

24 SECOND SHOT CLOCK

Beginning of the game: shot clock starts on possession.

Beginning of all other quarters & extra time: shot clock starts as soon as it is touched by any player on the court.

On a throw-in: shot clock starts on touch by any player.

Change of possession in new front court after a whistle, reset to 14.

After the ball hits the ring: hold & reset to 24 then....

: run if the defensive team gains possession.

: reset to 14 & run if the offensive team gains possession.

If in doubt, hold, look at the time displayed, check with the Chairperson.

	BACK COURT	FRONT COURT
Foot Violation	Reset to 24	If on 14 or above – HOLD If under 14 – reset to 14
Foul – Personal with no shots	Reset to 24	If on 14 or above – HOLD If under 14 – reset to 14
Foul – Personal with shots	Reset to 24 or 14 offense gains control of missed free throw	
Foul – Technical by player of team in control of the ball	Hold	Hold
Foul – Technical by defensive player	Reset to 24	Hold if above 14 or reset to 14 if under 14
Foul – Unsportsmanlike & Disqualifying	Reset to 24 for free throws	Reset to 14 for front court throw-in line possession
Floor Wipe (Referee stoppage – reset, Player request – hold, let ref decide)		
Injury (Offensive – hold, Defensive – reset)		
Held ball/Jump Ball – Hold, check possession arrow & reset accordingly		
Ball lodges between ring & backboard - reset to 14 or 24 depending on possession arrow		
Hold on double foul/special situations (may have an outcome decided by the possession arrow)		
Last 2 mins after a time out by the team inbounding the ball	Hold on out of bounds throw-in or reset to 24 if after a made basket or opponent's foul	If after ball has gone out-of-bounds, hold if showing 13 secs or less, reset to 14 if showing more than 14 secs. Coach advances the ball – reset to 14