2026–27 WIAA Shot Clock

Operational Game Day Reference Guide

Wisconsin Interscholastic Athletic Association

Audience: Basketball Officials & Table Personnel

Game day procedures and 35 second reset references

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SECTION 1 — PRE-GAME CHECKLIST

Referee Pre-Game with Timer, Scorer, SCO & Announcer

Complete AFTER coaches/captains conference and BEFORE introductions.

1. Confirm both shot clocks are in working order.

2. Confirm the shot clock has recall/reset capability.

3. Test shot clock reset to **35 seconds** — all officials verify.

4. Run shot clock down from 35 seconds; all officiating partners listen for and identify the shot clock horn sound.

5. Confirm the shot clock horn is DISTINCT and DIFFERENT from the game-clock horn.

6. Confirm alternate timing device (stopwatch/cell phone timer) is at the table.

7. Confirm alternate sound device (air horn) is at the table.

8. Review the reset instructions with the SCO:

- (a) No reset — leave unexpired time
- (b) Reset to 35 seconds when a reset is required

9. Review when to START the shot clock:

- **(a) Throw-in** — when legally touched by a player on the court
- **(b) Rebound, steal, or jump ball** — when a player gains possession

10. Review officials' signals with the table:

- **(a)** Shot clock violation signal
- **(b)** Reset to 35 seconds signal
- (c) Shot clock awareness/point to clock signal

11. Review 10-second backcourt count: no visible count by officials; shot clock governs; any official may call the violation.

12. Review 5-second closely guarded count: visible count used only in the frontcourt on a “hold”.

13. Review malfunction procedure: if one clock fails mid-game, turn off BOTH and use the alternate timing/sound procedure.

14. Confirm LED light behavior: backboard LEDs do NOT light on shot clock expiration — only at end of quarter/OT.

SECTION 2 — OFFICIALS' SIGNALS

Signal	When Used	How to Execute
Shot Clock Violation	When shot clock expires without a valid try	Stop signal → tap the head *(Signal Chart #41)* → directional signal → designate throw-in spot at nearest point to ball at violation
Reset to 35 Seconds	When a full reset is required	Rolling motion of a pointed index finger above the head *(Signal Chart #20)*
Shot Clock Awareness	When alerting players/bench that shot clock is near expiration	Point to the shot clock *(Signal Chart #22)*

Corrections can be made from your spot on the floor; officials do not need to go to the table.

SECTION 3 — SHOT CLOCK OPERATOR (SCO) DUTIES

- The SCO must be seated **next to the timer** at the scorer's and timer's table at all times.
- The SCO controls a separate timing device with a horn that has a sound **DISTINCT** from the game-clock horn.
- The SCO must have an **alternate timing device (stopwatch/cell phone timer)** and **alternate sound device (air horn)** available at the table.
- Both shot clocks must be in working order before the game begins.
- If one shot clock fails mid-game: **turn off BOTH clocks** and implement the alternate timing/sound procedure immediately (e.g., have the announcer count down from 10 seconds).
- The shot clock horn does **NOT stop play** unless recognized by an official's whistle.

Display Settings

Display Element	Correct Behavior
LED lights on the shot clock	Illuminate at expiration of the shot clock period **ONLY**
LED lights on the backboard	Illuminate at end of quarter or overtime **ONLY** — do **NOT** illuminate on shot clock expiration

Display Element	Correct Behavior
Tenths of a second	WIAA Recommendation: Do **NOT** display tenths of a second on the shot clock

SECTION 4 — STARTING & STOPPING THE SHOT CLOCK

START the Shot Clock When:

- The ball touches or is legally touched by a player on the court on a **throw-in**.
- A team gains initial control after a **jump ball** or an **unsuccessful try for a goal**.
- There is a **change in team control**.

TURN OFF the Shot Clock When:

- The game clock is **equal to or less than** the shot clock period.

SECTION 5 — RESET QUICK REFERENCE: FRONTCOURT SITUATIONS

Situation	Inbounds Spot	Shot Clock
Defensive foul in frontcourt	One of 4 designated spots nearest foul	Reset to 35 seconds
Kicked/fisted ball by defense in frontcourt	One of 4 designated spots nearest violation	Reset to 35 seconds
Ball batted OOB by defense — offense retains	From the spot where the ball went OOBs	No reset
Shot hits rim/flange — offense rebounds in frontcourt	Play continues	Reset to 35 sec
Shot hits rim/flange - defense rebounds	Play continues	Reset to 35 sec
Shot does NOT hit rim - offense rebounds	Play continues	No reset
Shot does NOT hit rim - defense rebounds	Play continues	Reset to 35 sec
Timeout called with ball in possession and on the court	Nearest of 4 designated spots	No reset
Held ball - AP to offense	Nearest of 4 designated spots	No reset
Held ball - AP to defense (frontcourt throw-in)	Nearest of 4 designated spots	Reset to 35 sec

Held ball - AP to defense (backcourt throw-in)	Nearest designated spot	Reset to 35 sec
Offensive violation (travel, 3 sec, etc.)	One of 4 designated spots nearest violation	Reset to 35 sec
Offensive foul	One of 4 designated spots nearest foul	Reset to 35 sec
Steal in frontcourt - defense gains possession	Play continues	Reset to 35 sec
Pass/deflection hits rim; offense recovers in frontcourt	Play continues	Reset to 35 sec
★ NEW Pass/deflection hits rim; offense recovers in backcourt	Play continues	Reset to 35 sec
Ball lodged in rim/backboard; AP to offense	Appropriate designated spot	Reset to 35 sec
★ NEW Ball lodged in rim/backboard; AP to defense	Appropriate designated spot on endline	Reset to 35 sec
Single technical foul called	Division line	Reset to 35 sec
Timeout called after the ball is knocked OOB	Nearest OOB spots	No reset

SECTION 6 — RESET QUICK REFERENCE: BACKCOURT SITUATIONS

Situation	Inbounds Spot	Shot Clock
Defensive foul in backcourt	One of 4 designated spots nearest foul	Reset to 35 sec; new 10-sec count
Kicked ball by defense in backcourt	One of 4 designated spots nearest violation	Reset to 35 sec; new 10-sec count
Ball batted OOB by defense — offense retains	From the spot where the ball went OOBs	No reset; new 10-sec count
Timeout in backcourt	One of 4 designated spots	No reset; new 10-sec count
Held ball — AP to offense	One of 4 designated spots	No reset; new 10-sec count
Held ball — AP to defense	One of 4 designated spots nearest held ball	Reset to 35 sec
Backcourt violation (travel, 10-sec, etc.) — defense receives ball in frontcourt	Defense receives ball in frontcourt at one of 4 designated spots	Reset to 35 sec
Offensive backcourt foul — defense receives ball in frontcourt	Defense receives ball in frontcourt at one of 4 designated spots	Reset to 35 sec
Offensive backcourt rebound (after offensive attempt)	Play continues	Reset to 35 sec
Ball goes OOB — offense causes	Nearest designated spot	Reset to 35 sec
Steal in backcourt — defense gains possession	Play continues	Reset to 35 sec
★ NEW Defense knocks ball OOB in backcourt	From the spot where the ball went OOBs	No reset; new 10-sec period begins

Opening jump or OT jump goes OOB before possession — frontcourt throw-in	One of 4 designated spots	Reset to 35 sec
★ NEW Opening jump or OT jump goes OOB before possession — backcourt throw-in	One of 4 designated spots	Reset to 35 sec

SECTION 7 — AP ARROW QUICK REFERENCE

1. DURING TEAM CONTROL — Defensive player causes held ball:

Scenario	Reset
AP favors offense	No reset
AP favors defense → frontcourt throw-in	Reset to 35 sec
AP favors defense → backcourt throw-in	Reset to 35 sec

2. AFTER SHOT/FREE THROW HITS THE RIM — No team control:

Scenario	Reset
AP favors offense	Reset to 35 sec
AP favors defense	Reset to 35 sec

3. AFTER SHOT DOES NOT HIT THE RIM — No team control:

Scenario	Reset
AP favors offense (shooting team)	No reset
AP favors defense	Reset to 35 sec

4. INADVERTENT WHISTLE — No team control at whistle:

Scenario	Reset
AP → frontcourt throw-in	Reset to 35 seconds

Scenario	Reset
AP → backcourt throw-in	Reset to 35 sec

5. INADVERTENT WHISTLE — Team control existed at whistle: No reset — leave clock as is.

★ NEW

6. LODGED BALL — Ball wedged in rim/backboard:

Scenario	Reset
AP favors offense	Reset to 35 sec
AP favors defense	Reset to 35 sec

SECTION 8 — BACKCOURT COUNT MECHANICS

- Officials do **NOT** use a visible 10-second count in the backcourt — the shot clock governs.
- **ANY official** may call the 10-second backcourt violation.

★ NEW

Defense Knocks Ball OOB in Backcourt: The offense receives a **NEW 10-second period**. The 10-second violation occurs when the shot clock decrements by 10 from the throw-in time.

Example: Shot clock at :29 on throw-in → violation at :19.

5-Second Closely Guarded — Frontcourt Only when shot clock is used

- Officials use a **VISIBLE count** for the 5-second **"hold"** situation in the **frontcourt only**.

SECTION 9 — TIMING ERRORS & MALFUNCTION PROCEDURE

Malfunction Procedure — Step by Step

1. If one shot clock fails during the game, **immediately turn off BOTH shot clocks**.
2. **Notify** the referee and table crew.
3. Implement the **alternate timing device (stopwatch)** and **alternate sound device (air horn)**.
4. Use the **announcer** to count down from 10 seconds audibly if needed.
5. **Resume play** using alternate procedure for remainder of the game or until both clocks are restored.
6. If the shot clock is off because the game clock is 35 seconds or less, or there is a shot clock malfunction, officials MUST use a visible backcourt ten-second count.

Correcting SCO Errors

- When an obvious SCO mistake occurs (failing to start, stop, set, or reset the clock properly) or a malfunction occurs, the mistake may be corrected **during the shot clock period in which it occurred** — only when the official has definite information about the mistake and the time involved.
- **Officials make the final determination** on shot clock timing disputes.

Key Principle:

The shot clock horn does NOT stop play. Only an official's whistle stops play. Officials must recognize the horn and act accordingly.