



MHSA Shot Clock State Association Guidelines

In accordance with Rule 2-14, MHSA has adopted a 35-second shot clock effective in the 2022-23 season. The following are the guidelines to be implemented for the shot clock.

SHOT CLOCK DISPLAYS

1. A shot clock is one of the two official visible timepieces – one at each end of the court.
2. The shot clocks shall be recessed and mounted on the backboard supports behind each backboard, they also may be mounted on wall, or on temporary stands.
3. An alternate-timing device or procedure shall be available when a visible shot clock malfunctions.
4. LED lights located around the shot clock may be used, but the lights shall only be activated for a shot clock violation.
5. Nothing shall be attached to the mounting mechanisms of the shot clock that affects the visibility of the shot clock.

GAME AND TABLE OFFICIALS

A shot clock operator will be located at the scorer's and timer's table. It is recommended that the timer and shot clock operator be seated next to each other.

OFFICIALS' GENERAL DUTIES

1. Use the shot clock to administer the 10-second backcourt count (9-8). Use a silent, visible 10-second count when there is no shot clock visible.
2. To indicate a shot clock violation, the official will give the stop clock signal followed by the tapping of the head and give a directional signal.
3. To indicate a shot clock reset, the official will use a rolling motion of a pointed index finger above the head.

THE SHOT CLOCK OPERATOR SHALL:

1. A 35-second shot clock for both boys and girls will be utilized in accordance with Rule 2-14.

2. Use the shot clock the entire game, including extra periods, except 35 seconds or less time remaining on the game clock than on the shot clock or in cases where 5-5-3NOTE has been implemented. In these cases, 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 or procedure available in the case of failure or lack of availability of the electronic clocks.
5. Start the shot clock when: a. A player inbounds legally touches or is touched by the ball on a throw-in; or b. A team initially gains control after a jump ball or unsuccessful try for goal; or c. Control of a loose ball is gained after a jump ball; or d. Unsuccessful try for goal.
6. Stop the timing device and reset to full amount:
 - a. When team control is again established after the team loses possession of the ball.
 - b. When any of the following occurs:
 - I. A single personal foul;
 - II. A single technical foul assessed to the defensive team;
 - III. During team control, a defensive player causes a held ball, and the alternating-possession arrow favors the defensive team;
 - IV. When a try for goal strikes the ring or flange and then possession is gained by either team;

A.R. 31. With the alternating-possession arrow favoring Team A and 20 seconds remaining on the shot clock, A1's try for goal lodges between the backboard and the basket support. RULING: Team A shall be awarded possession for a throw-in and the shot clock shall be reset.
 - V. When a violation occurs;
 - VI. After a held ball occurs during a throw-in, and the alternating possession arrow favors the team that did not make the throw-in;
 - VII. After a held ball occurs during after an unsuccessful try that does not contact the ring or flange, and the alternating-possession arrow favors the non-shooting team;
 - VIII. 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 and the possession arrow favors the defensive team;
 - IX. When there is an inadvertent whistle and there was no player or team control at the time of the whistle;

NOTE: The mere touching of the ball by an opponent does not start a new shot clock period with the same team remains in control of the ball.

A.R. 32. A1 touches the ball that was thrown in by A2. The ball strikes the playing court and bounces until A3 gains control by dribbling. The shot-clock operator started the shot clock when A1 touched the ball. **RULING:** The operator was correct. Touching the ball initiates the start of the game clock in all cases and the shot clock except in a reset situation when there is less than 35 seconds in the quarter or extra period.

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. A player is injured or loses a contact lens;
- c. A charged time-out has concluded;
- d. During team control as defined in Rule 4-12-1, a defensive player causes a held ball, and the alternating-possession arrow favors the offensive team;
- e. After any double personal or technical fouls or simultaneous personal or technical fouls or an inadvertent whistle when there is team control as defined in Rule 4-12 and as described in Rule 4-36.

A.R. 33. A1 is in the act of shooting and B1 attempts to defend the try. The official, in anticipation of a foul that was not committed, inadvertently blows his or her whistle (a) before the release of the ball; (b) after the try was in flight. A's try for goal was unsuccessful. **RULING:** In (a), since A1 did not release the ball and was in control of the ball when the inadvertent whistle was blown, Team A shall be awarded the ball at a designated spot nearest to where the dead ball occurred with no reset of the shot clock. In (b), since A1's try was in flight and there was not team control when the inadvertent whistle was blown, the ball shall be put back into play at a designated spot nearest to where the dead ball occurred with the use of the alternating-possession arrow and the shot clock shall be reset. In (b) if the try for goal was successful, the inadvertent whistle shall be ignored and the team not credited with the score shall be awarded the ball at the end line with that team being entitled to run the end line.

- f. After an inadvertent whistle when there is team control;
- g. After any technical foul(s) is assessed to a team in control of the ball, or to the team entitled to the ball before it is at the disposal of the thrower-in, or to bench personnel;
- h. After a simultaneous held ball as described in Rule 4-25 occurs during a throw-in and the alternating-possession arrow favors the throw-in team.

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.

A.R. 34. A1 releases the ball on a try for goal, B1 partially blocks the shot and the ball (a) hits the ring or flange; (b) goes out of bounds; or (c) goes through the basket. RULING: In (a) and (c), the play is legal and the action shall continue. In (b), the official shall blow the whistle to stop play and the shot-clock operator shall stop but not reset the shot clock. On the ensuing throw-in by Team A, the game clock and shot clock shall start when the throw-in legally touches any player on the playing court.

- i. After a held ball occurs during after an unsuccessful try that does not contact the ring or flange, and the alternating possession arrow favors the shooting team;
- j. 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 and the possession arrow favors the offensive team;

8. Resetting the shot clock not to the full shot clock amount:

- a. Reset the shot clock to 20 seconds when there is an intentionally kicked or fisted ball with less than 19 seconds on the shot clock.
- b. State associations may determine, if there are other instances where the clock is reset, but not to the full shot clock amount.

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 zeroes, the shot clock time has 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.

A.R. 35. There are 32 seconds on the game clock and 30 seconds on the shot clock. Team A uses time before A1 releases the ball for a try for goal. After A1 releases the ball, the shot-clock horn sounds. The ball does not strike the ring or flange. The officials call a shot-clock violation. At the same time as the official's whistle, the game clock sounds, signaling that the quarter or extra period has ended. Shall the official put two seconds back on the game clock? RULING: No. The shot-clock horn sounded at the expiration of the shot-clock period; however, this does not stop play unless recognized by the official's whistle. The official's whistle for the shot-clock violation stopped play. The expiration of playing time was indicated by the timer's signal. This signal shall terminate player activity (Rule 2-12-7). The quarter or extra period ended with the violation.

11. Allow the timing device to continue during loose-ball situations when the offense retains control or when a field goal try is attempted at the wrong basket or when a field goal try has failed to hit the rim or flange.

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, with the exception of any flagrant foul, intentional foul or direct or indirect technical foul.

13. When an obvious mistake by the shot-clock operator has occurred in failing to set or reset the shot clock, the mistake may be corrected in the shot-clock period in which it occurred only when the referee has definite information relative to the mistake and time involved. Any activity after the mistake has been discovered shall be canceled, excluding any flagrant foul, intentional foul, or technical foul.

A.R. 36. The time on the game clock is 15:30 and the shot clock reads 0:30. A1 shoots the ball with five seconds on the shot clock and does not hit the ring or flange. The shot-clock operator, by mistake, resets the shot clock. No one notices the mistake by the shot-clock operator at this time. When the game clock gets to 14:55, B2 commits a foul against A2. Now the officials get together and realize the shot-clock operator's mistake. **RULING:** When the officials have definite knowledge as to a shot-clock operator's mistake, it is permissible to rectify that mistake. In this case, since the officials have definite knowledge; they shall put five seconds back on the game clock, cancel the foul and award the ball to Team B at a designated spot nearest to where the ball became dead.

TIMING ERRORS:

1. The officials shall 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.

2. When an obvious mistake by the shot clock operator has occurred in failing to start, stop, set or reset the shot clock, or when a shot clock has malfunctioned, the mistake or the malfunctioning problem may be corrected in the shot clock period in which it occurred only when the official has definite information relative to the mistake or malfunctioning problem and the time involved.

SHOT CLOCK VIOLATION:

1. A shot clock period is the period of time beginning when the ball is legally touched on a throw-in or when team control is established or re-established after loss of team

control and the shot clock is properly started. The shot clock period ends when the shot clock is properly started for the next shot clock period.

2. A shot clock try for field goal is defined as the ball having left the shooter's hand(s) before the sounding of the shot clock horn and then striking the ring or flange, or entering the basket.

3. The team in control must attempt a try for a field goal, within the 35-second shot clock period.

4. It is a violation when a try for field goal does not leave the shooter's hand before the expiration of the allotted shot clock time (as indicated by the sounding of the shot clock horn) or when it does leave the shooter's hand before the expiration of the allotted shot clock time and the try does not subsequently strike the ring or flange or enter the basket.