



NFHS Shot Clock Rules

Gameplay:

1. 35 second shot clock

- Used the entire game, except when there is less time remaining on the game clock than on the shot clock each quarter.

2. Full reset to 35 second shot clock when:

- Full change of possession
- Shot attempt touches rim
- Personal and/or technical fouls
- Kick/fisted ball violation committed by the defense

3. Shot clock stays at number presented and does not reset when:

- The ball is deflected out of bounds by a defensive player
- Shot attempt that does NOT touch the rim;
- A player is injured or loses a contact lens;
- A charged time-out has concluded;
- Jump/hold ball and the possession arrow favors the offensive team.

4. 10 second backcourt count:

- The shot clock shall be used to determine the 10 second count. Violation occurs if ball does not touch in front court by 25 seconds on the shot clock.

5. 5 second closely guarded count:

- There **IS** a count when the ball is **held** by an offensive player, whom is being closely guarded in the front court.
- There is **NO** 5 second closely guarded count while the offensive player is **dribbling** in the front court.

6. Foul count each half:

- 5 team fouls each quarter, then 2 shot bonus. Foul count resets each quarter.