



Shot Clock Reminders:

1. When the game clock is under 35 seconds, TURN IT OFF for the rest of quarter
2. Timer and shot clock operator should try to sit next to each other
3. What is the alternate plan if the shot clock malfunctions?
4. The OFFICIALS MAKE THE FINAL CALL, and can fix an error if one is made
5. On a defensive rebound or after a jump ball in backcourt, the 10-second count begins on PLAYER CONTROL

When TO RESET shot clock to 35 seconds: BASIC RULES

1. After a basket is scored. When the ball is thrown in with FULL CONTROL the shot clock starts.
2. Change of possession with FULL CONTROL
3. Jump ball, possession to defense
4. Single personal foul or single technical foul
5. On an offensive rebound
6. Ball hits rim and defense rebounds

When NOT to RESET shot clock to 35 seconds:

1. No change of possession on loose ball (or control)
2. Jump ball possession that stays with the offense
3. Tipped ball with no possession change
4. Air ball or ball does not touch rim or phlange
5. When a pass or anything that is not a try touches the rim

****Reset to 20 seconds when ball is kicked****

Other times when NOT to reset shot clock

1. Player injury or loses a contact lens
2. After a timeout has concluded

3. Double personal foul or technical fouls or simultaneous personal or technical fouls when there is team control, UNLESS the penalty for the foul results in a change of possession
4. Inadvertent whistle when there is team control
5. Jump ball during a throw-in, possession arrow goes to current offense
6. Jump ball after an air ball, possession arrow goes to current offense
7. Simultaneous touch in/out of bounds by both teams, arrow goes to current offense

Other helpful tips:

1. Don't hold finger over button or you will anticipate and reset on air-ball.
2. Be patient. It is better to reset or start the clock a split second late than it is to reset or start the clock a split second too early.
3. Must watch ball and not off-ball action (block charge is worst).
4. Be slow (player saving ball may step on line and ref may have late whistle).
 - a. Must decide if had possession on saving out-of-bounds.
5. You will never stop the shot-clock. It always stops with game clock.
6. On rebound that hits rim, hold button until possession is established.
7. On throw-ins, starts at same time as clock (on any touch).
 - a. On throw-in while clock running, let up on button on tip of throw-in.
8. Can't visit with others during play or you will miss a steal, etc.
9. If you aren't sure, don't reset.
10. Check clock on every reset to make sure you hit the button.
11. Help check clock every whistle to make sure it gets stopped.
12. Share information if you have it (hopefully refs will want and take help).
13. Do you have recall? Find out and make sure they know how to reset to recall
14. Ball lodges rim and backboard. You have reset because it hit rim before lodging.
15. Jump ball, rebound start on possession. Throw in start on touch. Free throw start on possession.