CAA

CANYON ATHLETIC ASSOCIATION

HIGH SCHOOL BASKETBALL | VARSITY

35-SECOND SHOT CLOCK GUIDELINES

01 EQUIPMENT & GAME COVERAGE

Two visible shot clocks are required, one at each end of the court. Use a 35-second shot clock; every reset is to a full 35 seconds.

A dedicated shot clock operator must sit at the scorer's table next to the game timer. Use the shot clock throughout the game, including overtime, subject to the shutoff conditions below.

Turn the shot clock off if it malfunctions, when fewer than 35 seconds remain in a period, and when the fourth-quarter mercy rule is in effect. LED lights around the shot clock may signal a violation or the end of a period.

Applies to varsity contests only. This sheet addresses operation; CAA determines when shot-clock use is required.

02 OFFICIALS' DUTIES & SIGNALS

Always use the backcourt count signal. The shot clock may be used to administer the 10-second backcourt count (Rule 9-8).

Violation: Stop-clock signal, tap the head, then indicate direction. **Reset:** Rotate a pointed index finger above the head.

The official's decision is final on whether a goal counts or a shot contacts the rim or flange. An official with definite knowledge may correct a shot-clock timing error only during that shot-clock period.

03 START THE SHOT CLOCK

Start when a player gains control inbounds following a throw-in, or when a team gains control following a jump ball or unsuccessful try, including recovery of a loose ball after either situation. Operate in accordance with Rule 2-14.

04 RESET TO 35 SECONDS

Reset after a missed shot contacts the rim or flange and either team gains possession; a violation; a turnover; a single personal foul; or a single technical foul assessed to the defense.

Reset for a jump-ball / held-ball situation when the alternating-possession arrow awards the ball to the defense. Do not reset when the offense retains possession.

05 KEEP THE TIME REMAINING - NO RESET

Do not reset for a shot that misses the rim or flange; a defensive deflection out of bounds; a player injury or lost contact lens; the end of a timeout; or double personal / double technical fouls when possession does not change.

06 SHOT CLOCK EXPIRATION

To avoid a violation, a try must leave the shooter's hand before the shot clock expires and must then contact the rim or flange or enter the basket. A try released too late, or released in time but failing to meet that requirement, is a shot-clock violation.

The shot clock horn does not stop play by itself; an official must recognize the violation.

OPERATOR REMINDER: IF YOU ARE NOT SURE, DO NOT RESET.