

FHSAA BASKETBALL

SHOT CLOCK GUIDELINES

Florida guidelines • Updated August 1, 2023

Training presentation based exclusively on the supplied FHSAA document

TRAINING GOAL

OUR GOAL



Prepare every shot clock operator and contest official to run the clock accurately and consistently, in line with the FHSAA Basketball Shot Clock Usage Guidelines.

35

second shot clock

20

second reset after a kicked ball

10

second on back court violations and foul

Key Numbers to Know

35

SECONDS

Shot clock length (NFHS Rule 2-14; FHSAA: boys and girls games using the shot clock)

10

SECONDS

Backcourt count, administered with the shot clock (9-8)
Note: refresh the count on defensive violations and fouls

20

SECONDS

FHSAA: kicked ball with 19 seconds or less sets the clock to 20

2

CLOCKS

NFHS: visible timepieces, one at each end of the court

TRAINING OBJECTIVES

BY THE END OF THIS TRAINING



1 Know the foundational rules

Apply the 35-second shot clock throughout the game, including extra periods, with no closely guarded count.

2 Be equipped and prepared

Operate a separate timing device with its own distinct horn, and have an alternate device ready.

3 Start, reset, and continue correctly

Identify when to start, reset to 35 or 20, continue the remaining time, or keep the clock running.

4 Manage the end of periods and disputes

Turn the clock off when required and recognize that officials make the final decision.

FOUNDATIONAL RULES

35 SECONDS





SHOT CLOCK

seconds per possession

1. 35-second shot clock for boys' and girls' games when specified in the game contract.
2. Use throughout the game, including extra periods.
3. NFHS Rule 4-10 is not in effect: no official closely guarded count while the shot clock is in use.

EQUIPMENT & OPERATOR

BE PREPARED



1. Operate a separate timing device with a horn distinct from the game-clock horn.
2. Have an alternate timing device available if the primary shot clock fails.
3. Sound the shot-clock horn when the period expires.
4. Pre-game check: test the shot clock for proper operation and confirm the horn sound is distinct from the game-clock horn.

WHEN TO START

START ON LEGAL TOUCH / POSSESSION



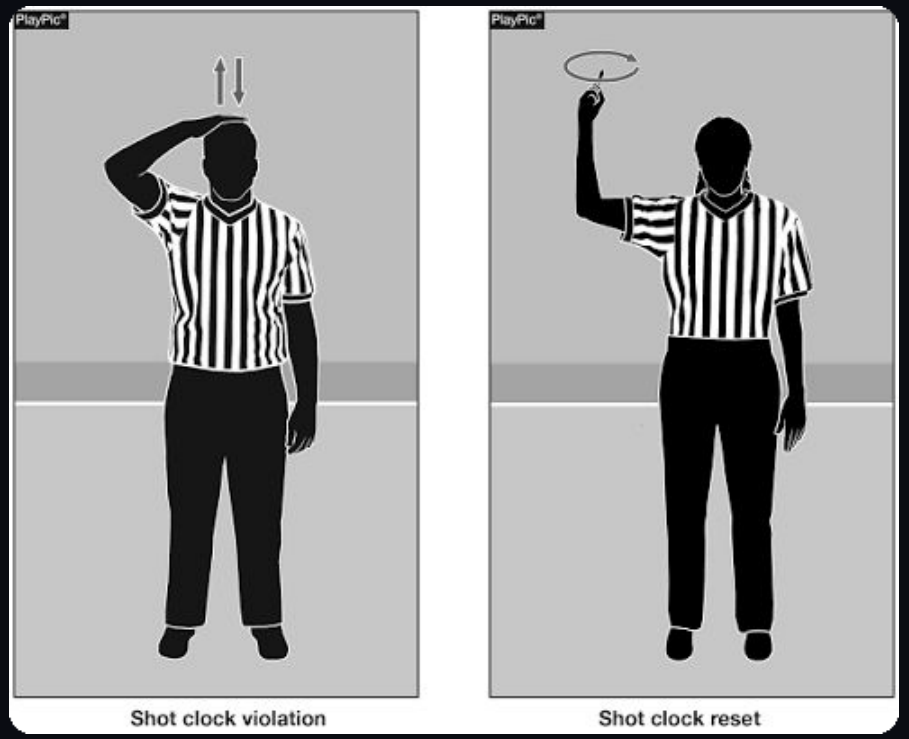
1. On a throw-in: when a player inbounds legally touches or is touched by the ball.
2. When a team initially gains possession from a jump ball.
3. When possession is gained after an unsuccessful try for goal.
4. When possession is gained of a loose ball following a jump ball or unsuccessful try.

RESET RULES

STOP & RESET



1. Team control is re-established after a team loses possession.
2. Single personal, technical, flagrant technical, or intentional technical foul.
3. Held ball, unless the possession arrow favors the offense.
4. Try for goal strikes ring or flange and either team gains possession.
5. Violation; or inadvertent whistle with no player or team control.



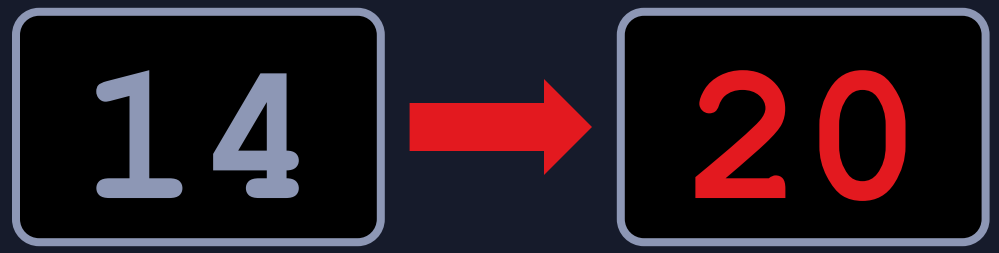
Official signals: shot clock violation (left) and shot clock reset (right)

SPECIAL SITUATION

INTENTIONALLY KICKED BALL

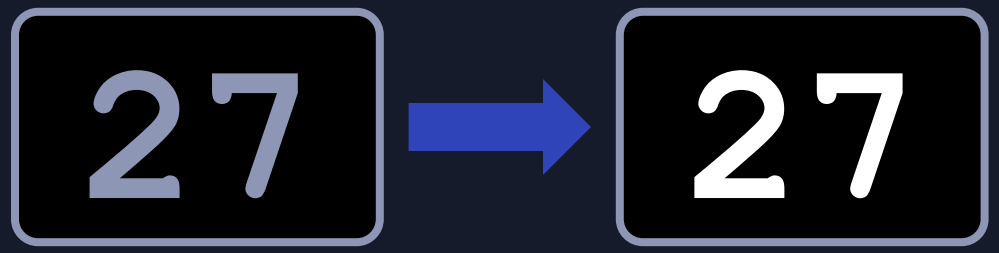


19 SECONDS OR LESS



19 seconds or less remaining → set the shot clock to 20 seconds (front court)

20 SECONDS OR MORE



20 seconds or more remaining → do not reset. (back court)

Clock values shown are examples

These same thresholds apply when the intentionally kicked ball occurs during a throw-in.

NO RESET

STOP & CONTINUE REMAINING TIME



1. Defensive deflection out of bounds.
2. Player injury or lost contact lens.
3. After a charged timeout.
4. Defensive held ball during team control when arrow favors offense.
5. Double foul or simultaneous personal/technical fouls with team control.

NO RESET — CONTINUED

RETAIN UNEXPIRED TIME



1. Inadvertent whistle when there is team control.
2. Simultaneous held ball during a throw-in (Rule 4-25).
3. Ball out of bounds simultaneously last touched by opponents, or last touch is in doubt.
4. Offensive team retains the unexpired shot-clock time for its throw-in.

KEEP THE CLOCK RUNNING

CONTINUOUS COUNT



1. Mere touching of the ball by an opponent does not create a new shot-clock period if the same team retains control.

2. Continue the shot clock during a loose-ball situation when the offense retains possession.

3. Continue when a field-goal try is attempted at the wrong basket.

END-OF-PERIOD MANAGEMENT

TURN THE SHOT CLOCK OFF



1. If the game clock has less time remaining than the shot clock, turn the shot clock off.

2. When a reset situation occurs and the game clock shows less than a full shot-clock period, turn the shot clock off.

3. This applies during the game and extra periods.

WHO MAKES THE DECISION?



1. The shot-clock horn alone does not stop play; an official must recognize it with a whistle.

2. Zeros displayed without the horn sounding do not mean the shot-clock period has expired.

3. Game officials make the final decision when there is doubt about a timely score or ring/flange contact.

DISPUTED PLAYS

BEFORE THE NEXT LIVE BALL



1. When there is doubt whether a score was made within the shot-clock period or a try contacted the ring/flange, activity before the next live ball is canceled.

2. Exceptions: any flagrant foul, intentional foul, or technical foul.

3. Source: FHSAA Basketball Shot Clock Usage Guidelines, updated 8/1/23.