

Basketball Shot Clock Rules for WCAC, IAC, MAC, and PVAC Schools

The Shot Clock Operator Guidance:

- 1) Use a 30-second shot clock.
- 2) The shot clock will be used for the entire game and overtime. It will be turned off when there is less time on the game clock than on the shot clock. In this situation, the shot clock will be turned off.
- 3) The shot clock should be a separate device with a distinct horn from the game clock horn. This should be tested by game management before the scheduled contest and tested by the Referee before the game.
- 4) The school should have an alternate electronic timing device, if possible.

The **shot clock starts** when:

- 1) On a throw-in, the ball is legally touched by an inbounds player.
- 2) A team gains control after a jump ball.
- 3) A team gains control after an unsuccessful field goal or free throw.
- 4) There is a change in team control.

In these situations, there will be **no reset of the shot clock**:

- 1) The ball is knocked out of bounds by the defense.
- 2) Timeout by either team.
- 3) Held Ball and the AP Arrow points to the offensive team.
- 4) Stoppage of play due to Injury, Blood Scenarios, or Loss of Contact Lenses.
- 5) A double personal or double technical foul.
- 6) An inadvertent whistle when there is Team Control.
- 7) A try or tap that does not touch the ring.

In these situations, the **shot clock will be reset to 30 seconds**:

- 1) After a change in team control, and the ball remains live. (e.g., a steal or interception)
- 2) After a score by the opponent, once the throw-in is legally touched (inbounds).
- 3) A try for goal, pass, or deflection that strikes the ring or flange, and the non-shooting team gains control of the ball.
- 4) Held Ball occurs, and the defensive team has the AP Arrow.
- 5) After a single technical foul.
- 6) After a single personal foul against the defensive team in the backcourt.
- 7) An inadvertent whistle occurs when there was no player control or team control at the time of the whistle, and the AP Arrow favors either team for a throw-in in their backcourt.
- 8) When a violation is committed by the offense in their front court, and the opposing team will receive the ball in their backcourt. (e.g., traveling in your front court)
(continued on back)

- 9) During a jump ball, one team causes the ball to go out of bounds in the opposing team's backcourt.

The following situation Only Applies to WCAC, MAC, and IAC (Not PVAC)

In these situations, the **shot clock will be reset to 20 seconds or the time remaining (whichever is greater)** when the following occurs:

- 1) A non-shooting personal foul is assessed on the defensive team, and the ball is inbounded in the front court.
- 2) When a kicking or fisting violation is committed by the defense and the ball is inbounded in the front court or back court.
- 3) Note: This rule applies only when the foul or violation in 1 & 2 above occurs before a try for goal that hits the ring or flange.
- 4) An inadvertent whistle or double foul occurs when there was no player or team control, and the AP Arrow favors the offensive team for a throw-in in the front court.

In this situation, the **shot clock will be reset to 20 seconds:**

- 1) A try for goal, pass, or deflection that strikes the ring or flange, and the shooting team gains control of the ball.
- 2) The free-throwing team is the first to gain control of the ball after an unsuccessful free-throw attempt that remains in their frontcourt.
- 3) If Team B has control of the ball in their backcourt and commits a player control foul, team control foul, traveling, double dribble, out-of-bounds violation, etc. Team A will receive the ball at one of the four spots, and the shot clock will reset to 20 seconds.
- 4) A foul occurs on a rebound by the non-free throwing team on an unsuccessful try or free throw in the offensive team's front court.
Note- If the ball rebounded into the backcourt and a foul occurs by the non-free throwing team, the shot clock would reset to 30 seconds.
- 5) After an unsuccessful field goal or free throw, that will remain in play and there is a held ball, and the AP Arrow favors the shooting team.
- 6) After a try, pass, or deflection strikes the ring, and there is a kicking or fisting violation by the defense and the shooting team is awarded a throw-in in the front court.
- 7) If a team commits a backcourt violation, this is now the opposing team's front court and the shot clock will reset to 20 seconds, and the opposing team will receive the ball at one of the four spots.
- 8) If a held ball occurs in Team B's backcourt and the AP Arrow is pointing towards Team A they will receive the ball at one of the four spots and a reset of 20 seconds.
- 9) During a jump ball, one team causes the ball to be out of bounds, and the other team is awarded the ball for a throw-in in the front court.

- 10) After a shot, pass, or deflection that strikes the ring of Team A and is batted out of bounds in the backcourt, the ball will be awarded to Team B. This is Team B's front court; therefore, the shot clock will reset to 20 seconds.

The following situation Only Applies to PVAC (Not WCAC, MAC, and IAC)

In these situations, the **shot clock will be reset to 30 seconds:**

- 1) Following any score (When the ball contacts the ring and/or clears the bottom of the net, the operator should click and hold the 30-second reset button until the ball is touched in play).
- 2) When a change of control/possession occurs, and the ball remains live.
- 3) When a held ball occurs, and the AP favors the defense.
- 4) When a try or tap strikes the ring or flange. (When the ball strikes the ring or flange, the operator should click and hold the 30-second reset button.
 - a. During the rebound, when the ball is controlled by either team, the operator should release the button for a 30-second reset.
- 5) When a defensive personal foul occurs.
- 6) When a violation occurs.
- 7) On all single technical fouls, regardless of ball location.
- 8) When an inadvertent whistle occurs and neither team is in control.

In this situation, the **shot clock will be reset to 15 seconds:**

- 1) When a ball is illegally touched (kicked/fisted) by the defense with 15 seconds or less remaining in the offense's possession. {When a ball is illegally touched (kicked/fisted) by the defense with 15 seconds or greater remaining, the shot clock stays where it is.]