FHSAA Basketball Shot Clock Officials Mechanics

1. Use the shot clock to administer the 10-second backcourt count (9-8). The 10-second count shall begin when the ball touches, or is legally touched by, a player on the court, in the backcourt on a throw-in or on player control on a rebound or jump ball. The official shall use a silent, visible 10 second count when there is no shot clock visible.

2. To indicate a shot clock violation, the official(s) will give the stop clock signal followed by the tapping of the head and give a directional signal.

3. To indicate a shot clock reset, the official(s) will use a rolling motion of a pointed index finger above the head.

NOTE : NFHS Rule 4-10 is not in effect. There shall be no closely guarded count by the official when the shot clock is in use.

FHSAA Basketball Shot Clock Violation(s)

1. A shot clock period begins when the ball touches or is legally touched by, a player on the court on a throw-in or when team control is established or re-established after loss of team control and the shot clock is 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 ring 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 ring or flange or enter the basket.

FHSAA Basketball Shot Clock Operator

NOTE : NFHS Rule 4-10 is not in effect. There shall be no closely guarded count by the official when the shot clock is in use.

The shot-clock operator shall:

1) Use a 35-second shot clock for all boys and girls games utilizing the shot clock as noted in the game contract.

2) Use the shot clock for the entire game, including extra periods, except when there is less time remaining on the game clock than on the shot clock, in which case the shot clock shall be turned off.

3) Control a separate timing device with a horn that shall have a sound that is distinct and different from that of the game-clock horn.

4) Have an alternate timing device available in lieu of a primary shot clock failure.

5) Start the timing device when a player inbounds 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 when possession is gained of a loose ball after a jump ball or unsuccessful try for goal.

FHSAA Basketball Shot Clock Operator

The shot-clock operator shall:

6) Stop the timing device and RESET it to the regulated time:

a. When team control is re-established after a team loses possession of the ball.

b. When the following occurs:

i. A single personal foul.

ii. A single technical foul.

iii. A single flagrant technical foul; or

iv. A single intentional technical foul.

c. When a held ball occurs (Exception: Unless the possession arrow favors the offense)

FHSAA Basketball Shot Clock Operator

The shot-clock operator shall:

6) Stop the timing device and RESET it to the regulated time:

d. When a try for a goal strikes the ring or flange and then possession is gained by either team.

e. When a violation occurs.

f. When an intentionally kicked ball occurs with 19 seconds or less remaining, set to 20 seconds.

g. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

h. 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.

FHSAA Basketball Shot Clock Operator

The shot-clock operator shall:

7) 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. When an intentionally kicked ball occurs with 20 seconds or more remaining.

c. A player is injured or loses a contact lens.

d. A charged timeout has concluded.

e. During team control, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team;

FHSAA Basketball Shot Clock Operator

The shot-clock operator shall:

7) Stop the timing device and continue time WITHOUT A RESET when play begins under the following circumstances:

f. After any double foul or simultaneous personal foul or technical fouls when there is team control.

g. After an inadvertent whistle when there is team control.

h. After a simultaneous held ball as described in Rule 4-25 occurs during a throw-in; and

FHSAA Basketball Shot Clock Operator

The shot-clock operator shall:

7) Stop the timing device and continue time WITHOUT A RESET when play begins under the following circumstances:

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.

j. 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.

FHSAA Basketball Shot Clock Operator

The shot-clock operator shall:

8) When an intentionally kicked ball occurs during a throw-in with 19 seconds or less remaining, the shot clock shall be set to 20 seconds. When an intentionally kicked ball occurs during a throw-in with 20 seconds or more remaining, the shot clock shall not be reset.

9) 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 zeros but the shot-clock horn has not sounded, the shot-clock time has not expired.

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

FHSAA Basketball Shot Clock Operator

The shot-clock operator shall:

11) 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.

12) 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, except for any flagrant foul, intentional foul or technical foul.