

35 Second Shot Clock Pre-Game Talking Points

Try for goal must be released before the sounding of shot clock AND must hit the ring or flange (even after the sounding of the shot clock horn)

- If shot is still in the shooter's hand when shot clock horn sounds, then it is a Shot Clock Violation (Ensuing throw-in spot would be at the spot closest to where the shooter is)
- If shot is released prior to the horn, but fails to hit the rim or flange after the shot clock horn sounds, then it is a Shot Clock Violation (Ensuing throw-in would be on endline on either side of the basket)

Shot clock **STARTS** when:

- A throw-in is legally touched by any player
- A team gains possession off of the jump ball, rebound, or loose ball after a shot that has touched the rim.

Shot clock **RESETS** when:

- There is a change in team control
- A single personal or technical foul is assessed
- There is a held ball and the AP arrow favors the defense
- A try hits the rim or flange and possession is gained by EITHER team
- When the ball becomes wedged during a try for goal
- Any violation occurs (except a deflection out of bounds by the defense)
- There is an inadvertent whistle and there is no player or team control

Shot clock does **NOT RESET** when:

- There is a deflection out of bounds by a defensive player
- There is a held ball and the OFFENSE retains possession
- There is a timeout
- An official calls a timeout for an injured player or missing contact

Use shot clock for 10 second backcourt count

- If deflected out of bounds in backcourt, new 10 second count using what's left on shot clock
- If there is no shot clock towards the end of a quarter, use a visible count!

New Lead can help with 10 second violation if there is backcourt pressure (BE CERTAIN!)

Shot clocks can be fixed if there is DEFINITE KNOWLEDGE that it was improperly reset but MUST be done during that shot clock period. (Walk to table showing and saying how much time you want on the shot clock)

Any time a partner blows their whistle, LOOK AT THE SHOT CLOCK!

During Warmups:

- Locate the 2 shot clocks (usually recessed above the backboard but can be on the walls)
- Make sure they are **both** working
- Have shot clock operator run down the shot clock so you can hear the shot clock horn (must be different from end of quarter horn)

Pre-Game Conference with shot clock operator:

- Do they know when to reset?
- Is there a "recall" feature in case they accidentally reset it?
- Remind them to be patient on resets!! It's better to reset late, than reset too early and have a stoppage in the game.
- Instruct them that if they are not sure to reset, DO NOT reset!! Have them look to see if official is giving one of two signals:
 - Twirl of finger above the head- Full reset
 - Thumbs up- Leave the shot clock where it is

Use backup device if both clocks not working—If one is out, play with only one clock