

24 SECOND CLOCK

Once a team gains control of the basketball, that team has 24 seconds to put up a legal shot.

A legal shot is defined as a shot that is successful, or if unsuccessful, hits the ring. That shot has to be in the air (left the shooter's hand) , before 24 secs has elapsed. So if the clock sounds after the shot is in the air, and that shot is successful, or hits the ring, that is NOT a violation.

The shot clock starts when a team gains possession of the ball, and **can** be reset when possession changes, a violation occurs, a foul occurs, a jump ball, or a legal shot hits the ring.

The 24 second clock operates on team possession. Team A has possession, until Team B gains possession. So if Team A has control of the ball, then a player from team B happens to tap it, but not gain control, then Team A is still in control. Basically it is mine until it is yours

A player, therefore a team, is in control of the ball when they have it in 2 hands, or they are in a position to dribble the ball. So a player who jumps in the air and flings the ball back into court is not in control of the ball.

At the beginning of a game, the game clock starts when the ball is legally tapped by a player. The shot clock does not start until a player has gained control of the ball. Once a player has gained control, his team has 24 seconds to get a shot off.

Once the clock is running, the next step must always be HOLD or STOP depending on the apparatus. If the ref blows his whistle, press STOP.

IN THE BACK COURT

1. If the ref calls a foul, reset, then the team in control of the ball from the pass in has 24 seconds to get a shot off.
2. If there is a violation, and team control changes, reset.
3. If the ball goes out of court, and the same team gains possession, then the clock DOES NOT reset.
4. If there is foot violation, the ref will give the reset signal (index finger in the air).
5. If there is a jump ball situation, the shot clock only resets if team control changes.
6. The shot clock does NOT reset on a double foul

Once a shot has gone up, it is the shot clock operators' job to gauge if the ball hits the ring. The definition of a legal shot has changed, and if the ball does not hit the ring, it is not a shot.

If the ball hits the ring, STOP, RESET, and START once a player has gained control on the court. If the ball misses the ring the shot clock continues to run.

IN THE FRONT COURT

A. If the shot clock is stopped at 14 or greater

1. If the ref calls a foul, and the same team gains control of the ball from out of bounds, in their front court, the shot clock does **not** reset.
2. If there is a violation, and team control changes, reset.
3. If the ball goes out of court, and the same team gains possession, then the clock DOES NOT reset.
4. If there is a foot violation, signalled by the ref, and the same team gains control of the ball, the shot clock does **not** reset
5. If there is a jump ball situation, the shot clock only resets if team control changes.
6. The shot clock does NOT reset on a double foul
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B. If the shot clock is stopped between zero and 14 seconds

1. If the ref calls a foul, and the same team gains control of the ball from out of bounds, in their front court, the shot clock does reset to 14 seconds
2. If there is a violation, and team control changes, reset.
3. If the ball goes out of court, and the same team gains possession, the shot clock does not reset
4. If there is a foot violation signalled by the ref, and the same team gains control of the ball, the shot clock resets to 14 seconds
5. If there is a jump ball situation, the shot clock only resets if team control changes.
6. The shot clock does NOT reset on a double foul

Notes

1. Just to make the whole experience interesting for new comers, there is a separate rule that only applies to U14s. In this division, the shot clock does not start until the ball is over the half way line!!
2. The rule changes also affect what is team control. If a team has the pass in from out of bounds, they are deemed to have team control, so the shot clock will start as soon as a player touches the ball on the court, but not necessarily in control of that ball.
3. At the start of the game, and all other quarters, control has to be established before the clock will start.

Sounds tricky, but it is like riding a bike, once you get it, you can't understand why it was daunting!!!

If the shot clock goes off while the ball is in the air, and the ball hits the ring, the shot clock should be re set, and the team that gains control of the ball given 24 seconds to get their shot off. If the ball does not hit the ring, the ref should blow his whistle, and call a violation. If he does not, simply reset and allow the game to continue.

The basis of the shot clock is to make sure a team get 24 seconds to get a shot away.