2026–27 WIAA Shot Clock Situations Casebook

Wisconsin Interscholastic Athletic Association

This casebook provides situations and rulings for boys and girls varsity non-conference games using the shot clock by mutual agreement during the 2026–27 season. Each reset described in this guide is to 35 seconds. Situations retaining unexpired time are identified as no reset. Use this guide with applicable NFHS rules and WIAA directions.

Both teams must agree before the contest begins. Schools must report games through the WIAA website, complete the post-contest survey, and notify assigned officials in advance.

Each entry includes a situation, a scenario, and its ruling. The appendix provides a quick reference to reset outcomes. Situations marked NEW identify the protocol examples carried forward from the source casebook.

CATEGORY A — OPENING TIP and JUMP BALL SITUATIONS

SITUATION A-1 — Opening Jump: Tip Possession

Player A1 tips the jump ball; B3 possesses the ball in their backcourt.

Ruling: Game clock starts on A1's touch. Shot clock starts on B3's possession. AP arrow points to Team A.

SITUATION A-2 — Jumper Tips Ball Three Consecutive Times (Violation)

A1, while in the backcourt, tips the jump ball three consecutive times (violation).

Ruling: Team B receives the ball at the nearest 28-foot line (designated throw-in spot in their frontcourt). Shot clock set to 35 seconds. AP arrow set to Team A.

SITUATION A-3 — Jump Circle Violation in Backcourt

During the opening jump, the ball is in the air before either jumper touches it; A2 (located in A's backcourt) steps onto the jump circle. Violation on A2.

Ruling: Team B receives the ball in their frontcourt at the appropriate 28-foot line. Shot clock set to 35 seconds. AP arrow set to Team A.

SITUATION A-4 — Jump Circle Violation in Frontcourt

During the opening jump, the ball is in the air before either jumper touches it; B2 (located in B's frontcourt — Team A's backcourt) steps onto the jump circle. Violation on B2.

Ruling: Team A receives the ball at the nearest designated spot in A's backcourt. Shot clock set to 35 seconds. AP arrow set to Team B.

NEW — SITUATION A-5 — Opening Jump Ball Goes OOB Before Possession (Frontcourt)

The ball goes out of bounds from the opening jump ball before either team gains possession. The resulting throw-in is in the frontcourt.

Ruling: Shot clock set to 35 seconds for the frontcourt throw-in.

NEW — SITUATION A-6 — Opening Jump Ball Goes OOB Before Possession (Backcourt)

The ball goes out of bounds from the opening jump ball before either team gains possession. The resulting throw-in is in the backcourt.

Ruling: Shot clock set to 35 seconds for the backcourt throw-in. Offense receives a new 10-second backcourt count.

NEW — SITUATION A-7 — Overtime Jump Ball Goes OOB Before Possession

Same scenario as A-5 and A-6, applied to the opening jump of an overtime period.

Ruling: If the throw-in is in the frontcourt → shot clock set to 35 seconds. If the throw-in is in the backcourt → shot clock set to 35 seconds.

CATEGORY B — REBOUND SITUATIONS

SITUATION B-1 — Offensive Backcourt Rebound After Rim Contact

Player A5 shoots; the ball hits the rim; B3 muffs the rebound; the ball goes to the backcourt with A2 and B4 chasing. A2 secures the ball in the backcourt.

Ruling: Team A has a 10-second backcourt count and a 35-second shot clock as soon as A2 possesses the ball in the backcourt the reset is :35 seconds.

SITUATION B-2 — Defense Rebounds After Shot With Rim Contact (Reset to 35)

A3 shoots; B3 rebounds and dribbles toward their frontcourt.

Ruling: Shot clock resets to 35 seconds upon B3's possession.

SITUATION B-3 — Offense Rebounds Shot With No Rim Contact (No Reset)

A2 shoots with no rim contact; A3 rebounds in the frontcourt.

Ruling: No reset. The shot clock continues with unexpired time. If the shot clock expires before A3 can attempt another shot, it is a violation.

SITUATION B-4 — Defense Rebounds Shot With No Rim Contact (Reset to 35)

A2 shoots with no rim contact; B4 rebounds and takes possession.

Ruling: Shot clock resets to 35 seconds on B4's possession.

SITUATION B-5 — Held Ball After Shot With Rim Contact — AP to Offense (Reset to 35)

A5 shoots an unsuccessful field goal. A3 and B3 simultaneously possess the rebound in the lane (held ball). AP arrow favors Team A.

Ruling: Shot clock set to 35 seconds. Team A is awarded a throw-in at either designated spot along the endline.

SITUATION B-6 — Held Ball After Shot With Rim Contact — AP to Defense (Reset to 35)

A1 shoots an unsuccessful field goal; ball hits rim. A4 and B4 simultaneously possess the rebound in the lane (held ball). AP arrow favors Team B.

Ruling: Shot clock set to 35 seconds. Team B is awarded a throw-in at either designated spot along the endline.

SITUATION B-7 — Defense Fouls Immediately After Rebounding (Reset to 35)

A4 shoots; B3 rebounds in the lane and is immediately fouled by A1. 32 seconds on the shot clock. Team B not in bonus.

Ruling: Team B receives the ball at the appropriate designated spot on the endline. Shot clock resets to 35 seconds.

SITUATION B-8 — Offense Rebounds After Unsuccessful Free Throw With Rim Contact

B3 shoots a free throw; the ball hits the rim and remains in play; A4 rebounds in their backcourt.

Ruling: Shot clock resets to 35 seconds on A4's possession.

CATEGORY C — FOUL SITUATIONS

SITUATION C-1 — Defensive Foul With 16 Seconds Remaining Reset to 35

A4 is fouled by B3 with 16 seconds on the shot clock. Team A is not in the bonus.

Ruling: Team A is awarded a throw-in at the nearest appropriate designated spot. Reset the shot clock to 35 seconds for either a frontcourt or backcourt throw-in.

SITUATION C-2 — Defensive Foul With 26 Seconds Remaining Reset to 35

A2 is fouled by B3 with 26 seconds on the shot clock. Team A is not in the bonus.

Ruling: Team A is awarded a throw-in at the nearest appropriate designated spot. Reset the shot clock to 35 seconds regardless of whether the foul occurred in the frontcourt or backcourt.

SITUATION C-3 — Defensive Foul After Shot With No Rim Contact Reset to 35

A2 shoots with no rim contact; B3 fouls A2 after A2 returns to the floor with 26 seconds on the shot clock. Team A is not in the bonus.

Ruling: Team A is awarded a throw-in at the nearest of the four designated spots. Reset the shot clock to 35 seconds for the defensive foul.

SITUATION C-4 — Defense in Bonus; Bonus Free Throws; Multiple Rebound Scenarios

A2 shoots; B3 rebounds; A4 fouls B3 with 31 seconds on shot clock. Team B is in the bonus. B3 awarded bonus free throws.

Ruling: Shot clock is set to 35 seconds for the free throw attempt(s).

- Option 1: B3's final free throw is unsuccessful and hits the rim; B5 (offense) rebounds → shot clock resets to 35 seconds.
- Option 2: B3's first free throw is successful; B3's second free throw is missed and hits rim; A4 (now offense) rebounds → shot clock resets to 35 seconds for Team A.

SITUATION C-5 — Offensive Foul in Frontcourt (Reset to 35)

A3 charges into B2 in the frontcourt. Offensive foul on A3 with 18 seconds on the shot clock. Team B is not in the bonus.

Ruling: Team B receives the ball at the nearest designated spot. Shot clock resets to 35 seconds.

SITUATION C-6 — Double Personal Foul (No Reset)

Team A in frontcourt with 16 seconds on the shot clock. A4 and B4 commit a double personal foul simultaneously.

Ruling: Play resumes from the point of interruption; throw-in from the appropriate designated spot. Shot clock stays at 16 seconds. No change of possession; no reset.

SITUATION C-7 — Double Technical Foul (No Reset)

Team A in team control with 18 seconds on shot clock; B2 knocks the ball OOB; A4 and B5 exchange unsportsmanlike words. Both are assessed technical fouls.

Ruling: Team A throw-in from a spot closest to where the ball went OOB; shot clock stays at 18 seconds. Double technical — no change of possession; no reset. Point of Interruption.

NEW — SITUATION C-8 — Single Technical Foul

A technical foul is called on B2 with 22 seconds on the shot clock.

Ruling: After the official reports the technical foul, the shot clock is set to 35 seconds before the throw-in at the division line. Free throws are administered first, then the 35-second clock governs the throw-in.

SITUATION C-9 — Intentional Foul During Successful Shot (Reset to 35)

B2 intentionally shoves A1 in the back during A1's 3-point attempt. The shot is successful. A1 is awarded 2 additional free throws plus ball at the designated 28-foot line throw-in spot.

Ruling: Shot clock set to 35 seconds. Offense is awarded the ball at the appropriate designated throw-in spot.

SITUATION C-10 — Double Foul: One Intentional (Reset to 35)

A4 and B5 commit simultaneous fouls; only B5's foul is intentional/flagrant. Team A (offended team) is awarded possession in their frontcourt.

Ruling: Shot clock resets to 35 seconds.

CATEGORY D — HELD BALL and TEAM CONTROL SITUATIONS

SITUATION D-1 — Held Ball During Team Control; AP to Offense (No Reset)

B2 is in the frontcourt corner with 6 seconds on the shot clock; A4 ties up the ball (held ball). AP arrow favors Team B (the team in control).

Ruling: Shot clock stays at 6 seconds. AP favors the team in control (offense). Team B inbounds from the nearest 28-foot line.

SITUATION D-2 — Held Ball During Team Control; AP to Defense; frontcourt Throw-In (reset to 35)

A3 holds the ball on the perimeter in the backcourt with 28 seconds on the shot clock; B4 ties up the ball (held ball). AP arrow favors Team B. Throw-in is in Team B's frontcourt.

Ruling: Shot clock resets to 35 seconds. Team B awarded frontcourt throw-in at nearest designated spot.

SITUATION D-3 — Held Ball During Team Control; AP to Defense; Backcourt Throw-In (Reset to 35)

A3 holds the ball on the perimeter with 24 seconds on the shot clock; B4 ties up the ball (held ball). AP arrow favors Team B. Throw-in is in the backcourt.

Ruling: Shot clock set to 35 seconds. Team B awarded throw-in at the appropriate 28-foot line in their backcourt.

CATEGORY E — KICKED / FISTED BALL SITUATIONS

SITUATION E-1 — Kicked Ball in Frontcourt With 15 Seconds Remaining Reset to 35

A1 passes to A2 in the frontcourt with 15 seconds on the shot clock; B3 kicks the ball OOB on the frontcourt sideline.

Ruling: Team A receives a throw-in at the designated spot closest to the violation. Reset the shot clock to 35 seconds.

SITUATION E-2 — Kicked Ball in Frontcourt With 27 Seconds Remaining Reset to 35

B1 passes to B2 in the frontcourt with 27 seconds on the shot clock; A3 kicks the ball OOB.

Ruling: Team B receives a throw-in at the designated spot closest to the violation. Reset the shot clock to 35 seconds.

SITUATION E-3 — Kicked Ball Into Backcourt and OOB

A3 passes to A5 in the frontcourt with 15 seconds on the shot clock; B4 kicks/fists the pass into the backcourt and out of bounds.

Ruling: Team A receives the ball at the spot of the violation where the kicks/fist occurred, and the throw-in spot is determined based on where the ball was kicked or fisted. Offense would receive the ball in the frontcourt and the shot clock would be reset to :35.

CATEGORY F — BALL DEFLECTED OUT OF BOUNDS / STEAL SITUATIONS

SITUATION F-1 — Defense Deflects Ball OOB (No Reset)

Team A is in team control in the frontcourt with 24 seconds on the shot clock. B3 deflects A1's pass out of bounds on the endline.

Ruling: Team A resumes play from the spot where the ball went OOB. Shot clock remains at 24 seconds.

SITUATION F-2 — Defense Rebounds and Calls Timeout in Backcourt (No Reset for B)

A2 shoots a 3-point attempt; B2 rebounds; B2 advances to B's backcourt with 30 seconds on the shot clock; Team B calls a timeout.

Ruling: When Team B resumes play, they have 30 seconds on the shot clock and a new 10-second backcourt count.

SITUATION F-3 — Offense Loses Ball; Defense Receives Ball in Frontcourt

A4 shoots; A2 rebounds in the frontcourt; A2 loses the ball; it goes OOB at the free-throw line extended on the sideline (in B's frontcourt). Team B is awarded the ball at the closest spot.

Ruling: Shot clock set to 35 seconds. Defense receives the ball in their frontcourt via turnover/violation.

CATEGORY G — INADVERTENT WHISTLE SITUATIONS

SITUATION G-1 — Inadvertent Whistle During Team Control (No Reset)

Team A in team control; A2 passing to A3 with 24 seconds on the shot clock; official inadvertently whistles.

Ruling: Inadvertent whistle confirmed during team control. Play resumes from the nearest frontcourt designated throw-in spot. Shot clock stays at 24 seconds. Team control existed at the time of the whistle; no reset.

SITUATION G-2 — Inadvertent Whistle; No Team Control; AP to Backcourt Team (Reset to 35)

Team B in backcourt; pass deflected by A3; neither team in control; official inadvertently whistles.

Ruling: No team control → go to AP arrow. Arrow favors Team B for a backcourt throw-in → shot clock set to 35 seconds. Team B receives a new 10-second backcourt count.

SITUATION G-3 — Inadvertent Whistle With No Team Control and 17 Seconds Remaining Reset to 35

No team control in frontcourt with 17 seconds on the shot clock; official inadvertently whistles; AP arrow favors Team A for a frontcourt throw-in.

Ruling: Team A receives a frontcourt throw-in under the alternating possession procedure. Reset the shot clock to 35 seconds because no team control existed at the whistle.

SITUATION G-4 — Inadvertent Whistle With No Team Control and 26 Seconds Remaining Reset to 35

No team control in frontcourt with 26 seconds on the shot clock; official inadvertently whistles; AP arrow favors Team A for a frontcourt throw-in.

Ruling: Team A receives a frontcourt throw-in under the alternating possession procedure. Reset the shot clock to 35 seconds because no team control existed at the whistle.

CATEGORY H — TIMEOUT and SPECIAL SITUATIONS

SITUATION H-1 — Player Injury Following Defensive Foul Reset to 35

22 seconds on shot clock. A4 sets a screen; B3 fouls and injures A4. Team A's coach escorts A4 off the court; A6 substitutes. Team A is not in the bonus.

Ruling: Play resumes from the nearest appropriate designated frontcourt throw-in spot with 35 seconds on the shot clock. The defensive foul requires a reset; the injury itself does not require a reset.

SITUATION H-2 — Game Clock Under 35 Seconds; Shot Clock Off; Free Throws Missed

Team B inbounds in the backcourt with 34 seconds on the game clock. Shot clock is turned off.

Ruling: The shot clock remains off when the game clock is 35 seconds or less. If either team rebounds a missed free throw with 31 seconds on the game clock, the shot clock remains off. Officials use a visible 10-second backcourt count when applicable.

SITUATION H-3 — Tipped Ball Into Backcourt; No Team Possession; Batted OOB

A4 shoots; ball rims out; multiple players tip/touch the ball into the backcourt with no team or player possession; B1 bats the ball OOB in the backcourt.

Ruling: Team A receives the ball at the nearest location to where the ball went OOB. Shot clock set to 35 seconds. Offense is awarded the ball in their backcourt — backcourt throw-in.

CATEGORY I — 2026-27 NEW PROTOCOL SITUATIONS

NEW — SITUATION I-1 — Pass or Deflection Contacts the Rim; Offense Recovers in Frontcourt

A3 passes to A5; the pass is deflected by B2 and contacts the rim. A5 recovers the ball in the frontcourt.

Ruling: Shot clock resets to 35 seconds.

NEW — SITUATION I-2 — Pass or Deflection Contacts the Rim; Offense Recovers in Backcourt

A3 passes to A5; the pass is deflected and contacts the rim. A5 recovers the ball in the backcourt.

Ruling: Shot clock resets to 35 seconds. Offense receives a new 10-second backcourt count.

NEW — SITUATION I-3 — Ball Lodged Between Rim and Backboard; AP to Offense

A3 shoots a 12-foot jumper; the ball lodges between the rim and backboard. AP arrow favors Team A (offense).

Ruling: Team A is awarded a throw-in at a designated spot. Shot clock resets to 35 seconds.

NEW — SITUATION I-4 — Ball Lodged Between Rim and Backboard; AP to Defense

A3 shoots; the ball lodges between the rim and backboard. AP arrow favors Team B (defense).

Ruling: Team B is awarded a throw-in at a designated spot along the endline. Shot clock resets to 35 seconds.

NEW — SITUATION I-5 — Single Technical Foul; Shot Clock Reset

A technical foul is called on Head Coach Brown of Team B with 22 seconds on the shot clock.

Ruling: After the official reports the technical foul, the shot clock is set to 35 seconds before the throw-in at the division line — regardless of what was on the clock.

NEW — SITUATION I-6 — Defense Knocks Ball OOB in Backcourt; New 10-Second Period

Team A is advancing the ball in the backcourt with 29 seconds on the shot clock. B4 knocks the ball out of bounds.

Ruling: Team A receives the ball at the nearest designated spot. Shot clock stays at 29 seconds — no reset, as the ball was deflected OOB by the defense. Team A receives a NEW 10-second backcourt period. The 10-second violation would occur when the shot clock reaches 19 seconds.

NEW — SITUATION I-7 — Opening Jump Ball Goes OOB; Frontcourt Throw-In

At the opening tip, neither team gains possession before the ball goes out of bounds. The resulting throw-in is awarded in the frontcourt.

Ruling: Shot clock set to 35 seconds.

NEW — SITUATION I-8 — Opening Jump Ball Goes OOB; Backcourt Throw-In

At the opening tip, neither team gains possession before the ball goes out of bounds. The resulting throw-in is awarded in the backcourt.

Ruling: Shot clock set to 35 seconds. Offense receives a new 10-second backcourt count.

NEW — SITUATION I-9 — Overtime Period Jump Ball Goes OOB; Same Application

Same as I-7 and I-8, applied to the start of an overtime period.

Ruling: Frontcourt throw-in → shot clock set to 35 seconds. Backcourt throw-in → shot clock set to 35 seconds.

NEW — SITUATION I-10 — Timing Errors and Malfunction Procedure

Ruling: If the shot clock is off because the game clock is 35 seconds or less, or if the shot clock malfunctions, officials must use a visible 10-second backcourt count.

Appendix Shot Clock Reset Reference

No reset means retain unexpired time. Every reset listed below is to 35 seconds.

Situation	Shot clock
Defense deflects ball OOB - offense retains possession	No reset
Defensive foul with offense retaining possession	35 seconds
Defensive kicked or fisted ball violation in either court	35 seconds
Timeout called - either team	No reset
Player injured or loses contact lens	No reset
Held ball - AP to offense (team in control)	No reset
Double personal or double technical foul - offense retains possession	No reset
Inadvertent whistle during team control	No reset
Inadvertent whistle - no team control; AP → frontcourt throw-in	35 seconds
Offense rebounds shot that hit rim - frontcourt	35 seconds
Offense rebounds free throw that hit rim - frontcourt	35 seconds
Offensive violation - defense gets ball frontcourt	35 seconds
Offensive foul - defense gets ball frontcourt	35 seconds
Defense fouls after shot/FT hits rim - offense inbounds frontcourt	35 seconds
Defense causes OOB after shot/FT hits rim - offense retains frontcourt	35 seconds
No team control; AP → offense; frontcourt throw-in after rim shot	35 seconds
Violation; defense awarded ball in their frontcourt	35 seconds
Double foul - one intentional/flagrant; offended team awarded frontcourt possession	35 seconds
Shot hits rim; batted OOB backcourt by offense; defense gains frontcourt possession	35 seconds
Ball OOB by new offense in backcourt with front court throw-in	35 seconds
Held ball - AP to defense; frontcourt throw-in	35 seconds
NEW — Pass/deflection hits rim; offense recovers in frontcourt	35 seconds
NEW — Ball lodged in rim/backboard; AP to offense	35 seconds
NEW — Jump ball OOB before possession; frontcourt throw-in	35 seconds
Change of possession - steal or turnover during live ball	35 seconds
Defensive rebound (any shot - rim contact or not)	35 seconds
Offensive violation - defense gets ball backcourt	35 seconds
Offensive foul - defense gets ball backcourt	35 seconds
Held ball - AP to defense; backcourt throw-in	35 seconds
Foul in backcourt; new 10-second count	35 seconds

Situation	Shot clock
Ball OOB by new offense in backcourt with back court throw-in	35 seconds
Offense rebounds free throw that hit rim in the backcourt	35 seconds
NEW — Pass/deflection hits rim; offense recovers in backcourt	35 seconds
NEW — Single technical foul called	35 seconds
NEW — Jump ball OOB before possession; backcourt throw-in	35 seconds