SHOT CLOCK OPERATOR INSTRUCTIONS

Prepared by the International Association of Approved Basketball Officials, Inc.

- The **35**-second shot-clock period must be controlled by a visible shot clock – one at each end of the court.
- The shot-clock operator must be seated with the crew at the scorer's table.
- An alternate-timing device or procedure must be available when a visible shot clock malfunctions. If only one shot clock is working, play the game with the remaining shot clock. If there is no timing device at the table ask the coaches if they want to play the game without a shot clock. If one or both coaches do not want to play without a shot clock, no game will be played.

START SHOT CLOCK when:
- A throw-in pass has been legally touched by a player inbounds.
- A team gains possession following a:
  - Rebound from a try or free throw that hits the rim.
  - Jump ball.
  - Loose ball after a jump ball or a rebound from a try that hits the rim.

STOP SHOT CLOCK when an official's whistle sounds.

SOUND THE SHOT CLOCK HORN at the expiration of the shot clock period.

Shot Clock Violation

Shot Clock Reset

- This shot clock horn does not stop play unless recognized by an official's whistle.
- When the shot clock indicates zeroes, the shot clock time has expired. 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 the try striking the ring, flange, or entering the basket.
- Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot clock period or whether a try for goal contacted the ring or flange.

STOP SHOT CLOCK AND FULL RESET following:
- A change in team control. (When an opponent simply touches the ball, this does not trigger a shot-clock reset if the same team remains in control of the ball during the same shot-clock period.)
- A single personal foul is charged.
- A single technical foul is assessed.
- There is a held ball, and the defensive team has the possession arrow.
- A try hits the rim or flange and is controlled by a player on either team.
- When the ball is released on a try and becomes wedged between the backboard and rim (regardless of which direction the AP arrow is pointing).
- Any violation occurs, except an intentionally kicked or fisted ball or intentionally leaving the court with less than 19 seconds on the shot clock.
- There is a held ball during a throw-in, and the non-throwing team is entitled to the next AP throw-in.
- A ball goes out of bounds after being simultaneously touched by two opponents, or there is uncertainty about which player caused the ball to be out of bounds, and the AP arrow is pointing toward the defensive team's basket.
- There is an inadvertent whistle when there was no player or team control.

STOP SHOT CLOCK AND NO RESET following:
- A deflection out-of-bounds by a defensive player.
- A held ball and the offensive team retains possession of the ball by the AP arrow procedure.
- A time-out.
- An official's time-out for an injured player, lost glasses or contact lens.
- A ball goes out of bounds after being simultaneously touched by two opponents or there is uncertainty about which player caused the ball to be out of bounds, and the offensive team retains possession of the ball by the AP arrow procedure.
- An inadvertent whistle when there is team control.
- A double foul and the offensive team is in control of the ball. Play shall resume by a throw-in to the team that was in control at the spot nearest to where the ball was located when the stoppage occurred. The point of interruption.
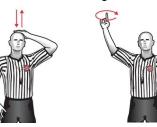
STOP SHOT CLOCK AND PARTIAL RESET to 20 seconds when:
- There is an intentionally kicked or fisted ball or intentionally leaves the court with 19 seconds or less on the shot clock.

ALLOW CLOCK TO RUN:
- During loose-ball situations when the offense retains control.
- When a field goal try is attempted at the wrong basket.
- When a field goal try has failed to hit the rim or flange.

TURN OFF SHOT CLOCK when there is a reset situation and there is less time remaining on the game clock than that of the shot clock period.