

## **IAC / MAC SHOT CLOCK OPERATOR REFERENCE GUIDE:**

### **↻START** shot clock when:

1. A team gains **POSSESSION** after:
  - a. **REBOUND.**
  - b. **JUMP BALL.**
  - c. **LOOSE BALL** after a rebound or jump ball.
2. Ball is **LEGALLY TOUCHED** on a throw-in.

### **↻STOP** shot clock when 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.**
4. There is a **SINGLE TECHNICAL FOUL ON EITHER TEAM.**
5. A **TRY/SHOT** (not a pass) **HITS THE RIM OR FLANGE** and a **TEAM GAINS POSSESSION** of the ball.
6. There is a **VIOLATION** (except an intentional kicking or fisting violation).
7. There is an **INADVERTENT WHISTLE WITH NO TEAM CONTROL.**

### **↻RESET TO 20 SECONDS** when **BALL INTENTIONALLY KICKED OR FISTED** and shot clock shows 19 **SECONDS OR LESS.**

### **↻NO RESET** when:

1. The **OFFENSE RETAINS POSSESSION** after:
  - a. A **HELD BALL.**
  - b. An **OUT-OF-BOUNDS** violation.
2. **BALL INTENTIONALLY KICKED OR FISTED** when shot clock is **15 SECONDS OR MORE.**
3. There is an **INJURED PLAYER** or a **PLAYER LOSES A CONTACT LENS.**
4. There is a **TIMEOUT.**
5. A **DOUBLE FOUL** occurs.
6. There is an **INADVERTENT WHISTLE** with **TEAM CONTROL.**

### **↻ALLOW** shot clock to run:

1. During a **LOOSE BALL.**
2. During a **TRY OR SHOT.**

↻ **TURN OFF** shot clock when there is a reset and there is **LESS THAN 30 SECONDS REMAINING ON THE GAME CLOCK.**