

Shot-Clock Situations

- A.
1. Shot, hits rim, horn = ignore horn, new shot-clock period to either team on possession.
 2. Shot, hits rim, no horn = play continued with new shot-clock period to either team on possession.
 3. Shot, misses rim, horn = violation, ball to Team B at baseline.
 4. Shot, misses rim, no horn = Team A rebounds – clock continues to run.
= Team B rebounds – new shot-clock period.
- B.
1. Shot, horn, shot made = count basket, play continues
 2. Shot, horn, hits rim = no violation, new shot-clock period to either team on possession.
 3. Shot, horn, misses rim = violation, ball to Team B at baseline.
- C.
1. Shot, horn, inadvertent whistle, made basket = count basket.
 2. Shot, horn, inadvertent whistle, ball hits rim = blow whistle, alternating-possession arrow.
 3. Shot, horn, inadvertent whistle, ball misses rim = blow whistle, shot-clock violation.
- D.
1. Shot, horn, block by B1, ball does not hit rim = violation, ball to B, new shot-clock.
 2. Shot, block by B1, horn, ball does not hit rim = violation, ball to B, new shot-clock.
 3. Shot, horn, block by B1 out of bounds = violation, ball to B opposite spot of ball - new shot-clock.
 4. Shot, blocked by B1 out of bounds = Team A gets ball at out-of-bounds spot with remaining time.
 5. Shot, blocked by B1 towards out of bounds, horn, then ball hits out of bounds = violation, ball to B at out-of-bounds spot (penalize shot clock violation).
 6. Shot blocked by B1, simultaneously recovered by B2 and A2 for a held ball = alternating-possession arrow, new shot clock.
- E.
1. Shot, block by B1, possession gained by B, horn = disregard violation, B had ball before horn sounded, continue play with new shot-clock period.
 2. Shot, block by B1, horn, then B gains possession = shot-clock violation, ball to B at end line closest to ball when horn sounded.
 3. Shot, blocked by B1, possession gained by A = shot clock continued running.
 4. Shot, blocked by B1, horn, ball misses rim, possession by A = violation, ball to B at baseline.

- F.
1. Pass by A1, ball deflected by B1, hits rim = no reset, play continues.
 2. Pass by A1, ball deflected by A2, hits rim = no reset, play continues.
 3. A1 shoots an "airball," A2 taps ball that hits rim = reset on possession (a tap is considered a try for goal in this situation).
- G.
1. A1 shoots, block by B1, horn, B1 fouls A1 on the shot, ball does not hit rim = penalize foul, disregard shot-clock violation.
 2. A1 shoots, block by B1 and B1 fouls A1, horn, ball does not hit the rim = penalize foul, disregard shot-clock violation.
- H.
1. In-bound pass by A1. Ball touches A2 and bounces away and is picked up by B1 = shot-clock (and game clock) start when ball touches A2.
 2. In-bound pass by A1. B1 deflects pass and A2 then secures possession = shot-clock (and game clock) start when B1 deflects ball.

Shot-clock operator error:

A1 shoots with three seconds on shot-clock – ball misses rim, A2 gets rebound. Shot-clock operator erroneously resets clock. Team A runs offense for 10 seconds. Timer has official stop play and informs her/him that an error was made by resetting the shot clock.

Referee action:

Call shot-clock violation – ball goes to team B at baseline. If official has actual knowledge, time can be corrected on game clock

On all shot clock violations, ball is put into play nearest to where ball was when violation occurred

NOTE: On a shot where the shot clock violation horn sounds while the ball is in the air, once the shot misses the rim, blow the violation. Do not wait to see if Team A or B gets possession.