



SHOT CLOCK

24 second - Juniors U14 (div 1 only) – U18s

- Task performed by Away Team or Team B

*Once a team gains '**CONTROL**' of the basketball they have 24 secs to put up a legal shot.

(definition of a legal shot is one that is successful or alternatively it must hit the "**RING**" and must have left the shooter's hand before the 24secs has elapsed. If siren sounds while ball is in the air and it either has entered the basket or hit the ring it is still counted as being legal)

*The shot clock starts when a team gains possession of the ball – at the start of a game this is when a team gains possession from the initial jump ball. Note shot clock starts on "**CONTROL**" not touch here. A player is in "control" when they are either holding the ball with two hands and in position to either dribble or pass. Deflecting, touching, or hitting the ball is not deemed as control.

*At the start of all other quarters, extra time, and throw-in situations shot clock starts on "**TOUCH**" so when the ball is touched or tipped by any player on the court.

*A change of possession is only when control is established – if the ball is loose and is being tapped between players this is not considered control. If the ball is loose on the ground the shot clock will continue to run for the offensive team unless the defensive team gains control.

E.g., Team A has the ball tapped out of their hands by Team B but Team B hasn't been able to control the ball and Team A regains it there has been no change of possession and therefore shot clock should still be counting down.



Tip 1. The first step when a referee blows their whistle without exception is to always press HOLD or STOP then wait to see what the ref is calling before deciding to either run or reset...

Tip 2. Shot clock operator should always be watching the ball as control determines their actions it is also handy if you look and see how many seconds were on the shot clock when resetting in case the referee decides a reset was not needed and they want it reset to its

previous setting.

Tip 3. Be alert and communicate with the referees - make your best judgment call and communicate aloud - Say things such as "no hit" or "turnover reset" so the others on score bench are aware of your actions. Count down the final 5-8 seconds of the shot clock aloud

Always follow referee calls- "changes in control" and 'legal shots" can be subjective and sometimes the referee will override your call so it is important to look for their reset signals and follow their instructions (signal for reset is the referee moving their index finger in a circle above their head)



Rules for U14 (Div 1) only

Shot Clock is only used in U14 Div 1 (no shot clock for lower grades)

The 24 secs will only start once the ball enters the team front court over the halfway line – Ball is deemed as entering the front court when:

- The ball has touched a player who has part of their body in contact with the front court.
- Ball has been dribbled from back court to front court and both their feet and ball are in contact with the front court.

SHOT CLOCK – cheat sheet.



When to hold and reset to 24 seconds?

- After a successful made basket – make sure you do not start the shot clock until ball has been inbounded and **touched** any player on court.
- Shot hits the ring but rebounds off – shot clock is started from when a player has gained **control**.
- Change of possession of a live ball – turnovers (control must be established).
- On all fouls except double fouls and offensive technical foul.
- On all violations travels, double dribble etc.
- Foot violations – referees will signal.
- Jump Ball situations only when there is a change of possession.
- Game being stopped by an action connected by the team not in control of the ball (take guidance from referees here).



When to hold and no reset? Shot clock should be paused or held on every whistle.

- Ball is out of bounds but no change in possession and offensive team retains the ball.
- Jump ball situation but ball stays with offensive team.
- The game being stopped due to an action by team in control of the ball.
- The game being stopped by an action not connected with either team (again take guidance from referees)
- Technical Foul by team in control of the ball.



When to let shot clock continue to run down – no stop or pause

- Ball is loose after being tapped away or a turnover but defensive team has not gained full possession.
- Shot for basket is made but it does not touch the rim e.g. air ball etc and offensive team regains possession.