

Shot Clock Situations

- A.**
1. Shot, hits ring/flange, horn = ignore horn, new shot-clock period to either team on possession.
 2. Shot, hits ring/flange, no horn = play continues with new shot-clock to either team on possession.
 3. Shot, misses ring/flange, horn = violation, ball to Team B at end line.
 4. Shot, misses ring/flange, no horn = Team A rebounds – clock continues to run
= Team B rebounds – new shot-clock period.
- B.**
1. Shot, horn, shot made = count basket, play continues.
 2. Shot, horn, hits ring/flange = no violation, new shot-clock period to either team on possession.
 3. Shot, horn, misses ring/flange = violation ball to Team B at end line.
- C.**
1. Shot, horn, inadvertent whistle, made basket = count basket.
 2. Shot, horn, inadvertent whistle, ball hits ring/flange = blow whistle, alternating-possession arrow.
 3. Shot horn, inadvertent whistle, ball misses ring/flange = alternating-possession arrow.
- D.**
1. Shot, horn, block by B1, ball does not hit ring/flange = violation, ball to B, new shot-clock period.
 2. Shot, block by B1, horn, ball does not hit ring/flange = violation, ball to B, new shot-clock period.
 3. Shot, horn, block by B1 out of bounds = violation, ball to B opposite spot of ball, new shot-clock period.
 4. Shot, blocked by B1 out of bounds = Team A gets ball at out-of-bounds spot with remaining time.
 5. Shot, blocked by B1 towards out of bounds, horn, then ball hits out of bounds = violation, ball to B at out-of-bounds spot (penalize shot-clock violation).
 6. Shot blocked by B1, simultaneously recovered by B2 and A2 for a held ball = alternating-possession arrow, new shot clock if B has possession arrow.
- E.**
1. Shot, block by B1, possession gained by B, horn = disregard violation, B had ball before horn sounded, continue play with new shot-clock period.
 2. Shot, block by B1, horn then B gains possession = shot-clock violation, ball to B at end line closest to ball when horn sounded.
 3. Shot, blocked by B1, possession gained by A = shot clock continues running.
 4. Shot, blocked by B1, horn, ball misses ring/flange, possession by A = violation, ball to B at end line.
 5. A1 shoots, :02 on shot clock, block by B2 sending ball into B's front court = As B2 moves to recover ball, the shot-clock horn sounds. Shot-clock violation, ball to B out of bounds at spot closest to where ball was when whistle blown.
- F.**
1. Pass by A1, ball deflected by B1, hits ring/flange = not reset, play continues.
 2. Pass by A1, ball deflected by A2, hits ring/flange = no reset, play continues.
 3. A1 shoots an "air ball", A2 taps ball that hits ring/flange = reset on possession (a tap is considered a try for goal in this situation).

- G.** 1. A1 shoots, block by B1, horn, B1 fouls A1 on the shot, ball does not hit ring/flange = penalize foul, disregard shot-clock violation.
2. A1 shoots, block by B1 and B1 fouls A1, horn, ball does not hit ring/flange = penalize foul, disregard shot-clock violation.
- H.** 1. Throw-in by A1. Ball touches A2 and bounces away and is picked up by B1 = shot clock (and game clock) start when ball touches A2.
2. Throw-in by A1. B1 deflects pass and A2 then secures possession = shot clock (and game clock) start when B1 deflects pass.
- I.** 1. Team A in control of ball. Double personal foul, double flagrant personal foul, double intentional personal foul or simultaneous personal foul is committed = Award ball to Team A (designated spot) with no reset of shot clock.
2. Team A is executing a throw-in. Double personal foul, double flagrant personal foul, double intentional personal foul or simultaneous personal foul is committed = Award ball to Team A (designated spot) with no reset of shot clock.
- J.** Team A shoots, ball becomes lodged on the flange = jump ball, alternating possession arrow, new shot clock period.

Shot-clock operator mistake:

- A1 shoots with three seconds on the shot clock – ball misses ring/flange, A2 gets rebound.
- Shot-clock operator erroneously resets clock on A2's possession.
- Team A runs offense for 10 seconds
- Timer has official stop play and informs her/him that a mistake was made by resetting the shot clock.

Answer:

- Call shot clock violation - ball goes to Team B at end line.
- If official has actual knowledge, time can be corrected on game clock (add minimum of 10 seconds to game clock).

Note: On a shot that misses the ring/flange, do not wait to see if Team A or B gets possession. Call the violation as soon as it is clear the shot will not hit the ring/flange.