

# IAABO—HIGH SCHOOL SHOT CLOCK OPERATOR'S INSTRUCTIONS

Prepared by the Visualization and Education Committee of the International Association of Approved Basketball Officials, Inc.

## PROCEDURES

- Shot clock shall be used entire game . . . including any overtime periods
- Shot clock duration for 30/35 seconds per State association

## START SHOT CLOCK

- **Throw-In:** When an in-bounds player touches or is touched by the ball  
(**Exception: Kicking ball**)
- **Jump Ball:** When a player gains **CONTROL** of ball
- **Missed Try:** When a player gains **CONTROL** of ball
- **Missed Free Throw:** When a player gains **CONTROL** of ball
- **Loose Ball:** When a player gains **CONTROL** of ball

## OFFICIALS' SIGNALS

- **RESET:** A whirling motion of a pointed index finger above head
- **VIOLATION:** Official taps top of head with open palm

## WHEN TO RESET

- Floor violations (except kicking)
- Intentionally kicked ball: reset as per league or State association
- Ball hits ring on a try or tap (shot clock stops) reset when team control acquired
- Opponent secures **CONTROL** of the ball
- Personal foul
- Try/tap fails to hit ring and is recovered by opponent
- Heldball(if **DEFENSIVE** team has A/P arrow)
- Technical foul

## WHEN NOT TO RESET

- Defensive team touches ball, but does **NOT** gain **CONTROL**
- Defensive team causes ball to go out of bounds
- Defensive team causes a **HELD BALL**, but **OFFENSIVE** team has A/P arrow
- **Blocked tries/taps** recovered by the **OFFENSIVE** team
- Try/tap fails to hit ring and is recovered by **OFFENSIVE** team
- **Held ball** during a **throw-in** and **OFFENSIVE** team has A/P arrow
- Time-out is granted
- Game is stopped due to injury or loss of glasses/contact lens
- Game is stopped due to blood rule
- Any shot at **WRONG** basket

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