

SHOT CLOCK Information (2009-10)

START shot clock when:

1. a team gains possession on a:
 - a. rebound.
 - b. jump ball.
 - c. loose ball after a rebound or jump ball
2. an official signals that an inbounds player touches the ball on a throw-in.

STOP shot clock when:

1. an official's whistle sounds.

FULL RESET when:

1. there is a change of possession with a new team in control.
2. there is a single personal foul.
3. there is a single technical foul on either team.
4. a try (not a pass) hits the rim or flange then a team possesses the ball.
5. there is a violation (except a kicking or fisting violation).
6. there is an inadvertent whistle with no team control.

RESET to 15 seconds when:

1. there is an intentionally kicked or fisted ball with 14 seconds or less on the shot clock.

NO RESET when:

1. the offense retains possession after the following:
 - a. a held ball.
 - b. an out-of-bounds violation.
2. there is an intentionally kicked or fisted ball with 15 seconds or more on the shot clock.
3. there is an injured player.
4. there is a timeout.
5. a double foul (any type) occurs.
6. there is an inadvertent whistle with team control.

ALLOW shot clock to run:

1. during loose ball situations.
2. during a try for goal.
3. **BE PATIENT! – Thank you!**

TURN OFF shot clock when:

1. there is a reset situation and there are less than 35 seconds remaining on the game clock.