



TIMING RULES FOR SHOT CLOCK GAMES

SHOT CLOCK INFORMATION:

A shot clock will be used for all KBI 16 A Grade, 19 A Grade 23 A Grade Games. The same shot clock rules will apply that are used during KBI Mid-Week Domestic Men's 1 and all Premier League Competitions. Please see a summary of the rules below.

Whenever:

- A player gains control of a live ball on the playing court
- On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball, that team must attempt a shot for a field goal within 24 seconds.

To constitute a shot for a field goal within 24 seconds:

- The ball must leave the player's hand(s) before the shot clock signal sounds, and
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

When a shot for a field goal is attempted near the end of the 24-second period and the shot clock signal sounds while the ball is in the air:

- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
- If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
- If the ball misses the ring, a violation has occurred. However, if the opponents gain an immediate and clear control of the ball, the signal shall be disregarded and the game shall continue

PROCEDURE:

The shot clock shall be reset whenever the game is stopped by a referee:

- For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball,
- For any valid reason by the team not in control of the ball,
 - For any valid reason not connected with either team. In these situations, the possession of the ball shall be awarded to the same team that previously had control of the ball.

If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to 24 seconds.
- Frontcourt, the shot clock shall be reset as follows:
 - If 14 seconds or more are displayed on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.
 - If 13 seconds or less are displayed on the shot clock at the time when the game was stopped, the shot clock shall be reset to 14 seconds. However, if the game is stopped by a referee for any valid reason not connected with either team and, in the judgement of a referee, the reset of the shot clock would place the opponents at a disadvantage, the shot

clock shall continue from the time it was stopped.

The shot clock shall be reset whenever a throw-in is awarded to the opponents' team after the game is stopped by a referee for a foul or violation (including for the ball having gone out-of-bounds) committed by the team in control of the ball. The shot clock shall also be reset if the new offensive team is awarded a throw-in according to the alternating possession procedure. If the throw-in is then administered in that team's:

- Backcourt, the shot clock shall be reset to a new 24 seconds.
- Frontcourt, the shot clock shall be reset to 14 seconds.

After the ball has touched the ring of the opponents' basket, the shot clock shall be reset to:

- 24 seconds, if the opponents' team gains control of the ball.
- 14 seconds, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.

When the game clock shows 2:00 minutes or less in the second half, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the head coach of that team has the right to decide whether the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped. After the time-out, the throw-in shall be administered as follows:

If as a result of the ball having gone out-of-bounds and if from the team's:

- Backcourt, the shot clock shall continue from the time it was stopped.
- Frontcourt: If the shot clock shows 13 seconds or less it shall continue from the time it was stopped. If the shot clock shows 14 seconds or more, it shall be reset to 14 seconds. If as a result of a foul or violation (not for the ball having gone out-of-bounds) and if from the team's:

- Backcourt, the shot clock shall be reset to 24 seconds.
- Frontcourt, the shot clock shall be reset to 14 seconds

If the time-out is taken by the team which has a new control of the ball, and if from the team's:

- Backcourt, the shot clock shall be reset to 24 seconds.
- Frontcourt, the shot clock shall be reset to 14 seconds

When the team is awarded a throw-in from the throw-in line in the team's frontcourt as part of the penalty for an unsportsmanlike or disqualifying foul, the shot clock shall be reset to 14 seconds.

Whenever the game is stopped by a referee for a technical foul committed by the team in control of the ball, the game shall be resumed with a throw-in from the place nearest to where the game was stopped. The shot clock shall not be reset but shall continue from the time it was stopped

Once a shot has gone up, it is the shot clock operators' job to gauge if the ball hits the ring. If the ball does not hit the ring on a shot, the shot clock continues to run and isn't reset. If the ball hits the ring, STOP, RESET, and START once a player has gained control on the court.