



GHSA SHOT CLOCK PROTOCOL

The 2022-23 basketball season will be year three of the three-year implementation cycle for the use of the 35-second shot clock in ALL GHSA varsity level contests. This presentation will provide guidelines for the operation of the shot clock .



DEVICE PLACEMENT IN ARENA

There shall be one clearly visible clock monitor at each end of the court. The acceptable locations are: mounted above the backboard, mounted to the wall, or standing safely in a diagonal position on the floor. The timing device shall be at the score table next to the game clock.



HOST SCHOOL RESPONSIBILITIES

1. The device shall have a sound/horn that is easily distinguishable from the sound of the game clock. Failure to have a shot clock device at ALL varsity games will result in each quarter starting with a technical foul on the host school.
2. Each host school/arena shall have a backup/alternate timing device in the event that the shot clock malfunctions.
3. Secure the operation of the device by an individual with a minimum age of 21 years, either through the local officials association or another GHSA certified operator. NOTE: The fee for a GHSA Official is \$36.50 per game plus \$15.00 travel.
4. Submit the GHSA Events Sanctioning Form for approval, and indicate that the 35-second shot will be used during the event.



OPERATOR INFORMATION – STARTING THE DEVICE

1. Start the device when a team gains initial possession after the jump ball to start the game.
2. Start the device when a player in bounds legally touches, or is touched by the ball during a throw-in.
3. Start the clock when team control is established following a missed try for a goal, missed final free throw attempt or a loose ball is controlled.



OPERATOR INFORMATION – RESETTING THE DEVICE

1. After a successful field goal or final free throw attempt when the opponent's throw-in is legally touched in bounds.
2. After every change of possession.
3. After an inadvertent whistle while there is no player or team control.
4. After a common foul by the defense in the backcourt when not in the bonus free throw situation.



OPERATOR INFORMATION – RESETTING THE DEVICE UNDER 35-SECONDS

1. Reset the shot clock to 25-seconds on a common foul by the defense in the offensive front court when free throws are not warranted.
2. Reset the shot clock to 25-seconds on a technical foul by the defense.
3. Reset the shot clock to 25-seconds on a violation by the defense in the offensive front court.
4. Reset the shot clock to 25 seconds on an offensive rebound – reset the shot clock to 35 seconds on a defensive rebound.
5. The shot clock may be used to determine the 10-second back court violation by the offense.



OPERATOR INFORMATION – DO NOT RESET THE DEVICE WHEN. . .

1. The ball is legally deflected out of bounds by the defensive team.
2. A stoppage of play for an injured player or loss of contact lenses.
3. A charged timeout is granted.
4. Any "double-foul" situation occurs and the offensive team retains possession of the ball.
5. A held ball occurs and the possession arrow favors the team in possession of the ball prior to the held ball.
6. If the shot clock displays :00 and the sounding device has not sounded, the shot clock time has not expired.
7. Turn the shot clock off when possession is obtained under 35-seconds on the game clock.



GAME OFFICIALS RESPONSIBILITIES

1. The "referee" shall inspect the operation of the shot clock along with the pregame duties at the table.
2. During the course of the game, the game officials shall be conscious of the operation of the shot clock.
3. With conclusive knowledge of a shot clock error, game officials have the authority to correct the error. When this occurs both head coaches shall be made aware of the error.
4. Game officials have the authority to decide if any action required a re-set of the shot clock or not.



SHOT CLOCK GAME ACTION SITUATIONS

1. A shot is attempted before the device horn sounds and hits the ring, then the device horn sounds.
What to do: ignore the horn and restart the clock when either team obtains possession of the missed shot.
2. A shot is attempted with :14 seconds showing on the shot clock and it doesn't hit the ring/flange.
What to do: If team A rebounds the miss the shot clock continues to run. If team B gets the rebound the shot clock is reset on possession.
3. A held ball occurs with :11 seconds showing on the shot clock.
What to do: If the possession arrow favors team A the shot clock is not reset. If the arrow favors team B the shot clock is reset.



SHOT CLOCK GAME ACTION SITUATIONS

4. During a throw-in by A1, the pass is deflected by B1 and then secured by A2.
What to do: The shot clock starts when the ball is deflected by B1.
5. A1 attempts a shot and the ball becomes lodged on the flange.
What to do: Go to the alternating possession arrow and reset the shot clock, if awarded to Team B, and reset to 25-seconds if possession is retained by Team A.
6. While in possession of the ball in its' backcourt, Team A is granted a timeout with :29 showing on the shot clock.
What to do: Keep the shot clock at :29, and Team A will have a new 10-seconds to gain frontcourt status.

Keep in mind, fewer shot clock errors occur when the operator is patient.



SHOT CLOCK OPERATOR CERTIFICATION

1. Must be 21 years of age or older.
2. Must receive a certification of completion of this program, and have it available if game officials request proof of certification.
3. If selected from the local officials association, the individual must have current year GHSA registration in the association.
4. Game officials shall report any reoccurring shot clock problem via the GHSA "Game Report" in the MIS System.