.*

3. A held ball occurs or inadvertent whistle occurs when there is no team control, and the alternating-possession arrow favors the defense or non-shooting team;
4. A try for goal contacts the ring or flange and the non-shooting team is first to gain control of the ball;
5. A single personal foul is committed by the defense/non-shooting team in the offense/shooting team's backcourt;
6. A single technical foul is committed;
7. A held ball occurs or any other situation where the alternating-possession arrow is used to determine team possession, and the alternating-possession arrow favors the defense/non-shooting team for a throw-in in their backcourt;
8. 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 or when there is doubt as to who last touched the ball and the possession arrow favors the defense/non-shooting team;
- b. Reset it 25 seconds when:
  1. The shooting team is the first to gain control of the ball in their frontcourt after an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live;
  2. A personal foul that is committed by the non-shooting team before the bonus is in effect in the shooting team's frontcourt and the shot clock is below 25 seconds:
    - a. Following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live; or

- 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

*Note: When the foul occurs in the backcourt, Shot Clock Protocol*

*4-6.a.5 applies.*

- 3. 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 or flange and remains live;
  - 4. The shooting team is awarded the ball for a throw-in after a simultaneous held ball or inadvertent whistle in its frontcourt when the alternating-possession arrow favors the shooting team following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live;
  - 5. The non-shooting team commits a violation of Rule 9-4 in the shooting team's frontcourt following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live;
- c. No reset when:
    - 1. The ball is deflected or caused to be out of bounds by a defensive player;
    - 2. A player is injured or loses a contact lens;
    - 3. A charged, or media time out has concluded;
    - 4. During team control as defined in Rule 4-12-1, a defensive player causes a held ball, and the alternating-possession arrow favors the offensive team;
    - 5. After any double personal or technical fouls or simultaneous personal or technical fouls when there is team control, unless the penalty for the foul results in a change of team control;
    - 6. After an inadvertent whistle when there is team control as defined in Rule 4-12-2 or following an unsuccessful try that does not contact the ring or flange and the alternating-possession arrow favors the shooting team;
    - 7. After a simultaneous held ball occurs during a throw-in, and the alternating-possession arrow favors the team that made the throw-in;
    - 8. After a simultaneous held ball occurs after an unsuccessful try that does not contact the ring or flange, and the alternating-possession arrow favors the shooting team;
    - 9. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds, or when there is doubt as to who last touched the ball and the alternating-possession arrow favors the offensive team;
      - Note: The offensive team, upon regaining possession of the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.*
    - 10. After a foul by the defensive team in the frontcourt and the shot clock is above 25 seconds;

**Article 7.** Sound the shot clock horn at the expiration of the shot clock period. This shot clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates zeroes, but the shot clock horn has not sounded, the shot clock time has not expired.

**Article 8.** Turn off the shot clock display when a reset situation occurs, and the game clock shows less time than that of a shot clock period.

**Article 9.** Allow the timing device to continue during a loose-ball situation when the offense retains control, when a field-goal try is attempted at the wrong basket, or when a field-goal try fails to contact the ring or flange.

**Article 10.** Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot clock period or whether a try for goal contacted the ring or flange.

### **Section 5. TIMING ERRORS**

**Article 1.** The officials shall make the final decision when there is doubt as to whether a score was made within the shot clock period or whether a try for goal contacted the ring or flange.

**Article 2.** When an obvious mistake by the shot clock operator has occurred (failing to start, stop, set or reset the shot clock) or when a shot clock malfunctioned, the mistake or the result of the malfunction may be corrected during the shot clock period in which it occurred and only when the official has definite information relative to the mistake or malfunction and the time involved.

### **Section 6. SHOT CLOCK VIOLATION**

**Article 1.** A shot clock period is the period of time beginning when the ball is legally touched on a throw-in or when team control is established or reestablished after a loss of team control and the shot clock is properly started. The shot clock period ends when the shot clock is properly started for the next shot clock period.

**Article 2.** A try for goal during the shot clock period is defined as the ball having left the shooter's hand(s) before the sounding of the shot clock horn and then contacting the ring or flange, or entering the basket.

**Article 3.** The team in control must attempt a try for goal as in Shot Clock Protocol 6-2 within the time allotted by Shot Clock Protocol 4-6.

**Article 4.** It is a violation when a try for field goal does not leave the shooter's hand(s) before the expiration of the allotted shot clock time (as indicated by the sounding of the shot clock horn) or when it does leave the shooter's hand(s) before the expiration of the allotted shot clock time and the try does not subsequently contact the ring or flange or enter the basket.

### **Shot Clock Reset Scenarios**

This document's purpose is to help stakeholders understand the new shot clock resets by presenting different scenarios and illustrations. It does not replace the rule book. To appropriately understand these examples, some preliminary information is provided.

#### **Terminology:**

1. **Offense:** The offense is the team in control of the ball:
  - a. When a player of the team is holding or dribbling the ball (including a free-throw shooter)
  - b. During an interrupted dribble
  - c. When the defense knocks the ball away, or
  - d. When the ball is being passes between teammates

2. **Defense:** The defense is the team not in control of the ball; in other words, the opponent of the offense.  
*Note: When the ball is released for a try (field-goal attempt or free-throw attempt) or the ball is dead, there is no offense or defense.*
3. **Shooting team:** The shooting team is the team whose player has released the ball for a field goal or free-throw and retains this status until the ball is in control of either team.
4. **Non-shooting team:** The non-shooting team is the team which does not attempt a field goal or free-throw and retains this status until the ball is in control of either team.

This guide will break down the various shot clock resets by the type of reset discussed.

### **1. Shot clock resets to 35 seconds**

The shot clock resets to 35 seconds when:

- a. A shot contacts the ring or flange and is held at that time until control is gained by either team.
- b. Before the first or only free throw is attempted for any foul.
- c. When a team gains control of the ball in their backcourt.
- d. When the defense commits a personal foul in the offense's backcourt, or the shooting team commits a foul against the non-shooting team before the bonus is in effect.
- e. When an offensive foul is committed.
- f. When there is a violation which causes a change in team control or is committed by: 1) the shooting team or 2) by the non-shooting team in the shooting team's backcourt following a try when contacts the ring or flange.
- g. When the defense or non-shooting team is awarded, the ball following a held ball or alternating-possession procedure.
- h. An inadvertent whistle occurs when there is no team control, and the alternating-possession arrow favors the non-shooting team.
- i. An inadvertent whistle occurs when the ball is in the shooting team's backcourt following an unsuccessful try that contacts the ring or flange and the alternating-possession arrow favors the shooting team.

### **2. Shot clock resets to 25 seconds when at 24 seconds or less, or no reset when it displays 25 seconds or more**

There are three infractions which apply to this reset: a personal foul committed by the defense in the offense's frontcourt before the bonus is in effect, when the defense intentionally kicks or fists the ball, or when there is a foul by the non-shooting team in the shooting team's frontcourt during a try that does not contact the ring or flange.

**Play 1:** While A1 is dribbling the ball in the frontcourt, B1 fouls A1. Team A is not in the bonus. The shot clock shows (a) 28 seconds or (b) 23 seconds.

**Ruling 1:** In (a), the shot clock will remain at 28 seconds. In (b), the shot clock will be reset to 25 seconds because it shows less than 25 seconds.

**Play 2:** While A1 is dribbling the ball in the backcourt, B1 fouls A2 in Team A's frontcourt. Team A is not in the bonus. The shot clock shows (a) 28 seconds or (b) 23 seconds.

**Ruling 2:** In (a), the shot clock will remain at 28 seconds. In (b), the shot clock will be reset to 25 seconds because it shows less than 25 seconds.

*Note: The determining factor is the location of the foul, **NOT** the location of the ball.*

**Play 3:** While A1 is dribbling the ball in the backcourt, B1 fouls A1. Team A is not in the bonus. The shot clock shows (a) 28 seconds or (b) 23 seconds.

**Ruling 3:** In both (a) and (b), the shot clock will be reset to 35 seconds because the foul was committed in Team A's backcourt.

**Play 4:** A1 is dribbling the ball in the frontcourt when B1 knocks the ball away. While the ball is loose, B1 fouls A1. Team A is not in the bonus. The shot clock shows (a) 28 seconds or (b) 23 seconds.

**Ruling 4:** Even though the ball is loose, Team A retains control of the ball when B1 knocked it away. In (a), the shot clock will remain at 28 seconds. In (b), the shot clock will be reset to 25 seconds because it shows less than 25 seconds.

**Play 5:** A1's try for goal fails to contact the ring or flange. While the ball is loose, B1 intentionally kicks that ball either in Team A's frontcourt or backcourt. The shot clock shows (a) 28 seconds or (b) 23 seconds.

**Ruling 5:** In (a), the shot clock will remain at 28 seconds. In (b), the shot clock will be reset to 25 seconds because it shows less than 25 seconds.

*Note: When a try does not contact the ring or flange, the shot clock continues to run.*

**Play 6:** A1's try for goal fails to contact the ring or flange. While the ball is loose, B1 commits a personal foul against A2 in Team A's frontcourt before the bonus is in effect. The shot clock shows (a) 28 seconds or (b) 23 seconds.

**Ruling 6:** In (a), the shot clock will remain at 28 seconds. In (b), the shot clock will be reset to 25 seconds because it shows less than 25 seconds.

### **3. Shot clock reset to 25 seconds after the ball contacts the ring or flange following an unsuccessful try**

The shot clock will reset to 25 seconds, regardless of the time it displays, when an unsuccessful field-goal or free-throw attempt contacts the ring or flange, and the ball is:

- (1) First controlled by the shooting team in their frontcourt or

- (2) Play is stopped before either team gains control of the ball
  - (a) For an infraction committed by the non-shooting team in the shooting team's frontcourt or
  - (b) When play is stopped in the shooting team's frontcourt, and the shooting team is awarded the ball due to an alternating-possession procedure.

When the shot contacts the ring or flange, the shot clock operator will reset and hold the shot clock at 35 seconds. When the non-shooting team controls the ball first, or the shooting team controls the ball first in their backcourt, the shot clock operator will start the shot clock. When the shooting team controls the ball first in their frontcourt, the shot clock operator will reset the shot clock to 25 seconds and will start the shot clock.

**Play 7:** A1's shot contacts the ring and is unsuccessful. A2, who is in Team A's (a) frontcourt or (b) backcourt, is the first to control the ball.

**Ruling 7:** In both (a) and (b), the shot clock operator will reset the shot clock to 35 seconds when the ball contacts the ring. In (a), when A2 controls the ball, the shot clock is reset to 25 seconds and is started. In (b), the shot clock will start to run when A2 controls the ball.

**Play 8:** A1's shot contacts the ring and is unsuccessful. B1 intentionally kicks the ball while in Team A's (a) frontcourt or (b) backcourt.

**Ruling 8:** In both (a) and (b), the shot clock operator will reset the shot clock to 35 seconds when the ball contacts the ring. In (a), when B1 intentionally kicks the ball in Team A's frontcourt, the shot clock resets to 25 seconds. In (b), when B1 intentionally kicks the ball in Team A's backcourt, the shot clock resets to 35 seconds.

**Play 9:** A1's shot contacts the ring and is unsuccessful. Before any player gains control of the ball, B1 fouls A2 in Team A's (a) frontcourt or (b) backcourt. Team A is not in the bonus.

**Ruling 9:** In (a), the shot clock resets to 25 seconds. In (b), the shot clock resets to 35 seconds.

**Play 10:** A1's shot contacts the ring and is unsuccessful. B1 and A2 simultaneously grab the ball, causing a held ball.

**Ruling 10:** When the alternating-possession arrow favors Team B, the shot clock is reset to 35 seconds. When the arrow favors Team A, the shot clock is reset to 25 seconds.

**Play 11:** A1's shot contacts the ring and is unsuccessful. B1 grabs the rebound and then A2 grabs the ball, causing a held ball. The alternating arrow favors Team A.

**Ruling 11:** The shot clock resets to 35 seconds because there is a change of team control. Team B had control of the ball first when B1 secured the rebound. If A2

had been able to take the ball away from B1, this is also a change of team control, and the shot clock would reset to 35 seconds.

**Play 12:** A1's shot contacts the ring and is unsuccessful. Before any player can control the ball, (a) there is an inadvertent whistle or (b) A1 and B2 commit a double personal foul.

**Ruling 12:** There is no team control in either (a) or (b); play resumes using the alternating-possession procedure. In (a) and (b), when the arrow favors Team B, the shot clock resets to 35 seconds. When the alternating-possession arrow favors Team A, the shot clock resets to 25 seconds when at the time of the whistle the ball is in the shooting team's frontcourt and 35 seconds when it is in their backcourt.

#### **4. No reset**

There are situations following a shot which do not result in a reset of the shot clock when the shooting team is awarded control of the ball.

**Play 13:** A1's shot is released and fails to contact the ring. Before any player can control the ball, (a) there is an inadvertent whistle or (b) A1 and B2 commit a double personal foul. There are 20 seconds on the shot clock.

**Ruling 13:** There is no team control in either (a) or (b); play resumes using the alternating-possession procedure. When the alternating-possession arrow favors Team B, the shot clock resets to 35 seconds. When the alternating-possession arrow favors Team A, they will have the unexpired time on the shot clock (20 seconds).

**Play 14:** A1's shot is blocked. A1 and B1 simultaneously hold the ball resulting in a held ball. There are 20 seconds on the shot clock.

**Ruling 14:** Play will resume using the alternating-possession procedure. When the alternating-possession arrow favors Team B, the shot clock resets to 35 seconds. When the alternating-possession arrow favors Team A, they will have the unexpired time on the shot clock (20 seconds).

#### **5. Special situations**

When there is less time on the game clock than in a shot clock period, the shot clock display is turned off. It is now possible for a shot clock that has not displayed any time to be reset to 25 seconds.

**Play 15:** B1 travels with 34 seconds left in the first period. Team A inbounds the ball and A1 shoots the ball. The shot contacts the ring and A2 secures the rebound in the frontcourt with 28.7 seconds on the game clock.

**Ruling 15:** The shot clock operator will reset the shot clock to 25 seconds, as there is more time on the game clock than in a shot clock period."