Shot Clock

Fall Rule Review Meeting

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Agenda

- **2026–27 Shot Clock Changes** – New adoptions and reset rules
- **Pre-Game Preparation** – Equipment checks, clock operations, counts and backup procedures
- **Officials' Signals & Clock Operations** – Signals, operator duties, display settings, and starting or stopping the clock
- **Reset Decisions** – Frontcourt and backcourt situations, alternating possession and inadvertent whistles
- **Backcourt Count Mechanics** – The 10-second count and new-count situations
- **Timing Errors & Equipment Failure** – Malfunction procedures and correcting shot clock errors
- **Video Review** – Clock starts, reset examples, discussion and additional mechanics

Shot Clock New Adoptions for 26-27

1. Shot clock now resets with a shot or **DEFLECTION** that contacts the rim

2. Offensive rebound – reset to :20 (including when shot is taken above :20) if offense secures the ball in the front court - **:35 reset if in the backcourt**

3. **No Visible 10 count - violation called based on time on shot clock (i.e :35 -> :25)**

4. No closely guarded count on the dribble in any game played with a shot clock

5. The end-of-quarter horn must be different than the shot clock horn.

6. A school may not host a varsity contest if a shot clock is not installed or is not properly mounted on the backboard in the primary gym. The host school must secure an alternate facility or allow the opponent to host. If the host school is unable to secure a gym with functioning shot clocks, and the opposing school cannot host, the game shall be forfeited by the home team.

7. Shot clocks must be set up so that the LED lights around the backboard do not go off when the shot clock horn sounds. Backboard LED lights should only illuminate when the game clock gets to :00. A special report should be submitted if not followed.

Officials' Signals: Violation & Full Reset

Signal	When used	How to execute	
Shot Clock Violation	When shot clock expires without a valid try	**Stop signal. tap the head (Signal Chart #41). directional signal. designate throw-in spot at nearest point to ball at violation**	 Shot clock violation
Reset to 35 Seconds	When a full reset is required	**Rolling motion of a pointed index finger above the head (Signal Chart #20)**	 Shot clock reset

Officials' Signals: Reset & Awareness

Signal	When used	How to execute
Reset to 20 Seconds	When a 20-second reset is required	**Rolling motion of pointed index finger above the head (Signal Chart #20). then indicate "20" with two hands (Signal Chart #21)**
Shot Clock Awareness	When alerting players/bench that shot clock is near expiration	**Point to the shot clock (Signal Chart #22)**

Shot Clock Operator: Display Settings

Display element	Correct behavior
LED lights on the shot clock	**Illuminate at expiration of the shot clock period ONLY**
LED lights on the backboard	**Illuminate at end of quarter or overtime ONLY: do NOT illuminate on shot clock expiration**
Tenths of a second	**IHSA Recommendation: Do NOT display tenths of a second on the shot clock**

Starting & Stopping the Shot Clock

- START on a throw-in when the ball legally touches a player on the court
- START when a team gains initial control after a jump ball or an unsuccessful try for goal.
- START when team control changes.
- TURN OFF when the game clock is equal to or less than the shot clock period.

Frontcourt Reset Reference

Situation	Inbounds spot	Shot clock
Defensive foul in frontcourt	One of 4 designated spots nearest foul	**Reset to 20 sec or time remaining, whichever greater**
Kicked/fisted ball by defense in frontcourt	One of 4 designated spots nearest violation	**Reset to 20 sec or time remaining, whichever greater**
Ball batted OOB by defense: offense retains	From the spot where the ball went OOB	**No reset**
Shot hits rim/flange: offense rebounds in frontcourt	Play continues	**Reset to 20 sec (even if clock is above 20)**
Shot hits rim/flange: defense rebounds	Play continues	**Reset to 35 sec**

Frontcourt Reset Reference

Situation	Inbounds spot	Shot clock
Shot does NOT hit rim: offense rebounds	Play continues	**No reset**
Shot does NOT hit rim: defense rebounds	Play continues	**Reset to 35 sec**
Timeout called	Nearest of 4 designated spots	**No reset**
Held ball: AP to offense	Nearest of 4 designated spots	**No reset**
Held ball: AP to defense (frontcourt throw-in)	Nearest of 4 designated spots	**Reset to 20 sec**

Frontcourt Reset Reference

Situation	Inbounds spot	Shot clock
Held ball: AP to defense (backcourt throw-in)	Nearest designated spot	**Reset to 35 sec**
Offensive violation (travel, 3 sec, etc.)	One of 4 designated spots nearest violation	**Reset to 35 sec**
Offensive foul	One of 4 designated spots nearest foul	**Reset to 35 sec**
Steal in frontcourt: defense gains possession	Play continues	**Reset to 35 sec**
Pass/deflection hits rim. offense recovers in frontcourt	Play continues	**Reset to 20 sec**

Frontcourt Reset Reference

Situation	Inbounds spot	Shot clock
NEW Pass/deflection hits rim. offense recovers in backcourt	Play continues	**Reset to 35 sec**
Ball lodged in rim/backboard. AP to offense	Appropriate designated spot	**Reset to 20 sec**
NEW Ball lodged in rim/backboard. AP to defense	Appropriate designated spot on endline	**Reset to 35 sec**
Single technical foul called	Division line	**Reset to 35 sec**

Backcourt Reset Reference

Situation	Inbounds spot	Shot clock
Defensive foul in backcourt	One of 4 designated spots nearest foul	**Reset to 35 sec. new 10-sec count**
Kicked ball by defense in backcourt	One of 4 designated spots nearest violation	**Reset to 35 sec. new 10-sec count**
Ball batted OOB by defense: offense retains	From the spot where the ball went OOB	**No reset. new 10-sec count**
Timeout in backcourt	One of 4 designated spots	**No reset. new 10-sec count**
Held ball: AP to offense	One of 4 designated spots	**No reset. new 10-sec count**

Backcourt Reset Reference

Situation	Inbounds spot	Shot clock
Held ball: AP to defense	One of 4 designated spots nearest held ball	**Reset to 20 sec**
Backcourt violation (travel, 10 sec, etc.)	Defense receives ball in frontcourt	**Reset to 20 sec**
Offensive backcourt foul (new frontcourt)	One of 4 designated spots	**Reset to 20 sec**
Offensive backcourt rebound (after offensive attempt hits rim)	Play continues	**Reset to 35 sec**
Ball goes OOB: offense causes	Nearest spot ball went OOB (new front court)	**Reset to 20 sec**

Backcourt Reset Reference

Situation	Inbounds spot	Shot clock
Steal in backcourt: defense gains possession	Play continues	**Reset to 35 sec**
Opening jump or OT jump goes OOB before possession: frontcourt throw-in	From the spot where the ball went OOB	**Reset to 20 sec**
NEW Opening jump or OT jump goes OOB before possession: backcourt throw-in	From the spot where the ball went OOB	**Reset to 35 sec**

AP Arrow: Held Ball During Team Control

When a defensive player causes a held ball during team control:

- AP favors the offense: no reset.
- AP favors the defense with a frontcourt throw-in: reset to 20 seconds.
- AP favors the defense with a backcourt throw-in: reset to 35 seconds.

AP Arrow: Inadvertent Whistle

NO TEAM CONTROL at the whistle:

- Frontcourt throw-in: reset to 20 seconds or time remaining, whichever is greater.
- Backcourt throw-in: reset to 35 seconds.
- TEAM CONTROL at the whistle: no reset. Leave the clock as is.

Backcourt Count Mechanics

- Officials do not use a visible 10-second backcourt count. The shot clock governs.
- Any official may call the 10-second violation.
- When the defense knocks the ball out of bounds, kicks/fists the ball, fouls or the offense calls a timeout in the backcourt, the offense receives a new 10-second period.
- Example: a throw-in with :29 on the shot clock produces a violation at :19..

Pre-Game Checklist: Equipment

Complete with the timer, scorer, SCO and announcer after the coaches/captains conference and before introductions.

- Confirm both shot clocks work and have recall/reset capability.
- Test resets to 35 and 20 seconds. All officials verify both settings.
- Run the clock from 20 seconds. All partners identify the horn and confirm it differs from the game-clock horn.
- Confirm a stopwatch and air horn are available at the table.

Pre-Game Checklist: Clock Operations

- Review all four reset outcomes: no reset, 20 seconds or time remaining (whichever is greater), 20 seconds, and 35 seconds.
- Review starts on throw-ins: start when a player on the court legally touches the ball.
- Review starts after a rebound, steal or jump ball: start when a player gains possession.
- Review the signals for a violation, a 35-second reset, a 20-second reset and shot clock awareness.
- Must be sitting next to the timer at the scorer's/timer's table at all times

Shot Clock Malfunction Procedure

- If one clock fails during the game, immediately turn off both shot clocks.
- Use the alternate stopwatch and air horn.
- Have the announcer count down audibly from 10 seconds if needed.
- Use the alternate procedure for the remainder of the game or until both clocks work again.

Correcting Shot Clock Timing Errors

- An obvious operator mistake may involve failing to start, stop, set or reset the clock properly. A malfunction may also require correction.
- Correct the mistake during the shot clock period in which it occurred, only when the official has definite information about the mistake and the time involved.
- Officials make the final determination on timing disputes.
- The shot clock horn does not stop play. An official must recognize it with a whistle.

When Shot Clock Starts

Jump Ball vs. Legal Touch

35 Second Reset



No Reset

20 Second Reset

Video Review and Discussion

Appendix

35 Second Shot Clock Reset Examples

- The offensive team is credited with a scored basket, **shot clock starts when the ball touches or is legally touched** by any player on the court after the throw-in.
- There is a change in team control and the ball remains live.
- A single personal foul(defensive) occurs in the backcourt.
- A single technical foul is assessed in the backcourt or frontcourt.
- A defensive player causes a held ball in the offensive team’s front court, and the AP arrow favors the defensive team for a throw-in in their backcourt.
- Any other situation where the alternating-possession arrow is used to determine team possession and the AP arrow favors the defense for the throw-in in their backcourt.
- A violation occurs and the defense is awarded the ball for a throw-in in their backcourt.

No Reset of Shot Clock Examples

- The ball is deflected out of bounds by a defensive player.
- A player is injured or loses a contact lens.
- A timeout is granted and the charged time-out has concluded.
- A defensive player causes a held ball, and the AP 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 a held ball occurs during a throw-in and the AP arrow favors the team that made the throw-in.
- When a held ball occurs after an unsuccessful try that does not contact the ring or flange, and the AP 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 AP arrow favors the offensive team.

20 Second Reset Examples

- The offense gains control of the ball anywhere in the front court after an unsuccessful field goal attempt that contacts the ring or flange.
- The offense gains control of the ball anywhere in the frontcourt after an unsuccessful free throw that remains in play.
- The defense is assessed a foul while the shot clock has less than 20 seconds remaining and the offense is to inbound the ball in the frontcourt.
- After the defense causes the ball to be out of bounds in the frontcourt following an unsuccessful free throw or an unsuccessful field goal attempt that contacts the ring or flange.
- When there is no team control, after the offense is awarded possession in their frontcourt when the AP arrow favors the offense, following an unsuccessful free throw that remains in play, or an unsuccessful field goal(or deflection) that hits the rim.
- A violation occurs, other than an opponent causing the ball to be out of bounds or kicking the ball, and the defense is awarded the ball in its frontcourt.
- After any double personal foul when only one of the fouls is intentional or flagrant, and it is assessed against the offense and the defense is awarded possession in its frontcourt.
- After a shot that contacts the rim/flange is batted into the backcourt and out of bounds by the shooting team and the ball is awarded to the other team.

20 Second Reset or Time Remaining, Whichever is Greater Examples

- There is a personal foul committed by the defensive team prior to a try for goal, and the ball is to be inbounded in the frontcourt by the offense.
- There is a kicked or fisted ball violation by the defensive team, and the ball is to be inbounded in the frontcourt by the offense.
- There is an inadvertent whistle when there was no player or team possession, and the AP arrow favors the offensive team for a throw-in in its frontcourt.

Frontcourt Situations & Mechanics

- Defense Foul in frontcourt – OOB nearest 4 spots, reset to 20 secs or time remaining (whichever greater)
- Kicked/Fisted Ball by defense in frontcourt – nearest of 4 spots, reset to 20 or time remaining
- Ball batted OOB by Defense – nearest spot, no reset
- Shot hits rim: Offense rebound = 20 secs; Defense rebound = 35 secs
- Shot DOES NOT hit rim: Offense rebound = no reset; Defense rebound = 35 secs
- Time Out – nearest of 4 spots, no reset
- Held Ball: To Offense = no reset; To Defense = 35 secs (inbound nearest 4 spots)
- Offensive Violation (traveling, 3 secs, etc.) – nearest of the 4 spots, reset to 35 secs
- Offensive Foul – nearest of the 4 spots, reset to 35 secs
- Steal in Frontcourt by Defense – reset to 35 secs
- Shot is off before horn -> Horn sounds while ball is in the air -> Hits rim = NO VIOLATION
- Shot is off before horn -> Horn sounds while ball is in the air -> DOESN’T Hit Rim = VIOLATION

Backcourt Situations & Mechanics

- Defensive Foul in backcourt – nearest of the 4 spots, reset to 35 secs, new 10-second count
- Kicked Ball (by defense) in backcourt – nearest of the 4 spots, reset to 35 secs, new 10 secs
- Ball batted OOB by Defense – nearest spot, no reset, new 10 secs
- Timeout in backcourt – nearest of the 4 spots, no reset, new 10 secs
- Held ball in offense backcourt: To Offense = no reset, new 10 secs, nearest of 4 spots (backcourt); To Defense = nearest of 4 spots (new frontcourt), reset to 20 secs
- Backcourt violation (travel, 10 secs, etc.) – defense gets ball in frontcourt, reset to 20 secs
- Offensive Backcourt Foul – nearest of the 4 spots, reset to 20 secs (new frontcourt)
- Offensive Backcourt Rebound (after it hits rim) – reset to 35 secs
- Ball out of bounds by Offense – nearest spot (new frontcourt), reset to 20 secs
- Steal (live ball) in Backcourt by Defense – reset to 35 secs