



# SHOT CLOCK RULES / PROCESS

- **Beginning of the game:** shot clock starts on possession.
- **Beginning of all other quarters and extra time:** shot clock starts as soon as it is touched by ANY player on court.
- **On a throw-in:** shot clock starts on touch by ANY player.
- **Change of possession in live play:** reset the shot clock to 24 seconds.
- **Change of possession resulting from a violation:** reset the shot clock to 24 seconds (if the throw-in is being taken in the backcourt) or 14 seconds (if the throw-in is being taken in the frontcourt).
- **After the ball hits the ring attempting to score or after the final free throw:** reset to 24 (defensive rebound) or 14 (offensive rebound), and only start the shot clock once possession is established.
- **Double foul:** hold shot clock – if a team is awarded the ball, no reset shall occur. If the referees need to use the possession arrow, reset.

	BACK COURT	FRONT COURT
Foot violation	Reset to 24	If on 14 or above – hold. If under 14 – reset to 14.
Foul (with no shots)	Reset to 24	If on 14 or above – hold. If under 14 – reset to 14.
Unsportsmanlike Foul	Reset to 14	
Technical Foul (in Victorian leagues)	Reset to 14	
Out of bounds (when same team retains possession)	Hold	Hold
Out of bounds (change of possession)	Reset to 24	Reset to 14
Rebound by player from offensive team	Reset to 14	
Rebound by player from defensive team	Reset to 24	
Jump Ball Situation	Hold – reset to 24 if change of possession	Hold – reset to 14 if change of possession
Cancellation of equal penalties	Hold	
Last 2 minutes of game or overtime after non-scoring team time out (coach option)	Reset to 24	Reset to 14

**Note:** It is always best to PAUSE/STOP the shot clock before pressing reset as this allows time for possession to be established and a decision on whether to reset to 14 or 24, reducing shot clock siren going off in error.