SHOT-CLOCK SITUATIONS

A. 1. Shot, hits ring/flange, horn = ignore horn, new shot-clock period to either team on possession.

2. Shot, hits ring/flange, no horn = play continues with new shot-clock period to either team on possession.

3. Shot by A1, misses ring/flange, horn = violation, ball to Team B at end line.

4. Shot by A1, misses ring/flange, no horn = Team A rebounds - clock continues to run. = Team B rebounds - new shot-clock period.

B. 1. Shot, horn, shot made = count basket, play continues.

2. Shot, horn, hits ring/flange = no violation, new shot-clock period to either team on possession.

3. Shot by A1, horn, misses ring/flange = violation, ball to Team B at end line.

C. 1. Shot, horn, inadvertent whistle, made basket = count basket.

2. Shot, horn, inadvertent whistle, ball hits ring/flange = blow whistle, alternating-possession arrow.

3. Shot, horn, inadvertent whistle, ball misses ring/flange = alternating-possession arrow.

D. 1. Shot by A1, horn, block by B1, ball does not hit ring/flange = violation, ball to B, new shot-clock period.

2. Shot by A1, block by B1, horn, ball does not hit ring/flange = violation, ball to B, new shot-clock period.

3. Shot by A1, horn, block by B1 out of bounds = violation, ball to B opposite spot of ball, new shot-clock period.

4. Shot by A1, blocked by B1 out of bounds = Team A gets ball at out-of-bounds spot with remaining time.

5. Shot by A1, blocked by B1 towards out of bounds, horn, then ball hits out of bounds = violation, ball to B at out-of-bounds spot (penalize shot-clock violation).

6. Shot by A1, blocked by B1, simultaneously recovered by B2 and A2 for a held ball = alternating-possession arrow, new shot clock.
E. 1. Shot by A1, block by B1, possession gained by B, horn = disregard violation, B had ball before horn sounded, continue play with new shot-clock period.

2. Shot by A1, block by B1, horn, then B gains possession = shot-clock violation, ball to B at end line closest to ball when horn sounded.

3. Shot by A1, blocked by B1, possession gained by A = shot clock continues running.

4. Shot by A1, blocked by B1, horn, ball misses ring/flange, possession by A = violation, ball to B at end line.

5. Shot by A1, :02 on shot clock, block by B2 sending ball into B’s front court = As B2 moves to recover ball, the shot-clock horn sounds. Shot-clock violation, ball to B out of bounds at spot closest to where ball was when whistle blown.

F. 1. Pass by A1, ball deflected by B1, hits ring/flange = no reset, play continues.

2. Pass by A1, ball deflected by A2, hits ring/flange = no reset, play continues.

3. A1 shoots an “air ball,” A2 taps ball that hits ring/flange = reset on possession (a tap is considered a try for goal in this situation).

G. 1. Shot by A1, block by B1, horn, B1 fouls A1 on the shot, ball does not hit ring/flange = penalize foul, disregard shot-clock violation.

2. Shot by A1, block by B1 and B1 fouls A1, horn, ball does not hit the ring/flange = penalize foul, disregard shot-clock violation.

3. Shot by A1, horn, ball does not hit ring/flange, simultaneous held ball by A2 and B2 = shot clock violation, ball to Team B at endline.

4. Shot by A1, ball does not hit ring/flange, simultaneous held ball by A2 and B2 = alternating possession arrow, new shot clock.

H. 1. Throw-in by A1. Ball touches A2 and bounces away and is picked up by B1 = shot clock (and game clock) start when ball touches A2.

2. Throw-in by A1. B1 deflects pass and A2 then secures possession = shot clock (and game clock) start when B1 deflects pass.

I. 1. Team A in control of ball. Double personal foul, double flagrant personal foul, double intentional personal foul or simultaneous personal foul is committed = Award ball at point of interruption with no reset of shot clock.
2. Team A is executing a throw-in. Double personal foul, double flagrant personal foul, double intentional personal foul or simultaneous personal foul is committed = Award ball at point of interruption with no reset of shot clock.

J. Team A shoots, ball becomes lodged on the flange = jump ball, alternating possession arrow, new shot clock period.

Shot-clock operator mistake:
• A1 shoots with three seconds on shot clock—ball misses ring/flange, A2 gets rebound.
• Shot-clock operator erroneously resets clock on A2’s possession.
• Team A runs offense for 10 seconds.
• Timer has official stop play and informs her/him that a mistake was made by resetting the shot clock.

Answer:
• Call shot-clock violation—ball goes to Team B at end line.
• If official has actual knowledge, time can be corrected on game clock (add minimum of 10 seconds to game clock).

Note: On a shot that misses the ring/flange, do not wait to see if Team A or B gets possession. Call the violation as soon as it is clear the shot will not hit the ring/flange.