



# SHOT CLOCK OPERATOR INSTRUCTIONS



- The **35**-second shot-clock period must be controlled by a visible shot clock – one at each end of the court.
- The shot-clock operator must be seated with the crew at the scorer's table.
- If one shot clock malfunctions, continue the game with the working shot clock. An alternate-timing device and procedure must be available when **BOTH** shot clocks malfunction.

## START SHOT CLOCK when:

- A throw-in pass has been legally touched by a player inbounds.
- A team gains possession following a:
  - Rebound from a try that hits the rim.
  - Jump ball.
  - Loose ball after a jump ball or a rebound from a try that hits the rim.



**Shot Clock Violation**



**Shot Clock Reset**

## STOP SHOT CLOCK when an official's whistle sounds.

## SOUND THE SHOT CLOCK HORN at the expiration of the shot clock period.

- This shot clock horn does not stop play unless recognized by an official's whistle.
- When the shot clock indicates zeroes, the shot clock time has expired. A shot clock try for field goal is defined as the ball having left the shooter's hand(s) before the sounding of the shot clock horn and the try striking the ring, flange, or entering the basket.
- 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.

## STOP SHOT CLOCK AND FULL RESET following:

- A change in team control. (When an opponent simply touches the ball, this does not trigger a shot-clock reset if the same team remains in control of the ball during the same shot-clock period.)
- A single personal foul is charged.
- A single technical foul is assessed.
- There is a held ball and the defensive team has the possession arrow.
- A try hits the rim or flange and is controlled by a player on either team.
- When the ball is released on a try and becomes lodged between the backboard and rim (regardless of which direction the AP arrow is pointing).
- Any violation occurs.
- There is a held ball during a throw-in, and the non-throwing team is entitled to the next AP throw-in.
- A ball goes out of bounds after being simultaneously touched by two opponents, or there is uncertainty about which player caused the ball to be out of bounds, and the AP arrow is pointing toward the defensive team's basket.
- There is an inadvertent whistle when there was no player or team control.

## STOP SHOT CLOCK AND NO RESET following:

- A deflection out-of-bounds by a defensive player.
- A held ball and the offensive team retains possession of the ball by the AP arrow procedure.
- A time-out.
- An official's time-out for an injured player, lost glasses or contact lens.
- A ball goes out of bounds after being simultaneously touched by two opponents or there is uncertainty about which player caused the ball to be out of bounds, and the offensive team retains possession of the ball by the AP arrow procedure.
- An inadvertent whistle when there is team control.

## ALLOW CLOCK TO RUN:

- During loose-ball situations when the offense retains control.
- When a field goal try is attempted at the wrong basket.
- When a field goal try has failed to hit the rim or flange.

## TURN OFF SHOT CLOCK when there is a reset situation and there is less time remaining on the game clock than that of the shot clock period.