

Section 11. Duties of Shot-Clock Operator

The shot-clock operator shall:

Art. 1. Use a 30-second shot clock.

Art. 2. Use the shot clock for the entire game, including extra periods, except when 30 seconds or less remain in the half or extra period, in which case the shot clock shall be turned off.

Art. 3. Control a separate timing device with a horn that shall have a sound that is distinct and different from that of the game-clock horn.

Art. 4. Have an alternate timing device available.

Art. 5. Start the timing device when a player inbounds legally touches or is touched by the ball on a throw-in or when a team initially gains possession from a jump ball, an unsuccessful try for goal or when possession is gained of a loose ball after a jump ball or unsuccessful try for goal.

Art. 6. Stop the timing device and reset it:

a. When team control is re-established after the team loses possession of the ball;

b. When the following occurs:

1. A single personal foul;
2. A single technical foul assessed to the defense;
3. A single flagrant technical foul; or
4. (Men) a single intentional technical foul.

c. When a held ball occurs (Exceptions: Rules 2-11.7.e, 2-11.7.i and 2-11.7.j);

d. When a try for goal strikes the ring or flange and then possession is gained by either team;

e. When a violation occurs;

f. When an intentionally kicked ball occurs with 14 seconds or less remaining, set to 15 seconds;

g. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

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.

Art. 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. When an intentionally kicked ball occurs with 15 seconds or more remaining;
- c. A player is injured or loses a contact lens;
- d. A charged timeout has concluded;
- e. During team control as defined in Rule 4-15, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team;
- f. After any double foul or simultaneous personal foul or technical fouls when there is team control as defined in Rule 4-15;
- g. After an inadvertent whistle when there is team control as defined in Rule 4-15;
- h. After any technical foul(s) is assessed to the team in control of the ball, or to the team entitled to the ball before it is at the disposal of the thrower-in, or to bench personnel or followers of that team, when these conditions exist;
- i. After a simultaneous held ball as described in Rule 4-37 occurs during a throw-in and the alternating-possession arrow favors the throw-in team; and
- j. 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.

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.

Art. 8. When an intentionally kicked ball occurs during a throw-in with 14 seconds or less remaining, the shot clock shall be set to 15 seconds. When an intentionally kicked ball occurs during a throw-in with 15 seconds or more remaining, the shot clock shall not be reset.

Art. 9. 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 zeros but the shot-clock horn has not sounded, the shot-clock time has not expired.

Art. 10. Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period.