

SHOT CLOCK

Once a team gains control of the basketball, that team has 24 seconds to put up a legal shot.

A legal shot is defined as a shot that is successful, or if unsuccessful, hits the ring.

That shot has to be in the air (left the shooters hand), before 24 Second Clock has elapsed.

If the Shot Clock sounds after the shot is in the air, and that shot is successful, or hits the ring, that is **NOT** a violation. If the shot clock sounds and the ball does not hit the ring, that is a violation, and the referee should call a shot clock violation. But if the opposition gains control of the ball, often the game will continue, so reset to 24.

The Shot Clock starts when a team gains possession of the ball, and can re-set when possession changes, a violation occurs, a foul occurs, a jump ball occurs, or a legal shot hits the ring.

TEAM CONTROL

The Shot Clock operates on team possession. Team A has possession, until Team B gains possession. If Team A has control of the ball, then a player from Team B happens to tap it, but not gain control, then Team A is still in control.

At the beginning of a game, the game clock starts when the ball is legally tapped by a player. The Shot Clock does not start until a player has gained control of the ball. Once a player has gained control, his team has 24 seconds to shoot the ball.

Once the shot clock is running, the next step must always be **HOLD or STOP** depending on the apparatus. If the referee blows their whistle, press STOP.

IN THE BACK COURT (NOT THE END YOUR TEAM IS SHOOTING) – THIS DOES NOT APPLY TO UNDER 14 AS THE SHOT CLOCK DOES NOT START UNTIL THE HALFWAY LINE

1. If the referee calls a foul on the team playing defence – **Shot Clock Reset to 24 Seconds.**
2. If there is a violation, and team control changes - **Shot Clock Reset to 14 Seconds.**
3. If the ball goes out of court, and the same team keeps possession - **Shot Clock DOES NOT reset.**
4. If there is foot violation, the referee will give the reset signal– **Shot Clock Reset to 24 Seconds.**
5. If there is a jump ball situation, the shot clock only resets if team control changes.
6. The shot clock **DOES NOT** reset if a double foul occurs.

IN THE FRONT COURT

A. If the shot clock is stopped at 14 or greater

1. If the referee calls a foul, and the same team keeps control of the ball from out of bounds, in their front court – **Shot Clock DOES NOT reset.**
 2. If there is a violation, and team control changes - **Shot Clock reset to 24 seconds.**
 3. If the ball goes out of court, and the same team keeps possession – **Shot Clock DOES NOT reset.**
 4. If there is foot violation, signalled by the referee, and the same team keeps control of the ball – **Shot Clock DOES NOT reset**
- (The Referee may signal a reset, but the shot clock stays where it is if the same team has control of ball).
5. If there is a jump ball situation, the shot clock only resets if team control changes.
 6. The shot clock **DOES NOT** reset if a double foul occurs.

B. If the shot clock is stopped between zero and 14 seconds

1. If the referee calls a foul, and the same team keeps control of the ball from out of bounds, in their front court – **Shot Clock reset to 14 Seconds.**
2. If there is a violation, and team control changes – **Shot Clock reset to 24 Seconds.**
3. If the ball goes out of court, and the same team keeps possession – **Shot Clock DOES NOT reset.**
4. If there is a foot violation signalled by the referee, and the same team keeps control of the ball – **Shot Clock reset to 14 Seconds.**
5. If there is a jump ball situation, the shot clock only resets if team control changes.
6. The shot clock **DOES NOT** reset if a double foul occurs.

DEFINITION OF A SHOT

Once a shot has gone up, it is the shot clock operators' job to gauge if the ball hits the ring. The definition of a legal shot has changed, and if the ball does not hit the ring, it is not a shot. If the ball hits the ring, STOP, RESET, and START once a player has gained control on the court.

Remembering again, if the first possession after an unsuccessful shot is offensive the shot clock resets to 14 SECONDS, if it is defensive reset to 24 Seconds.

If the ball misses the ring the shot clock continues to run.

NOTES

Just to make the whole experience interesting for newcomers, there is separate rule that only applies to U14s. In this division, the shot clock does not start until the ball is over the halfway line.

The most recent rule changes have changed the definition of team control. If a team has the pass in from out of bounds, they are deemed to have team control, so the Shot Clock will start as soon as a player touches the ball on the court, but not necessarily in control of that ball.

The basis of the shot clock is to make sure a team get 24 seconds to shoot the ball.