



THE SHOT-CLOCK OPERATOR SHALL:

1. Use a 35 second shot clock in accordance with Rule 2-14.

2. Start the shot clock when:
A player inbounds legally touches or is touched by the ball on a throw-in; or
A team initially gains control after a jump ball or unsuccessful try for goal; or
Control of a loose ball is gained after a jump ball; or
Unsuccessful try for goal.

3. Stop the timing device and reset to full amount:
When team control is again established after the team loses possession of the ball. *NOTE: The mere touching of the ball by an opponent does not start a new shot clock period with the same team remains in control of the ball.*
When any of the following occur:
 - A single personal foul,

 - A single technical foul assessed to the defensive team,

 - During team control, a defensive player causes a held ball, and the alternating possession arrow favors the defensive team,

 - When a try for goal strikes the ring of flange and then possession is gained by either team,

 - When a violation occurs,

 - After a held ball occurs during a throw-in, and the alternating possession arrow favors the team that did not make the throw-in,



- After a held ball occurs during after an unsuccessful try that does not contact the ring or flange, and the alternating possession arrow favors the non-shooting team,
 - After the ball goes out of bound and was last touched simultaneously by two opponents, both of whom are either inbound or out of bounds or when there is doubt as to who last touched the ball and the possession arrow favors the defensive team,
 - When there is an inadvertent whistle and there was no player or team control at the time of the whistle.
7. Stop the timing device and continue time without a reset when play begins under the following circumstances:
- The ball is deflected out of bounds by a defensive player,
 - A player is injured or loses a contact lens,
 - A charged timeout has concluded,
 - During team control as defined in NFHS 4-12-1, a defensive player causes a held ball, and the alternating possession arrow favors the offensive team,
 - After any double personal 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,
 - After an inadvertent whistle when there is team control.



- After any technical foul(s) is assessed to a team in control of the ball, or to the team entitled to the ball before it is at the disposal of the thrower-in, or to bench personnel,
- After a held ball occurs during a throw-in, and the alternating possession arrow favors the team that made the throw-in.
- After a held ball occurs during after an unsuccessful try that does not contact the ring or flange, and the alternating possession arrow favors the shooting team.
- After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds or when there is doubt as to who last touched the ball and the possession arrow favors the offensive team.

NOTE: The offensive team, upon regaining possession of the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.

8. Re-setting the shot clock not to the full shot clock amount: Reset the shot clock to 20 seconds when there is an intentionally kicked or fisted ball with less than 19 seconds on the shot clock. State associations may determine, if there are other instances where the clock is reset, but not to the full shot clock amount.
9. 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 zeroes, the shot-clock time has expired.
10. Turn off the shot clock when a reset situation occurs, and the game clock shows less time than that of a shot-clock period.
11. Allow the timing device to continue during loose-ball situations when the offense retains control or when a field-goal try is attempted at the wrong basket or when a field-goal try has failed to hit the rim or flange.



12. 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.