



CONNECTICUT 35-SECOND SHOT CLOCK GUIDELINES FOR 2023-2024



RULE 2-14 SHOT CLOCK

By state association adoption, effective with the 2022-2023 season, member state associations may establish a shot clock in which the team in control shall attempt a try for field goal within 35 seconds after gaining team control.

ART. 1 This shall be regulated by a visible shot clock.

ART. 2 The tap or try for field goal shall leave the shooter's hand before the expiration of time and subsequently strike the rim or enter the basket before or after the shot clock period has expired.

THE GUIDELINES:

SHOT CLOCK DISPLAYS

1. A shot clock is one of the two official visible timepieces – one at each end of the court.
2. The shot clocks should be recessed and mounted on the backboard supports behind each backboard. If that is not practical or possible, the shot clocks should be visibly posted on the wall behind the baskets, not blocked from sight by the backboard.
3. 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.
4. LED lights located around the shot clock may be used, but the lights shall only be activated for a shot clock violation.
5. Nothing shall be attached to the mounting mechanisms of the shot clock that affects the visibility of the shot clock.

THE SHOT CLOCK TIME PERIOD

NOTE: This shot clock horn shall not stop play unless recognized by an official.

1. A shot clock period begins when the ball touches, or is legally touched by, a player on the court ending a throw-in or when team control is established or re-established after loss of team control and the shot clock has properly started. The shot clock period ends when the shot clock is properly started for the next shot clock period.
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 striking the rim or flange, or entering the basket.
3. The team in control must attempt a try for a field goal within the 35-second shot clock period.
4. It is a violation when a try for field goal does not leave the shooter's hand(s) before the expiration of the shot clock period (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 shot clock period and the try does not subsequently strike the rim or flange or enter the basket.

TABLE OFFICIALS

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.

GAME OFFICIALS' DUTIES

1. Use the shot clock to administer the 10-second backcourt count (9-8). During a throw-in, the shot clock and backcourt count starts when the ball is legally touched by any player inbounds. Use a silent, visible 10-second count when the shot clock is not in use or malfunctions.
2. Shot clock violation signal - stop clock followed by the tapping of the head and give directional.
3. Shot clock reset signal is a rolling motion of a pointed index finger above the head.
4. The official's decision is final on a score or a shot contacting the rim or flange.

5. If the official has knowledge, they can correct any shot clock timing error during that shot clock period only.

THE SHOT CLOCK OPERATOR

NOTE: If at any time, the shot clock operator is not sure if there should be a reset, DO NOT reset. It is easier to hit the reset button than to have the shot clock put back to the unexpired time.

1. Use a 35-second shot clock in accordance with Rule 2-14.
2. Use the shot clock the entire game, including extra periods, except when there is less time remaining on the game clock than on the shot clock. In this case, the shot clock shall be turned off.
3. Control a separate timing device with a horn that shall have a distinct sound different from the game clock horn.
4. The shot clock will be turned off if it malfunctions during the contest.
5. Start the shot clock when:
 - a. On a throw-in, the ball touches, or is legally touched by, a player on the court;
 - b. A team gains initial control after a jump ball or unsuccessful try for goal;
 - c. There is a change in possession.
6. Stop the timing device and reset to full amount:

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.

- a. When there is a change in team control and the ball remains live or after a score by the opponent.
- b. When any of the following occurs:
 - A single personal foul;
 - A single technical foul assessed to the defensive team;
 - During team control, a defensive player causes a held ball, and the alternating-possession arrow favors the defensive team;
 - A try for goal strikes the rim or flange and then control is gained by either team;
 - A violation and the defense is awarded the ball for a throw-in;
 - A held ball or any other situation where the alternating-possession arrow is used to determine team possession and the alternating-possession arrow favors the defense for the throw-in;
 - 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 possession arrow favors the defensive team;
 - There is an inadvertent whistle and there was no player or team control at the time of the whistle.
7. Stop the timing device and continue time without a reset when play is stopped under these 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;
 - d. 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;
 - e. 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 possession;
 - f. After an inadvertent whistle when there is team control;
 - g. After a held ball occurs during a throw-in, and the alternating-possession arrow favors the team that made the throw-in;
 - h. When a held ball occurs after an unsuccessful try that does not contact the rim or flange, and the alternating-possession arrow favors the shooting team;
 - i. 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.

8. Sound the shot clock horn at the expiration of the shot clock period. The shot clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates zeroes, the shot clock time has expired.
9. Turn off the shot clock when a reset situation occurs, and the game clock shows less time than that of a shot clock period.
10. Allow the timing device to continue during loose-ball situations when the offense retains control or when a field goal try is attempted at the wrong basket or when a field goal try has failed to hit the rim or flange.
11. Allow the game officials to make the final decision when there is doubt as to whether a score was made the shot clock period or whether a try for goal contacted the rim or flange.

Reset to full 35-seconds when any of the following occurs:

- a. A missed shot hits the rim or flange, and possession is gained by either team.
- b. When **ANY** violation occurs.
- c. After a change in possession
- d. A single personal foul.
- e. A single technical foul assessed to the defensive team.
- f. All jump ball situations where the AP-arrow favors the defense.
- g. A defensive player causes a held ball, and the arrow favors the defensive team.

There is NO reset when:

- a. the shot fails to hit the rim or flange.
- b. the ball is deflected out of bounds by a defensive player.
- c. a player is injured or loses a contact lens.
- d. there is a time-out.
- e. any double personal or double technical fouls where possession does not change.
- f. a throw-in strikes the rim or flange.

NOTE: This shot clock horn shall not stop play unless recognized by an official.

NOTE: All held balls where the possession arrow favors the defense, reset the shot clock; All held balls where the possession arrow favors the offense, DO NOT reset the shot clock.

SHOT CLOCK VIOLATIONS

1. The ball must leave the shooter's hand prior to the shot clock horn **OR**
2. When it does leave the shooter's hand before the expiration of the shot clock and the try does not strike the rim, flange or enter the basket.

NOTE: If at any time, the shot clock operator is not sure if there should be a reset, DO NOT reset. It is easier to hit the reset button than to have the shot clock put back to the unexpired time.

TIMING ERRORS

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 rim or flange.
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 has 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.