



BASKETBALL SHOT-CLOCK INFORMATION

Please share with all timers, coaches, and officials.

DUTIES OF SHOT-CLOCK OPERATOR

The shot-clock is used for the entire game, including overtime periods. The shot-clock operator shall control a separate timing device with a horn that shall have a sound distinct and different from that of the game-clock. An alternate timing device shall be available. In addition, the shot-clock operator shall:

I. Start the timing device when a player in bounds legally touches or is touched by the ball on a throw-in or when a team initially gains possession from a jump ball, an unsuccessful try for goal or a loose ball.

II. Stop the timing device and reset it:

- a. When team control is re-established after the team loses possession of the ball
- b. When a foul occurs
- c. When a held ball occurs
- d. When a try for goal strikes the ring or flange
- e. When a violation occurs
- f. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle

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.

III. Stop the timing device and continue time without a reset when play begins under the following circumstances:

- a. The ball is deflected out of bounds by a defensive player
- b. A player is injured or loses a contact lens
- c. A charged time-out has concluded
- d. During team control a defensive player causes a held ball and the alternating-possession arrow favors the offensive team
- e. After a double personal foul, simultaneous personal foul or an inadvertent whistle when there is team control
- f. After any technical foul(s) is assessed to the team in control of the ball, or to the team entitled to the ball before it is at the disposal of the thrower-in, or to bench personnel or followers of that team, when these conditions exist
- g. After a simultaneous held ball occurs during a throw-in and the alternating-possession arrow favors the throw-in 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.

IV. 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 :00 but the shot-clock horn has not sounded, the shot-clock time has not expired.

V. Turn off the shot-clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period.

VI. Allow the timing device to continue during a loose-ball situation when the offense retains possession or when a field-goal try is attempted at the wrong basket.

VII. 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.

- a. When there is doubt whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange, any activity before the next live ball shall be canceled, with the exception of any flagrant foul, intentional foul or direct or indirect technical foul.

VIII. When an obvious mistake by the shot-clock operator has occurred in failing to set or reset the shot-clock, the mistake may be corrected in the shot-clock period in which it occurred only when the referee has definite information relative to the mistake and time involved. Any activity after the mistake has been discovered shall be canceled, excluding any flagrant foul, intentional foul, or technical foul.