

# **SHOT CLOCK GUIDELINES FOR USE**

*The 35-second shot clock may be used only in approved varsity basketball tournaments or shootout-style events in the state of Missouri and involving MSHSAA member schools. See **Shot Clock Allowance Process** for more information.*

## **SHOT CLOCK VIOLATION**

- A shot clock try for field goal is defined as the ball having left the shooter's hand before the sounding of the shot clock horn and then striking the ring or flange or entering the basket.
- The team in control must attempt a try for a field goal within the 35 second shot clock period.
- It is a violation when a try for a field goal does not leave the shooter's hand before the expiration of the allotted shot clock time or when it does leave the shooter's hand before the expiration of the allotted shot clock time and the try does not strike the ring or flange or enter the basket.

## **SHOT CLOCK GUIDELINES FOR OFFICIALS**

- Use the shot clock to administer the 10-second backcourt count.
- To indicate a shot clock violation, the official will give the stop clock signal followed by the taping of the head and giving a directional signal.
- To indicate a shot clock reset, the official will use a rolling motion of a pointed index finger above the head.

## **TIMING ERRORS**

- 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 a goal contacted the ring or flange.
- When an obvious mistake by the shot clock operator has occurred in failing to start, stop, set or reset the shot clock or when a shot clock has malfunctioned, the mistake or the malfunctioning problem may be corrected in the shot clock period in which it occurred - only when the official has definite information relative to the mistake and the time involved.

## SHOT CLOCK GUIDELINES FOR OPERATORS

- Use the shot clock the entire game, including extra periods.
- 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.
- Have an alternate timing device (stop watch) or procedure available in the case of failure or lack of availability of the electronic clocks.
- **START** when:
  1. A team gains possession on a:
    - Rebound
    - Jump ball
    - Loose ball after a rebound or jump ball
    - Live ball throw-in after a made basket
  2. An official signals that an inbounds player touches the ball on a throw-in
- **STOP** when
  1. An official's whistle sounds
- **FULL RESET (35 seconds)** when there is:
  1. A change of possession with a new team in control
  2. A single personal foul
  3. 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. A violation
  6. An inadvertent whistle with no team control
  7. A held ball that occurs and there is a change of team possession
  8. A tap or try that fails to hit the rim and is recovered by the opponent
  9. A try for a goal that lodges between the backboard and the basket support
- **NO RESET** when:
  1. The offense retains possession after the following:
    - A held ball
    - An out-of-bounds violation
  2. There is an injured player
  3. A timeout is called
  4. A double foul (any type) occurs
  5. There is an inadvertent whistle with team control
- **ALLOW TO RUN** when:
  1. During loose ball situations
  2. During a try for goal (even when try is at the wrong basket)
  3. When a blocked shot remains inbounds and is recovered by the offensive team
- **TURN OFF** when:
  1. There is a reset situation and there are less than 35 seconds remaining on the game clock