WISCONSIN HIGH SCHOOL BASKETBALL

35-SECOND SHOT CLOCK CHEAT SHEET

Based on NFHS Rule 2–14 Shot Clock Guidelines

Basic Rule

- 35-second shot clock; use it for the entire game, including overtime.
- If the game clock has less time remaining than the shot clock, turn the shot clock off.
- Shot-clock operator sits at the scorer's/timer's table; the shot-clock horn must sound different from the game-clock horn.

When Does the Shot Clock Start?

- The moment a team gains live-ball player or team control on the court.
- There is a change in team control.
- Team gains initial control after a jump ball or unsuccessful try for goal.

Reset to 35 Seconds

- Change of team control or after an opponent's score
- Try for goal hits the ring/flange and either team gains control.
- Held-ball/alternating possession or out-of-bounds situations where the arrow favors the defense.
- Single personal foul or single technical foul.
- Violation (i.e., traveling, double dribble)
- Inadvertent whistle where there is no player/team in control.

Stop – But Do Not Reset

- Defender deflects ball out of bounds.
- Held ball during team control when the arrow favors the offense.
- Other AP situations where the arrow favors the offense.
- Player injury/lost contact lens or charged timeout.
- Double/simultaneous fouls or inadvertent whistle when team control remains.

Shot Clock Attempt

- Ball must leave the shooter's hand(s) before the horn AND hit the ring/flange or enter the basket.
- Released before 0 + misses rim = VIOLATION.
- Released after 0 = VIOLATION.
- Released before 0 + hits rim = GOOD.
- Released before 0 + goes in = GOOD.

Officials & Violations

- Violation signal: stop-clock signal » tap top of head » directional signal.
- Reset signal: rolling motion with a pointed index finger above the head.
- Shot-clock horn does not stop play unless recognized by an official's whistle.
- Officials make the final decision when there is doubt about release time or ring/flange contact.

Special Situations & Malfunctions

- Continue during loose-ball situation when the offense retains control, a try is at the wrong basket, or a try fails to hit the ring/flange.
- An alternate timing device/procedure must be available if the electronic clock is unavailable or malfunctions.
- Obvious operator error/malfunction may be corrected only when officials have definite information about the error and time involved.

EASY RULE

New Possession = 35

Defense Gets It = 35

Offense Keeps It = Time Remains

Quick Reference

SITUATION	SHOT CLOCK	KEY
New Team Possession/Opponent Score	35	New Possession
Single Foul/Violation/Rim Contact	35	Reset
Defense Gets Ball from Alternating Possession Situation	35	Defense = 35
Offense Keeps Possession	Continue	Time Remains
Game Clock < Shot Clock After Reset	Off	Turn Off