

NEW YORK STATE HIGH SCHOOL SHOT CLOCK OPERATOR INSTRUCTIONS

Shot clock duration in NYS is 35 seconds. Shot clock shall be used entire game, including any overtime periods.

START shot clock when:

1. Throw In: an inbounds player legally touches the ball or is touched by the ball on a throw-in after the ball has been released. (Exception: Kicking or fisting the ball—shot clock should not start.)
2. A team gains possession (player gains control) on a:
 - a. Rebound after missed try
 - b. Jump ball
 - c. Loose ball after a rebound or jump ball
 - d. Missed Free Throw

OFFICIALS' SIGNALS: RESET: A whirling motion of a pointed index finger above head. VIOLATION: Official taps top of head with open palm. STOP shot clock when an official's whistle sounds.

FULL RESET when:

1. There is a change of possession with a new team in control or when team control is re-established after the team loses control.
2. There is a personal foul.
3. A double foul if team control is lost.
4. There is a technical foul.
5. A try/shot (not a pass) contacts the basket ring or flange, reset shot clock when either team gains possession/control of the ball.
6. There is a violation (except a kicking or fisting violation).
7. There is an inadvertent whistle when there is no team control.
8. There is a held ball and the arrow favors the defensive team.

NOTE: Reset to 15 seconds when there is an intentionally kicked or fisted ball with the shot clock reading 14 seconds or less.

NO RESET when:

1. The offensive team retains possession after the following:
 - a. A held ball.
 - b. Defensive team causes ball to go out of bounds.
 - c. Defensive team touches ball but does not gain control.
2. There is an intentionally kicked or fisted ball with 15 seconds or more on the shot clock.
3. There is an injured player, player loses glasses/contact lens, or play stops because of blood rule.
4. There is a time-out.
5. A double foul occurs and there has been no loss of team control with play resuming at point of interruption.
6. There is an inadvertent whistle when there is team control.

ALLOW shot clock to run:

1. During loose ball situations.
2. During a try for goal.

TURN OFF shot clock when there is less than 35 seconds remaining on the game clock.

- If one shot clock is not working, play the game with the remaining shot clock. If neither shot clock is working, play the game with a timing device at the table.
- If no timing device is available at the table, ask the coaches if they want to play the game without a shot clock. If one or both coaches do not want to play without a shot clock, the game will not be played.