

DUTIES OF A SHOT CLOCK OPERATOR

The shot clock is used for the entire game, including overtime periods and when the Mercy Rule is in effect. The shot clock operator shall control a separate timing device with a horn that shall have a sound distinct and different from that of the game clock. An alternate timing device shall be available. In addition, the shot clock operator shall:

START when:

1. a player in bounds legally touches or is touched by the ball on a throw-in.
2. a team initially gains possession on a:
 - a. Jump ball;
 - b. Rebound;
 - c. Loose ball.

STOP when:

1. an official's whistle sounds.

FULL RESET when there is:

1. a change of possession with a new team in control;
2. a single personal foul;
3. a single technical foul on either team;
4. a try for goal (not a pass) hits the rim or flange, then either team gains control of the ball;
5. a violation (including a kicked or fisted ball);
6. an inadvertent whistle with no team control;
7. a held ball that occurs and the defense takes possession;
8. a tap or field goal try that lodges between the backboard and the basket support.

NO RESET when:

1. the offense retains possession after the following:
 - a. a held ball;
 - b. the ball is deflected out of bounds by a defensive player.
2. a player is injured or loses a contact;
3. a timeout is called;
4. a double foul (any type) occurs;
5. there is an inadvertent whistle with team control.

ALLOW TO RUN when:

1. there is a loose ball situation where offense retains possession;
2. a field goal try fails to hit the rim or flange, or is attempted at the wrong basket;
3. a blocked shot remains inbounds and is recovered by the offensive team.

TURN OFF when:

1. there is a reset situation and there are less than 35 seconds remaining on the game clock.

If there is a question as to whether a score was made within the shot clock period or whether a try for goal strikes the basket ring or flange, the final decision shall be made by the game officials.