

SHOT CLOCK

Preparation for U14 Representative Season

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Article 29 – FIBA Rule Book

29.1.1 - Rule

Whenever:

- A player gains control of a **live** ball on the **court**,
- On a throw-in, the ball touches or is legally touches by any player on the court and the team of that player is taking the throw-in remains in control of the ball,

That team must attempt a shot for goal within 24 seconds.

To constitute a shot for a goal within 24 seconds:

- The ball must leave the player's hand(s) before the shot clock signal sounds, and
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

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29.1.2

When a shot for a goal is attempted near the end of the shot clock period and the shot clock signal sounds while the ball is in the air:

- If the ball enters the basket, no violation has occurred the signal shall be disregarded and the goal shall count.
- If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
- If the ball misses the ring, a violation has occurred. However, if the opponents gain and immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

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29.2 – Procedure

29.2.1

After a jump ball or after a throw-in from the center line at the start of the quarter , if a player gain control of a live ball on the court, regardless if front court or back court, the clock shall be restarted with 24 seconds.

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29.2.2

The shot clock shall be reset whenever the game is stopped by a referee:

- For a foul or violation (except for going out of bounds, caused by the team NOT in control of the ball)
- For any any valid reason caused by the team not in control of the ball
- For any valid reason not caused with either team.

In these situations, the possession of the ball is awarded to the team that was already in control of the ball. If the throw-in is then given in that teams;

- Back Court – the shot lock reset to 24 seconds
- Front Court
 - If 14 seconds or more are displayed, the clock will hold and continue
 - If 13 seconds or less, reset clock to 14 seconds

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HOWEVER...

If the game is stopped by a referee for any valid reason not connect with either team and, in the judgement of the referee, the reset of the clock would place the opponents at a disadvantage, the shot clock shall continue from the time is was stopped.

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29.2.3

The shot clock shall be reset whenever a throw-in is awarded to the opponents' team after the game is stopped by a referee for a foul or violation (including for the ball having been caused to go out-of-bounds) **by the team in control of the ball.**

The shot clock shall also be reset if the new offensive team is awarded a throw-in according to the alternating possession procedure.

If the throw-in is then administered in that team's:

- Back court, the shot clock shall be reset to a new 24 seconds
- Front court, The shot clock shall be reset to 14 seconds.

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29.2.4

Whenever the game is stopped by a referee for a technical foul committed by the team in control of the ball, the game shall be resumed with a throw-in from the place nearest to where the game was stopped. The shot clock shall not be reset but shall continue from the time it was stopped.

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29.2.5

When the game clock show 2:00 mins or less in the 4th Q or OT, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt nearest to where game was stopped.

After the time-out, the throw-in shall be administered as follows:

- If as a result of the ball having gone out of bounds if from the team's:
 - Backcourt, the shot clock shall continue from where it was stopped
 - Frontcourt, if clock shows 13 sec or less it shall continue from the time it was stopped if the shot clock shows 14 sec or more, it shall be reset to 14 seconds.

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- If as a result of a foul or violation (not for the ball having gone out-of-bounds) and the if from the team's:
 - Backcourt, the SC shall reset to 24 seconds
 - Frontcourt, the SC shall reset to 14 seconds
- If the time-out is taken by the team which has a new control of the ball, and if from the team's:
 - Backcourt, the SC shall reset to 24 seconds
 - Frontcourt, the SC shall reset to 14 seconds

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29.2.6

When a team is awarded a throw-in from the throw-in line in the team's front court as part of the penalty for an USF or DQ, the shot clock shall be reset to 14 seconds.

29.2.7

After the ball has touched the ring of the opponents' basket, the shot clock shall reset to:

- 24 seconds, if the opponent's gain control of the ball.
- 14 seconds, if the team which regains control of the ball is the same team that made the shot before it touched the ring.

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29.2.8

If the shot clock signal sounds in error while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded and the game shall continue.

However, if in the judgement of a referee, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the shot clock shall be corrected and possession shall be awarded to that team.

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Example: A1's shot for a goal is in the air when the shot clock signal sounds. The ball touches the backboard and then rolls on the court, where it is first touched by B1, then by A2 and is finally controlled by B2.

Interpretation: This is a shot clock violation by team A. A1's shot missed the ring and team B did not gain an immediate and clear control of the ball.

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Example: During A1's shot for a goal the ball touches the backboard but misses the ring. The ball is then touched but not controlled by B1, after which A2 gains control of the ball. The shot clock signal sounds.

Interpretation: This is a shot clock violation by team A.

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Example: A1's shot for a goal is in the air when the shot clock signal sounds. The ball misses the ring, after which

- a) a held ball between A2 and B2 occurs.
- b) B1 taps it out-of-bounds.

Interpretation: In both cases, this is a shot clock violation by team A. Team B did not gain an immediate and clear control of the ball.

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Example: With 25.2 seconds on the game clock, team A gains control of the ball. With 1 second on the shot clock, A1 attempts a shot for a goal. While the ball is in the air, the shot clock signal sounds. The ball misses the ring and

- a) after another 1.2 second, the game clock signal sounds for the end of the quarter.
- b) A2 catches the ball on a rebound. The referee calls the violation with the game clock showing 0.8 second.

Interpretation:

In (a) this is not a shot clock violation by team A. The referee was waiting to see if team B gained immediate and clear control of the ball and therefore did not call a violation. The quarter has ended.

In (b) this is a shot clock violation by team A. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with 0.8 second on the game clock.

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Example: With

(a) 16 seconds

(b) 12 seconds

on the shot clock, A1 passes the ball to A2 in the frontcourt when B1 in the backcourt deliberately kicks or strikes the ball with the fist.

Interpretation: In both cases, this is a violation by B1 for kicking the ball or striking it with the fist. The game shall be resumed with a team A throw-in from its frontcourt with

(a) 16 seconds

(b) 14 seconds

on the shot clock.

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Example: With 6 seconds on the shot clock, A1 dribbles in the frontcourt when B2 is charged with an unsportsmanlike foul against A2.

Interpretation: After A2's 2 free throws with no line-up, regardless of whether made or missed, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

The same interpretation is valid for a disqualifying foul.

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Example: With 6 seconds on the shot clock, A1's shot for a goal is in the air when a double foul against A2 and B2 occurs. The alternating possession arrow favours team A.

- (a) The ball misses the ring.
- (b) The ball touches the ring.

Interpretation: Team A shall have

- (a) 6 seconds
 - (b) 14 seconds
- on the shot clock.

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Example: With 4 seconds on the shot clock, A1 attempts a shot for a goal. The ball misses the ring but the shot clock operator erroneously resets the clock. A2 rebounds the ball and after a certain time, A3 scores a goal. At this time, the referees recognise the error.

Interpretation: The referees, after consulting the commissioner, if present, shall confirm that the ball missed the ring during A1's shot. If so, they shall then decide if the ball had left A3's hands before the shot clock would have sounded if the reset had not taken place. If so, A3's goal shall count. If not, a shot clock violation occurred and A3's goal shall not count.

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