

ARIZONA 35-SECOND SHOT CLOCK GUIDELINES

SHOT CLOCK EQUIPMENT AND OPERATION

1. A shot clock is one of the two official visible timepieces - one at each end of the court.
2. The shot clock will be turned off if it were to malfunction during the contest.
3. LED lights around the shot clock may be used for a shot clock violation or end of period.
4. A dedicated shot clock operator must be seated at the scorer's table next to the timer.
5. We will be using a 35-second shot clock and all resets will be 35-seconds.
6. Only for varsity contests

OFFICIALS' DUTIES AND MECHANICS

1. Always use the backcourt count signal.
2. The shot clock may be used to administer the 10-second backcourt count ([9-8](#)).
3. Shot clock violation signal - stop clock followed by the tapping of the head and give directional.
4. Shot clock reset signal is a rolling motion of a pointed index finger above the head.
5. The official's decision is final on a score or a shot contacting the rim or flange.
6. If the official has knowledge, they can correct any shot clock timing error only during that shot clock period.

THE SHOT CLOCK OPERATOR:

1. Use a 35-second shot clock in accordance with Rule [2-14](#).
2. Use the shot clock the entire game, including extra periods
3. Turn shot clock off if less than 35 seconds remain in the period.
4. Turn the shot clock off when in the 4th quarter and the **mercy rule** is in effect.
5. Start the shot clock when:
 - a. When there is possession (player control) in bounds on a throw-in.
 - b. A team initially gains control after a jump ball or unsuccessful try for goal
 - c. Control of a loose ball is gained after a jump ball; or unsuccessful try for goal.
6. Reset to full 35-seconds when any of the following occurs:
 - a. A missed shot hits the rim or flange, and possession is gained by either team.
 - b. When a violation occurs.
 - c. After a turnover
 - d. A single personal foul.
 - e. A single technical foul assessed to the defensive team.
 - f. All jump ball situations where the a.p.-arrow favors the defense.
 - g. Defensive player causes a held ball, and the arrow favors the defensive team.
7. There is **NO reset** when:
 - a. The shot fails to hit the rim or flange.
 - b. The ball is deflected out of bounds by a defensive player.
 - c. A player is injured or loses a contact lens.
 - d. The end of a time-out.
 - e. Any double personal or double technical fouls where possession does not change.
8. This shot clock horn shall not stop play unless recognized by an official.
NOTE: All held balls that favors the defense reset the clock; don't reset if the offense retains possession.

SHOT CLOCK VIOLATION

1. The ball must leave the shooter's hand prior to the shot clock horn **OR**
2. When it does leave the shooter's hand before the expiration of the shot clock and the try does not strike the ring, flange or enter the basket.

NOTE: If you are not sure - do not reset