

DUTIES OF A SHOT-CLOCK OPERATOR 2009-10 Basketball Season

- Art. 1** Use a 30-second shot clock for girls or a 35-second shot clock for boys.
- Art. 2** Use the shot clock for the entire game, including extra periods, except when 30/35 seconds or less remain in the quarter or extra period, in which case the shot clock shall be turned off.
- Art. 3** Control a separate timing device with a horn that shall have a sound that is distinct and different from that of the game-clock horn.
- Art. 4** Have an alternate timing device available.
- Art. 5** Start the timing device when a player in bounds legally touches or is touched by the ball on a throw-in or when a team initially gains possession from a jump ball, an unsuccessful try for goal or a loose ball.
- Art. 6** Stop the timing device and reset it:
- a. When team control is re-established after the team loses possession of the ball;
 - b. When a foul occurs (Exceptions: Article 7.e)
 - c. When a held ball occurs (Exceptions: Article 7.d and .f);
 - d. When a try for goal strikes the ring or flange, or

A.R. 31. With the alternating-possession arrow favoring Team A and 20 seconds remaining on the shot clock, A1's try for goal lodges between the backboard and the basket support.

RULING: Team A shall be awarded possession for a throw-in and the shot clock shall be reset.

- e. When a violation occurs.
- f. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

Note: The mere touching of the ball by an opponent does not start a new shot-clock period when the same team remains in control of the ball.

A.R. 32. A1 touches the ball that was thrown in by A2. The ball strikes the playing court and bounces until A3 gains control by dribbling. The shot-clock operator started the shot clock when A1 touched the ball. RULING: The operator was correct. Touching the ball initiates the start of the game clock in all cases and the shot clock except in a reset situation when there is less than 30/35 seconds in the quarter or extra period.

- Art. 7** Stop the timing device and continue time without a reset when play begins under the following circumstances:
- a. The ball is deflected out of bounds by a defensive player;
 - b. A player is injured or loses a contact lens;
 - c. A charged timeout has concluded; and
 - d. During team control as defined in Rule 4-12, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team.
 - e. After a double personal foul, simultaneous personal foul or an inadvertent whistle when there is team control as defined in Rule 4-12 and as described in Rule 4-36.

A.R. 33. A1 is in the act of shooting and B1 attempts to defend the try. The official, in anticipation of a foul that was not committed, inadvertently blows his or her whistle (a) before the release of the ball; (b) after the try was in flight. A's try for goal was unsuccessful. RULING: In (a), since A1 did not release the ball and was in control of the ball when the inadvertent whistle was blown, Team A shall be awarded the ball at a designated spot nearest to where the dead ball occurred with no reset of the shot clock. In (b), since A1's try was in flight and there was not team control when the inadvertent whistle was blown, the ball shall be put back into

play at a designated spot nearest to where the dead ball occurred with the use of the alternating-possession arrow and the shot clock shall be reset. In (b) if the try for goal was successful, the inadvertent whistle shall be ignored and the team not credited with the score shall be awarded the ball at the end line with that team being entitled to run the end line.

- f. After a simultaneous held ball as described in Rule 4-25 occurs during a throw-in and the alternating-possession arrow favors the throw-in team.

Note: The offensive team, upon regaining possession of the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.

A.R. 34. A1 releases the ball on a try for goal, B1 partially blocks the shot and the ball (a) hits the ring or flange; (b) goes out of bounds; or (c) goes through the basket. RULING: In (a) and (c), the play is legal and the action shall continue. In (b), the official shall blow the whistle to stop play and the shot-clock operator shall stop but not reset the shot clock. On the ensuing throw-in by Team A, the game clock and shot clock shall start when the throw-in **legally** touches any player on the playing court.

Art. 8. Sound the shot-clock horn at the expiration of the shot-clock period. This shot-clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates :00 but the shot-clock horn has not sounded, the shot-clock time has not expired.

Art. 9. Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period.

A.R. 35. There are 32 seconds on the game clock and 30 seconds on the shot clock. Team A uses time before A1 releases the ball for a try for goal. After A1 releases the ball, the shot-clock horn sounds. The ball does not strike the ring or flange. The officials call a shot-clock violation. At the same time as the official's whistle, the game clock sounds, signaling that the quarter or extra period has ended. Shall the official put two seconds back on the game clock? RULING: No. The shot-clock horn sounded at the expiration of the shot-clock period; however, this does not stop play unless recognized by the official's whistle. The official's whistle for the shot-clock violation stopped play. The expiration of playing time was indicated by the timer's signal. This signal shall terminate player activity (Rule 2-12-7). The quarter or extra period ended with the violation.

Art. 10. Allow the timing device to continue during a loose-ball situation when the offense retains possession or when a field-goal try is attempted at the wrong basket.

Art. 11. Allow the game officials to make the final decision when there is a doubt as to whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange.

- a. When there is doubt whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange, any activity before the next live ball shall be canceled, with the exception of any flagrant foul, intentional foul or direct or indirect technical foul.

Art. 12. When an obvious mistake by the shot-clock operator has occurred in failing to set or reset the shot clock, the mistake may be corrected in the shot-clock period in which it occurred only when the referee has definite information relative to the mistake and time involved. Any activity after the mistake has been discovered shall be canceled, excluding any flagrant foul, intentional foul, or technical foul.

A.R. 36. The time on the game clock is 15:30 and the shot clock reads 0:30. A1 shoots the ball with five seconds on the shot clock and does not hit the ring or flange. The shot-clock operator, by mistake, resets the shot clock. No one notices the mistake by the shot-clock operator at this

time. When the game clock gets to 14:55, B2 commits a foul against A2. Now the officials get together and realize the shot-clock operator's mistake. **RULING:** When the officials have definite knowledge as to a shot-clock operator's mistake, it is permissible to rectify that mistake. In this case, since the officials have definite knowledge; they shall put five seconds back on the game clock, cancel the foul and award the ball to Team B at a designated spot nearest to where the ball became dead.