



THE 30 - SECOND SHOT CLOCK

INCREASING FLOW AND GAME TEMPO

BACKGROUND

The National Federation of High Schools (NFHS) pursuant to its annual survey of coaches, has stated that overwhelmingly there is a lack of support for inclusion of a shot clock in scholastic basketball. As such jurisdictions and leagues that have decided to utilize a shot clock in their basketball games have in most cases relied upon an existing model. In the case of the WCAC, IAC and MAC that model is the Men's NCAA rules related to the shot clock which most recently was reduced from 35 to 30 seconds.

RATIONALE

The decision to reduce the time allotted for a team to attempt a shot from 35 to 30 seconds is an effort to improve the pace of play and increase continuous action and tempo of the game.

OFFICIATING TIP:

One of the intended byproducts of this change is a faster game.

Officials must be physically and mentally prepared.

Inconsistency and improper positioning can result in interruption of play and prevention of flow.

NCAA SHOT CLOCK RULE

Rule 9 Section 11. Shot Clock

Art. 1. A shot-clock period is the period of time beginning when the ball is legally touched 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. rule 9 / Violations and Penalties 85

Art. 2. A shot-clock try for field goal 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.

Art. 3. The team in control must attempt a try as in 9-11.2 for field goal within 30 seconds after the shot clock period begins.

Art. 4. It is a violation when a try for field goal does not leave the shooter's hand before the expiration of the allotted shot-clock time (as indicated by the sounding of the shot-clock horn) or when it does leave the shooter's hand before the expiration of the allotted shot-clock time and the try does not subsequently strike the ring or flange or enter the basket. (See Rule 11-1.3)

Rule 2 Sec. 11. Duties of S/C Operator

The shot-clock operator shall:

Art. 1. Use a 30-second shot clock.

Art. 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.

Art. 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.

Art. 4. Have an alternate timing device available.

Art. 5. Start the shot clock when:

- a An inbounds player legally touches the ball after the throw-in has been released;
- b. A team gains initial control after a jump ball or unsuccessful try for goal; or
- c. There is a change in team control

Art 6. Stop the S/C and reset it to 30 Seconds

- a. When team control is re-established after the team loses control of the ball;
Note: The mere touching of the ball does not start a new shot-clock period when the same team remains in control of the ball, as in loose ball situations.
- b. When any of the following occurs: 1. A single personal foul; 2. A single technical foul assessed to the defensive team; 3. A double personal foul when only one of the fouls is a flagrant foul. (Exception: When a personal or technical foul or kicking/fisting violation is committed by the defense and the ball is to be inbounded by the offense in the front court, the shot-clock will be reset to 20 SECONDS or the time remaining on the shot clock, whichever is greater.)
- c. When a held ball occurs (Exceptions: Rules 2-11.7.e, 2-11.7.i and 2-11.7.j);
- d. When a try for goal strikes the ring or flange and then control is gained by either team;
- e. When a violation occurs except as in Rule 2-11.7.a and .b;
- f. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

OFFICIATING TIP:

It is imperative that officials fully review the shot clock reset rules with shot clock operators. In particular, too often the shot clock is allowed to run after the shot hits the ring or flange and before there is team control. This results in possessions being reduced from the intended 30 seconds. Now without the guarantee that a team will always have a reset of the 10 second backcourt period this can have a significant impact on possessions and the game.

In addition the change to the 20 second variable adds another layer of shot clock requirements.

RELATED RULE CHANGES

- **10 - Second Backcourt Count**
- **5 - Second Closely Guarded Count**

10 - SECOND BACKCOURT COUNT

APPLICABLE NCAA RULE PARTS:

Section 10. 10-Second Backcourt

The 10-second count shall begin when a player legally touches the ball in that team's backcourt except on a rebound or jump ball. In such case, the 10-second count shall start on player control. Once the 10-second count begins, an inbounds player (and his team) shall not be in continuous control of a ball that is in his backcourt for 10 consecutive seconds. The 10-second count shall be reset on all stoppages of the game clock ***INCLUDING A KICKED BALL BY THE DEFENSE, AN INADVERTENT WHISTLE BY AN OFFICIAL OR A TIMEOUT CALLED BY THE OFFENSE***, except :

1. **When the defense causes the ball to be out of bounds;**
2. **The offense retains the possession after a held ball;**
3. **A technical foul assessed against the offensive team; or**
4. **A TIMEOUT CALLED BY THE DEFENSIVE TEAM subsequent to the defense causing the ball to be out of bounds or the offense retaining possession after a held ball.**

RATIONALE

- To reward the defense and to prevent the offense from gaining an advantage that is not intended by rule.
- To increase the pace of play.

5 - SECOND CLOSELY GUARDED COUNT

APPLICABLE NCAA RULE:

Section 14. Closely Guarded

Art. 1. A player in control of the ball in the frontcourt only while holding the ball is closely guarded when his opponent is in a guarding stance at a distance not exceeding 6 feet. This distance shall be measured from the forward foot or feet of the defender to the forward foot or feet of the opponent.

Art. 2. Closely guarded violations occur when a closely guarded player anywhere in his frontcourt holds the ball for five seconds. This count shall be terminated during an interrupted dribble.

Art. 3. After the start of a five-second closely guarded count, in order for a closely guarded violation to occur, there shall be continuous guarding by the same opponent.

Art. 4. When a player is positioned between the player in control of the ball and his opponent, who is within 6 feet, a closely guarded situation does not exist.

RATIONALE

- Not necessary with reduction in shot clock.
- Eliminate inconsistent officiating of this play.

OFFICIATING TIP:

The elimination of the closely guarded count on the dribbling ballhandler will require properly trained officials to also eliminate the use of a signal that has always been utilized. As such, the likelihood of an inadvertent whistle is possible. In such cases, play will resume from the point of interruption.

CASEPLAY 1

With 22 seconds remaining on the shot clock, A-1 inbounds the ball from A's backcourt. A-2 jumps from A's frontcourt and catches the throw-in pass while in the air and lands in the backcourt.

Question 1:

When does the shot clock start?

Question 2:

What is the status of the ball when A-2 catches the ball?

Question 3:

What is the status of the ball when A-2 lands?

Question 4:

How is this play adjudicated relative to a backcourt violation?

ANALYSIS

Before answering these questions the exception to the backcourt violation rule found in **RULE 9 SECTION 9 BACKCOURT** must be included:

*ART. 3 ... During a jump ball, **throw-in** or while on defense, a player may legally jump from his/her frontcourt, secure control of the ball with both feet off the floor and return to the floor with one or both feet in the backcourt. The player may make a normal landing and it makes no difference whether the first foot down is in the frontcourt or backcourt.*

ANSWERS

Question 1:

When does the shot clock start?

When A-2 touches the ball

Question 2:

What is the status of the ball when A-2 catches the ball?

Since there is no team control on the throw-in (except for purposes of a foul by the throw-in team) the ball's status is yet to be determined

Question 3:

What is the status of the ball when A-2 lands?

Upon landing the ball has backcourt status (Note: If A-2 straddled the division line upon landing then depending which foot he lifts first will determine frontcourt or backcourt status)

Question 4:

How is this play adjudicated relative to a backcourt violation?

What must be considered is the timing of this play. In 2 seconds A-2 must catch, land and cause the ball to gain frontcourt status. (Note: If A-2 lands and straddles the division line then lifting the foot that landed in the backcourt will immediately establish frontcourt status and likely avoid a violation)

CASEPLAY 1A

Include the following to the scenario – what if the throw-in by A-1 was legally tipped by an intervening player from either Team A or Team B and A-2 then controls it in the air after leaving the floor in the frontcourt before landing in the backcourt.

Question:

Same ruling?

ANALYSIS & ANSWER

The throw-in protection afforded A-2 in the first situation ENDS in the second situation pursuant to:

RULE 4 SECTION 42 THROW-IN, THROWER, DESIGNATED SPOT ART. 5... *The throw-in ends when: a. The passed ball touches or is legally touched by another player inbounds...*

As such, when the airborne A-2 caught the ball in the second scenario, he was not catching a throw-in but a tipped ball, establishing player and team control and giving the ball frontcourt status before landing in any part of or in any way in the backcourt – a VIOLATION. (Note: If A-2 fumbles the ball and continues to fumble the ball upon landing or otherwise fails to establish control prior to landing then no backcourt violation would occur).

CASEPLAY 2

With less than 30 seconds remaining in the quarter, half or game (meaning there is no visible shot clock), Team A inbounds the ball in its backcourt. The official begins a **VISIBLE 10-SECOND COUNT**. Prior to the expiration of the 10-second period, the ball is either:

1. Deflected out of bounds by B;
2. Made a held ball with A retaining possession.

Question:

What is required of the adjudicating official?

ANSWER

Prior to inbound the ball the adjudicating official must verbally inform:

1. Both teams;
2. Both coaches;
3. The table and;
4. The other officials.

Of the time remaining per his/her count to avoid a 10-second backcourt violation. The official is NOT permitted to reference the game clock.

OFFICIATING TIP:

During the **PRE-GAME**, officials should include a discussion of the requirement of a visible count when the shot clock is not available. They should also determine how they will communicate this reminder on the court when these situations arise during the game.

NCAA CASEPLAY 1

10-Second Backcourt A.R. 203.

The game clock indicates that 29 seconds remain and the shot clock is turned off so the official is using a visible count to count 10 seconds in the backcourt. Team A makes a throw-in after a charged timeout and, with 20 seconds on the game clock, Team A is charged with a 10-second backcourt violation, but the game clock shows that only nine seconds were used. The official timer indicates that the game clock started when the throw-in was touched by a player on the playing court.

RULING:

Violation. Team B shall be awarded a throw-in at a designated spot nearest to where the violation occurred. The correctable error rule does not provide for the correction of an error made in the referee's counting of seconds. (Rule 9-10, 2-7.9 and 7-4.1)

NCAA CASEPLAY 2

10-Second Backcourt A.R. 204.

A1 is in the backcourt and has dribbled for eight seconds when he passes the ball forward toward A2 in the frontcourt. While the ball is in the air, going from backcourt to frontcourt, the 10-second count expires.

RULING:

Violation. The ball shall be awarded to Team B at a designated spot nearest to where A1 was standing when he threw the ball. (Rule 9-10 and 9-12.3.b)

NCAA CASEPLAY 3

10-Second Backcourt A.R. 205.

With A1 in his team's backcourt and while being pressured by B1 during an attempt to advance the ball, the shot clock shows that 7 seconds has expired since it was properly started on a throw-in in Team A's backcourt. At this point, while A1 is still dribbling, B1 touches the ball and it goes back toward B's basket. A1 retrieves the ball and continues to dribble.

RULING:

There has been no change in team control. **The 10-second count shall continue.** (Rule 9-10, 4-9.2.d and 4-9.3)

NCAA CASEPLAY 4

10-Second Backcourt A.R. 206.

Team A has the ball for a throw-in under its own basket with 15 seconds on the shot clock. The ball is passed inbounds :

(1) into Team A's frontcourt where it is touched by a Team B player and then continues into Team A's backcourt where it is touched by a Team A player with 12 seconds remaining on the shot clock, or

(2) into Team A's backcourt where it is first touched by any player in the backcourt.

RULINGS:

RULING 1: The shot clock starts on the initial touch by the Team B player, but the backcourt count does not start until the Team B player touches the ball in the backcourt with 12 seconds on the shot clock. There will be a 10 second backcourt violation with 2 seconds remaining on the shot clock if the ball fails to gain frontcourt status in Team A's continuous control.

RULING 2: When any player touches the ball on a throw-in, the shot clock shall start. When the first touch occurs in Team A's backcourt, the 10 second backcourt count shall also begin. There will be a 10 second backcourt violation with 5 seconds remaining on the shot clock when the ball fails to gain frontcourt status in Team A's continuous control. (Rule 9-10)

NCAA CASEPLAY 5

10-Second Backcourt A.R. 207.

With 30 seconds on the shot clock, Team A inbounds the ball from their own end line. The shot clock starts when A2 legally touches the ball in the backcourt. Team B pressures A2 in the backcourt and the shot clock nears 20 seconds. A2 requests a time out which is granted. The official checks the shot clock after the whistle and both the game clock and the shot clock stop at the whistle so there is no timing mistake. The shot clock displays 20 seconds.

RULING:

As long as there has been **no timing mistake**, a 10 second backcourt violation has occurred. Award the ball to Team B at the designated spot nearest to where the violation occurred, but do not charge Team A with a time out unless they reaffirm their request. (Rule 9-10.1 and 7-4.1)

NCAA CASEPLAY 6

10-Second Backcourt A.R. 208.

With 30 seconds on the shot clock, Team A inbounds the ball from their own end line. The shot clock starts when A2 legally touches the ball in the backcourt. With 17 seconds showing on the shot clock, B1 slaps the ball out of bounds. The official checks the clocks after the whistle and both the game clock and the shot clock stop on the whistle, so there is no timing mistake. The official realizes that the shot clock displays 17 seconds and that there should have been a 10 second backcourt violation when the shot clock reached 20 with Team A still in control in the backcourt.

RULING:

The officiating crew has erred in not stopping the shot clock when it reached 20 seconds and failing to call a 10 second backcourt violation. The ball should be awarded to Team B at a designated spot nearest to where the violation occurred and the game clock reset to the time when the violation occurred. (Rule 9-10, 2-11.1, 5-12 and 11-2.1.c)

CONCLUDING COMMENTS

As with all new rule implementations, the NCAA has yet to develop a full array of Caseplays to reference as definitive interpretations relating to these rule changes.

Over the course of this season, as Caseplays are reported, updates to these interpretations will be provided.

AWARENESS

In deciding to implement these changes to their games, the WCAC, IAC & MAC continue to elevate the level of competition of their respective leagues. They have chosen to be on the cutting edge of boy's scholastic basketball and the rules governing its play in order to support the claim of being the best boy's high school basketball in the country.

As officials we must meet this challenge. In a word, these rule changes demand Board 12 officials to raise their game “**awareness.**” First we must manage ourselves on the court with proper mechanics and signals, and off the court with professionalism and self responsibility. Next we must manage the game and be knowledgeable of the rules and cognizant of the facts of the game as reflected on the scoreboard. Finally, we must manage the people who participate – coaches, players, table personnel, game management and fans by being, consistent, fair and prepared.

QUESTIONS AND COMMENTS