FHSAA Basketball Shot Clock Usage Guidelines

NFHS Rule 4-10 is not in effect. There shall be no closely guarded count by the official when the shot clock is in use.

The shot-clock operator shall:

1) Use a 35-second shot clock for all boys and girls games utilizing the shot clock as noted in the game contract.
2) Use the shot clock for the entire game, including extra periods, except when there is less time remaining on the game clock than on the shot clock, in which case the shot clock shall be turned off.
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.
4) Have an alternate timing device available in lieu of a primary shot clock failure.
5) Start the timing device when a player inbounds 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 when possession is gained of a loose ball after a jump ball or unsuccessful try for goal.
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 the following occurs:
        i. A single personal foul.
        ii. A single technical foul.
        iii. A single flagrant technical foul; or
        iv. A single intentional technical foul.
    c. When a held ball occurs (Exception: Unless the possession arrow favors the offense)
    d. When a try for a goal strikes the ring or flange and then possession is gained by either team.
    e. When a violation occurs.
    f. When an intentionally kicked ball occurs with 19 seconds or less remaining, set to 20 seconds.
    g. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.
    h. 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.
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. When an intentionally kicked ball occurs with 20 seconds or more remaining.
    c. A player is injured or loses a contact lens.
    d. A charged timeout has concluded.
    e. During team control, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team;

f. After any double foul or simultaneous personal foul or technical fouls when there is team control.
g. After an inadvertent whistle when there is team control.
h. After a simultaneous held ball as described in Rule 4-25 occurs during a throw-in; and
i. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds or when there is doubt as to who last touched the ball.
j. 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.

8) When an intentionally kicked ball occurs during a throw-in with 19 seconds or less remaining, the shot clock shall be set to 20 seconds. When an intentionally kicked ball occurs during a throw-in with 20 seconds or more remaining, the shot clock shall not be reset.
9) 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 zeros but the shot-clock horn has not sounded, the shot-clock time has not expired.
10) Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period.
11) 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.
12) Allow the game officials to make the final decision when there is 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, except for any flagrant foul, intentional foul or technical foul.