**Shot Clock Operations**

The 30-second clock operator shall control a separate timing device (which shall have a horn with a different sound from that of the officials’ horn).

1. The timing device shall start when:
   - A player in bounds gains possession of the ball on a throw in
   - A team initially gains possession of the ball from a:
     1) Jump ball
     2) Rebound
     3) Loose ball

2. The timing device shall stop and reset when play continues:
   - When the team loses possession of the ball (the mere touching of a ball by an opponent does not start a new 30-second period if the same team remains in control of the ball)
   - When a foul occurs (by either team)
   - When a held ball occurs and the possession arrow is in favor of the defense. **There is no reset if the possession arrow favors the offense and they retain the ball.**
   - When the ball hits the rim on a try for goal
   - When a violation occurs (most violations are by the offensive team which becomes a change of possession and clock is reset)
   - When the defense commits a violation by:
     1) Kicking the ball
     2) Striking the ball with a fist

3. Stop the timing device and continue time when play commences (a new 30-second period shall not be started)
   - When the ball is deflected out of bounds by a defensive player
   - When a time out is called
   - When a player becomes injured or loses a contact lens

4. Sound the horn at the expiration of 30-seconds. This does not stop play unless recognized by the official's whistle.

5. Allow the timing device to continue
   - During a loose ball situation if the offense retains possession
   - When a shot is attempted at the wrong basket

6. Turn the timing device off when less than 30-seconds remain in the period being played.
7. Have an alternate 30-second timing device available.

**Shot Clock Situations**

- Shot, hits rim, horn = ignore, new shot clock period to either team on possession.
- Shot, hits rim, no horn = play continues with new shot clock period to either team on possession.
- Shot, misses rim, horn = violation, ball to team B at endline.
- Shot, misses rim, no horn, team A rebounds = clock continues to run.
- Shot, misses rim, no horn, team B rebounds = new shot clock period.
- Shot, horn, shot made = count basket, play continues.
- Shot, horn, hits rim = no violation, new shot clock period to either team on possession.
- Shot, horn, misses rim = violation, ball to team B at endline.

**SPECIAL RULES FOR GAMES USING SHOT CLOCK**

<table>
<thead>
<tr>
<th>Table Note</th>
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<tbody>
<tr>
<td>There is <strong>no</strong> 10-second backcourt count.</td>
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<tr>
<td>There is <strong>&quot;over-and-back.&quot;</strong></td>
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The closely guarded count *only* applies when the ball is being held (not dribbled) and it applies **in backcourt as well as frontcourt** (when a defender is guarding within 6-feet of course).

**DUTIES OF A SHOT-CLOCK OPERATOR:**

**Art 1.** Use a 30-second shot clock for girls.

**Art 2.** Use the shot clock for the entire game, including extra periods, except when 30 seconds or less remain in the quarter or extra period, 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 timing device when a player in bounds 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 a loose ball.

**Art 6.** Stop the timing device and reset it:
  a. When team control is re-established after the team loses possession of the ball
  b. When a foul occurs (Exceptions: Article 7.e and .f)
  c. When a held ball occurs (Exceptions: Article 7.d and .g)
  d. When a try for goal strikes the ring or flange
  e. When a violation occurs
  f. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.
Art 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. A player is injured or loses a contact lens
   c. A charged timeout has concluded
   d. During team control as defined in Rule 4-12, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team.
   e. After a double personal foul, simultaneous personal foul or an inadvertent whistle when there is team control as defined in Rule 4-12 and as described in Rule 4-36.
   f. After a simultaneous held ball as described in Rule 4-25 occurs during a throw-in and the alternating possession arrow favors the throw-in team.

Art 8. 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 :00 but the shot clock horn has not sounded, the shot-clock time has not expired.

Art 9. Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of the shot clock.

Art 10. 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.

Art 11. Allow the game officials to make the final decision when there is a doubt as to whether a score was made within the shot clock period or whether a try for goal contacted the ring of 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 of flange, any activity before the next live ball shall be canceled, with the exception of any flagrant foul, intentional foul or direct or indirect technical foul.

Art 12. When an obvious mistake by the shot-clock operator has occurred in failing to set or reset the shot clock, the mistake may be corrected in the shot-clock period in which it occurred only when the referee has definitive information relative to the mistake and time involved. Any activity after the mistake has been discovered shall be canceled, excluding any flagrant foul, intentional foul, or technical foul.