



MHSA Shot Clock Guidelines

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

SHOT CLOCK DISPLAYS

1. A shot clock is one of two official visible timepieces - one at each end of the court.
2. Shot clocks should be recessed and mounted on the backboard supports behind each backboard.
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 shot clock mounting mechanisms 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). The 10-second count shall begin when the ball touches, or is legally touched by, a player on the court, in the backcourt on a throw-in or on player control on a rebound or jump ball. The official shall 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. Use a 35-second shot clock in accordance with Rule 2-14.
2. Use the shot clock the entire game, including extra periods, except when there is less time remaining on the game clock than on the shot clock. In this case, the shot clock shall be turned off. **NOTE:** In the event the Mercy Rule is in effect, the shot clock will continue to be used.
3. Control a separate timing device with a horn that shall have a distinct sound different from 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. The ball touches, or is legally touched by, a player on the court;
 - b. A team gains initial control after a jump ball or unsuccessful try for goal;
 - c. There is a change in team control.
6. Stop the timing device and reset to full amount:
- a. When there is a change in team control and the ball remains live or after a score by the opponent. **NOTE:** The mere touching of the ball by an opponent does not start a new shot clock period when the same team remains in control 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. A try for goal strikes the ring or flange and then control is gained by either team;
 - v. A violation;
 - vi. A held ball or any other situation where the alternating possession arrow is used to determine team possession and the alternating-possession arrow favors the defense for the throw-in;
 - vii. After a held ball occurs during or 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. There is an inadvertent whistle and there was no player or team control at the time of the whistle.
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 when there is team control unless the penalty for the foul results in a change of possession;
 - f. After an inadvertent whistle when there is team control;
 - g. After a held ball occurs during a throw-in, and the alternating-possession arrow favors the team that made the throw-in;
 - h. When a held ball occurs after an unsuccessful try that does not contact the ring or flange, and the alternating-possession arrow favors the shooting team;
 - i. 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 alternating-possession arrow favors the offensive 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.

8. 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.
9. Turn off the shot clock when a reset situation occurs, and the game clock shows less time than that of a shot clock period.
10. 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.
11. 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.

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 (failing to start, stop, set or reset the shot clock) or when a shot clock has malfunctioned, the mistake or the result of the malfunction may be corrected during the shot clock period in which it occurred and only when the official has definite information relative to the mistake or malfunction and the time involved.

SHOT CLOCK VIOLATION

1. A shot clock period begins when the ball touches, or is legally touched by, a player on the court 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 try for goal during the shot clock period 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(s) before the expiration of the shot clock period (as indicated by the sounding of the shot clock horn) or when it does leave the shooter's hand(s) before the expiration of the shot clock period and the try does not subsequently strike the ring or flange or enter the basket.