SHOT CLOCK PROCEDURE (24 SECS)

NOTE: Preferred method is always STOP/RESET/START for accuracy (rather than just RESET/START).
In addition Modules will not reset to 14 unless shot clock stopped first.

1. **Start the shot clock:**
   - when a player gains control on the playing court or
   - on a throw in, when the ball touches any player

2. **Do not reset the shot clock**
   - if a shot misses the ring
   - when the ball goes out of bounds
   - for a foul or foot violation in the front court (IF DISPLAY AT 14 SECS or MORE)
   - after a jumpball if the same team keeps possession (unless jumpball is following ball sticking between ring & backboard which under NEW FIBA RULES is now deemed to have hit ring).

3. **Stop (hold) and reset the shot clock:**
   - for a foul or foot violation in the backcourt (**to 24 secs**)
   - for a foul or foot violation in the frontcourt (**to 14 secs** IF DISPLAY AT LESS THAN 14 SECS)
   - after a successful shot (**to 24 secs**)
   - NOTE NEW FIBA RULES:
     - If there is a foul or violation by a team in control of the ball, the opposition will receive the ball. If they are receiving the ball in their frontcourt, the shot clock will be reset to 14 seconds, NOT 24 seconds (eg 8sec violation, travel or illegal screen in backcourt).
     - When 2:00 or less in the fourth quarter or overtime, if a team calls a timeout when they would otherwise have possession in their backcourt, they now have a choice:
       - Keep the ball in their backcourt (shot clock reset to 24 or time remaining).
       - Advance the ball to the frontcourt, (shot clock reset DOWN to 14 (if it was over 14) or hold (if it is 14 or under when the timeout was called).

4. **Stop (hold) the shot clock when a shot hits the ring:**
   - reset to 14 secs if a player from the shooting (offensive) team regains control (even if display had been above 14)
   - reset to 24 secs if a player from the defensive team gains control
   - NOTE NEW FIBA RULES this now includes ball being stuck between the backboard and the ring

5. **For Free Throws (Foul Shots) - Stop (hold) and reset the shot clock to 24 secs**

   NOTE NEW FIBA RULES: Unless penalty is free throw(s) AND frontcourt possession - shotclock reset to 14 secs

   If last (or only) free throw is successful

   - retain at 24 secs

   If last (or only) free throw is unsuccessful

   - reset to 14 secs and start if a player from shooting (offensive) team regains control
   - start if a player from the defensive team gains control

SHOT CLOCK TIPS-

(for 3 button timer)

- Push START to run Shot Clock:
  - when a player gains control on the playing court or
  - on a throw in, when the ball touches any player

- Is not reset if shot misses ring, out of bounds, foul or foot violation in front court (unless under 14) or if same team retains possession after jumpball.

- Following offensive rebound after shot for a goal or last free throw, shot clock is reset to 14 seconds (Push reset button twice or alternate reset).

- When Ball Hits Ring- **PUSH STOP BUTTON** (not reset) on shot clock panel

- Offensive Rebound- reset to 14 seconds (Push reset button twice)

- Defensive Rebound -reset to 24 seconds (Push reset button once)

- Set to 14 if team gains frontcourt possession after violation, ball advance in last 2 mins or free throw and penalty possession from frontcourt