

## NEW YORK STATE HIGH SCHOOL SHOT CLOCK OPERATOR INSTRUCTIONS 2024 - 2025

Shot clock duration in NYS is 35 seconds. Shot clock shall be used during the entire game, including any overtime periods. The shot clock operator must sit at the scorer's and timer's table.

### 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 and there is no team control.
4. There is a technical foul.
5. A try/shot (not a pass) contacts the basket ring or flange, reset shot clock when a player from either team gains control of the ball.
6. Any violation occurs, except if defense commits an intentionally kicked or fisted ball with less than 19 seconds on the shot clock.
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 20 seconds when there is an intentionally kicked or fisted ball or a defensive player intentionally leaves the court and is the first to touch the ball with the shot clock reading 19 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 injured player, a player loses glasses/contact lens, or play stops because of blood rule.
3. There is a time-out.
4. A double foul occurs and there has been no loss of team control with play resuming at the closest designated spot near the point of interruption.
5. There is an inadvertent whistle when there is team control.
6. Partial reset: 20 second reset when an intentionally kicked or fisted ball or a defensive player intentionally leaving the court violation is ruled, with 19 seconds or less, reset to 20 seconds.

### 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.

**NOTE: The State Basketball Committee did not approve the shot clock proposal allowing states that use the 35-second shot clock, to eliminate the five (5) second closely guarded count while an offensive player is dribbling. Therefore, there is no change in the closely guarded situations.**