

MPSSAA BOYS AND GIRLS BASKETBALL SHOT CLOCK PROCEDURE

MPSSAA boys and girls basketball will be governed by the rules of the National Federation of State High School Associations (NFHS). However, the rules will be modified as follows:

1. Girls and Boys will use a 30-second shot clock.
2. Girls **will not** have a 10-second visible count to move the ball from back court to front court.
3. Boys **will** have a 10-second visible count to move the ball from back court to front court.

Shot Clock Guidelines

1. A shot clock try for a field goal is defined as the ball having left the player's hand(s) before the sounding of the shot clock horn and subsequently striking the basket ring or entering the basket.
2. The team in control shall attempt a try or tap for goal within:
 - 30-seconds after gaining team control
3. The shot clock is used for the entire game, including overtime. If one, or both, shot clocks are not working, the shot clocks will be turned off and regular NFHS Rules will apply (Ten second visible count to move the ball from backcourt to frontcourt for both boys and girls).
4. The shot clock operator should use a timing device with a horn different from the game clock. Officials shall test both horns prior to the game.
5. The shot clock should start:
 - On a throw-in when the ball is legally touched by any player.
 - On a jump ball when a player gains control of the ball.
 - On an unsuccessful try when a player gains control of the ball.
 - On an unsuccessful free throw that will remain in play when a player gains control of the ball.
6. The shot clock should reset to 30 (Girls and Boys) when:
 - There is a single personal foul.
 - There is a single technical foul.
 - A held ball occurs and there is a change of possession. In other words, the arrow is pointing to the defensive team.
 - A try or tap strikes the ring and either team gains control.
 - A try lodges between the backboard and basket support.
 - A violation occurs.
 - An inadvertent whistle occurs and neither team is in control.
7. The shot clock should reset to 15 when:
 - A kicking or fisted ball violation occurs and the shot clock is 14 seconds or less.
8. The shot clock should stop/be held but continue with no reset under the following circumstances:
 - When the ball is deflected out of bounds by a defensive player.
 - When a player is injured.
 - When a charged time out has concluded.
 - During team control, a defensive player causes a held ball and the arrow favors the offensive team.
 - When a kicking or fisted ball violation occurs and the shot clock is 15 seconds or greater.
 - When a double personal foul when a team is in control.
 - When a double technical foul when a team is in control.
9. The shot clock shall be turned off when:
 - The game clock shows less time than a shot clock period.
 - The 35 point mercy rule is effect (mercy rule is applied beginning with the start of the 3rd quarter).

MPSSAA BOYS AND GIRLS BASKETBALL “MERCY RULE” PROCEDURE

By State adoption, the State Basketball Committees have adopted the following rule regarding the use of running time. Once a 35-point differential exists in the second half, the following changes, and only these changes, will be made regarding the rules which determine when the clock will and will not be stopped.

- a. An official’s time-out for an injured participant.
- b. A charged (team) time-out occurs.
- c. A score occurs that reduces the point spread to less than 35 points (in which case regular timing procedures will be used).
- d. A period ends.
- e. Free throws are taken.

