

INSTRUCTIONS TO SHOT CLOCK OPERATORS

(FIBA RULES 2014)

PRIOR TO THE GAME

- • Introduce yourself to the officials and have a pre-game meeting to review your duties
- • Familiarize yourself with clock and verify operation

STARTING/RE-STARTING SHOT CLOCK

- • Start a new shot clock (24) when a team establishes a new team control of a live ball on the playing court.
- • Start the shot clock on a throw-in when the ball touches or is legally touched by any player on the playing court.
- Reset shot clock to 14 seconds following a shot or free throw:
 - If the team that gains control of the ball is the same team that was in control of the ball before the ball touched the ring (i.e. **offensive rebound**), the shot clock shall be reset to **14** seconds.
 - If the team who did not have control of the ball gains possession after the ball touches the ring (i.e. **defensive rebound**), then the shot clock shall be reset to **24** seconds.

Whenever a team that has control of the ball is given a throw-in as a result of:

- A foul or violation (not for the ball having gone out-of-bounds by the team not in control of the ball),

And the throw-in in their backcourt:

- the twenty-four (24) second clock shall be reset to twenty-four (24) seconds.

If the throw-in is in the frontcourt:

- and fourteen (14) seconds or more are displayed on the twenty-four (24) second clock the shot clock is not reset and left with the time remaining
- and thirteen (13) seconds or less are displayed on the twenty-four (24) second clock then it is reset to fourteen (14) seconds

As well as the previously mentioned backcourt situations, the shot clock is stopped and reset when:

- • ball legally enters the basket
- • ball touches the ring of the opponent's basket
 - Exceptions to above:
 - ball directly lodges between ring and backboard (considered not to having touched ring)
 - ball directly hits the ring on a throw-in
- • the team in control of the ball commits an infraction of the rules.

The shot clock is stopped, but not reset, when the same team that previously in control is awarded a throw-in as a result of:

- • ball having gone out-of-bounds.
- • player of the same team having been injured.
- • jump ball situation.
- • double foul.
- • cancellation of equal penalties against the teams.

The shot clock is switched off when:

- • a team gains a new team control with fewer than twenty-four (24) seconds remaining on the game clock in any period, or
- • if the shot clock is supposed to be reset to fourteen (14) seconds in the frontcourt and there are less than fourteen (14) seconds remaining on the game clock in any period

NOTES

- the mere touching of the ball by an opponent does not start a new twenty-four (24) second period if the same team remains in control of the ball.
- if the officials judge that the opponents are disadvantaged by the game stopping by an action not attributable to them, then the shot clock is not reset and continues from where it was stopped.
- the twenty-four (24) second clock signal does not stop the game clock, the game, nor cause the ball to become dead, unless a team is in a control of the ball.
- if the twenty-four (24) second clock signal sounds in error it is disregarded unless the officials judge that a team in control has been placed at a disadvantage; if so, the game is stopped, the clock corrected and the team that was in control is awarded possession

PRACTICAL ADVICE

- • If in doubt, don't reset

- • Don't reset after a whistle until officials have finished any communication on floor and/or to table
- • Get in the habit of taking a mental note of the time showing on the shot clock (and game clock if/as possible) before you reset it (in case a correction is needed)
- • Pay attention to whether in your judgment, a shot was released before the signal sounds or not (there may be a case the officials consult with you such as loud gym and inaudible signal)