

Shot Clock Rules

(subject to change)



Pre-Game

1

Discuss with
partners

2

Discuss with SCO

3

Listen to horn



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GIRLS BASKETBALL

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RESOURCES

Resources & Information

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State Final Documents

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 Manual for Schools and Managers	Updated 01/27/26	
 Quick Facts	Updated 11/17/25	
 State Final Time Schedule	Updated 09/16/26	
 Terms & Conditions	Updated 01/21/26	

Additional Resources

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 2026 IHSA Girls Basketball State Finals FAQ	Updated 03/02/26	
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Shot Clock Resources

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 Basketball Shot Clock State Association Adoptions and Pro...	Updated 10/05/26	
 IHSA Shot Clock Game Day Reference	Updated 10/05/26	
 IHSA Shot Clock Rules and Protocol	Updated 10/05/26	
 IHSA Shot Clock Situations Casebook	Updated 10/05/26	
 Nevco Shot Clock Operations Guide - Mode Code 134	Updated 12/11/25	

10 Second Backcourt Count

No visible count. Officials use SC for 10 second backcourt violation. Any official can call it.

Make sure you use the correct time.

3 situations-:20 or :35 or no reset

Overriding principles:

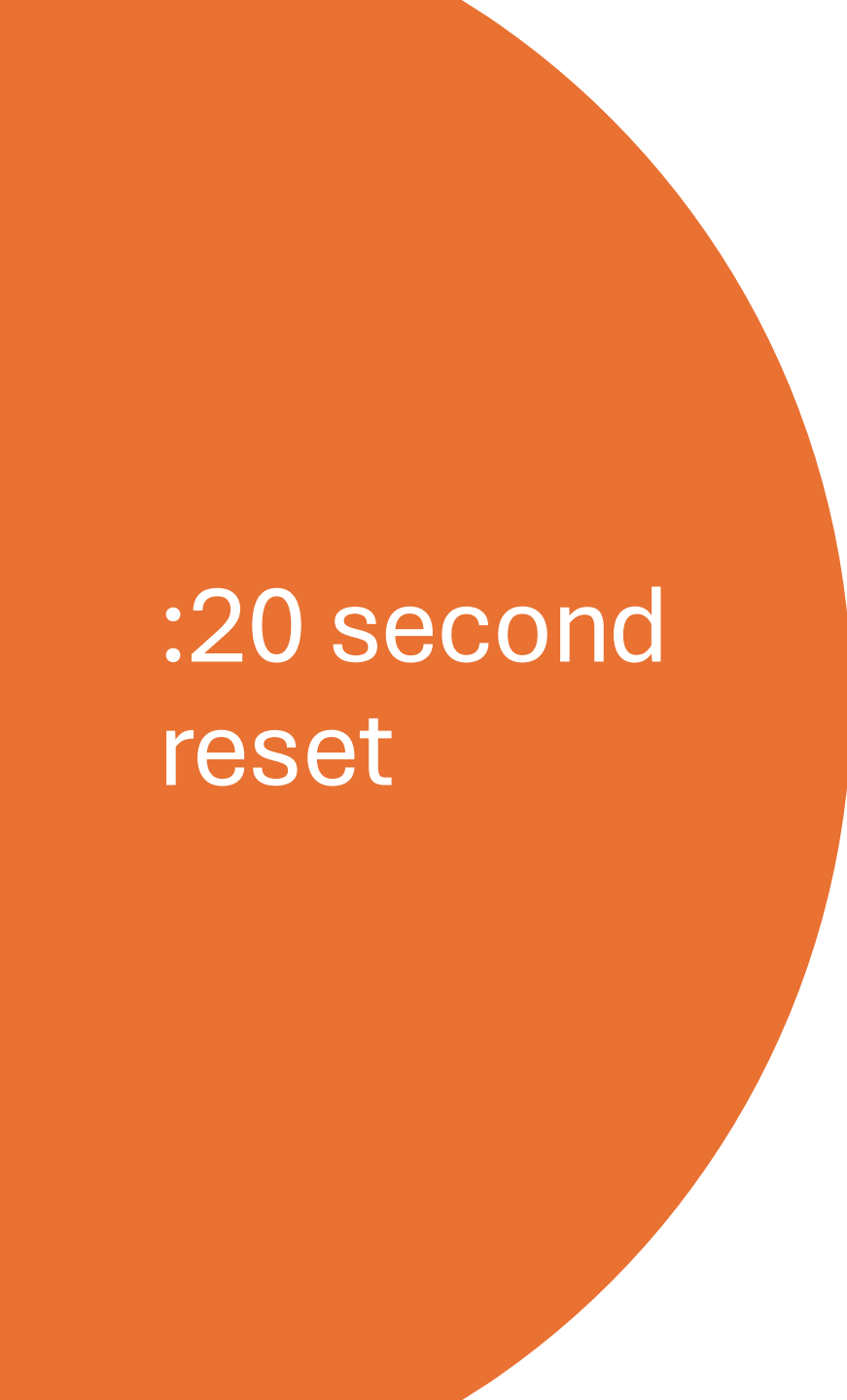
- Ball inbound in back court = :35 reset
- Ball inbound in front court = :20 reset (or more)
- Good defense = no reset

No reset for ball deflected by defense anywhere

No reset for timeout anywhere

No reset for held ball retained by offense anywhere

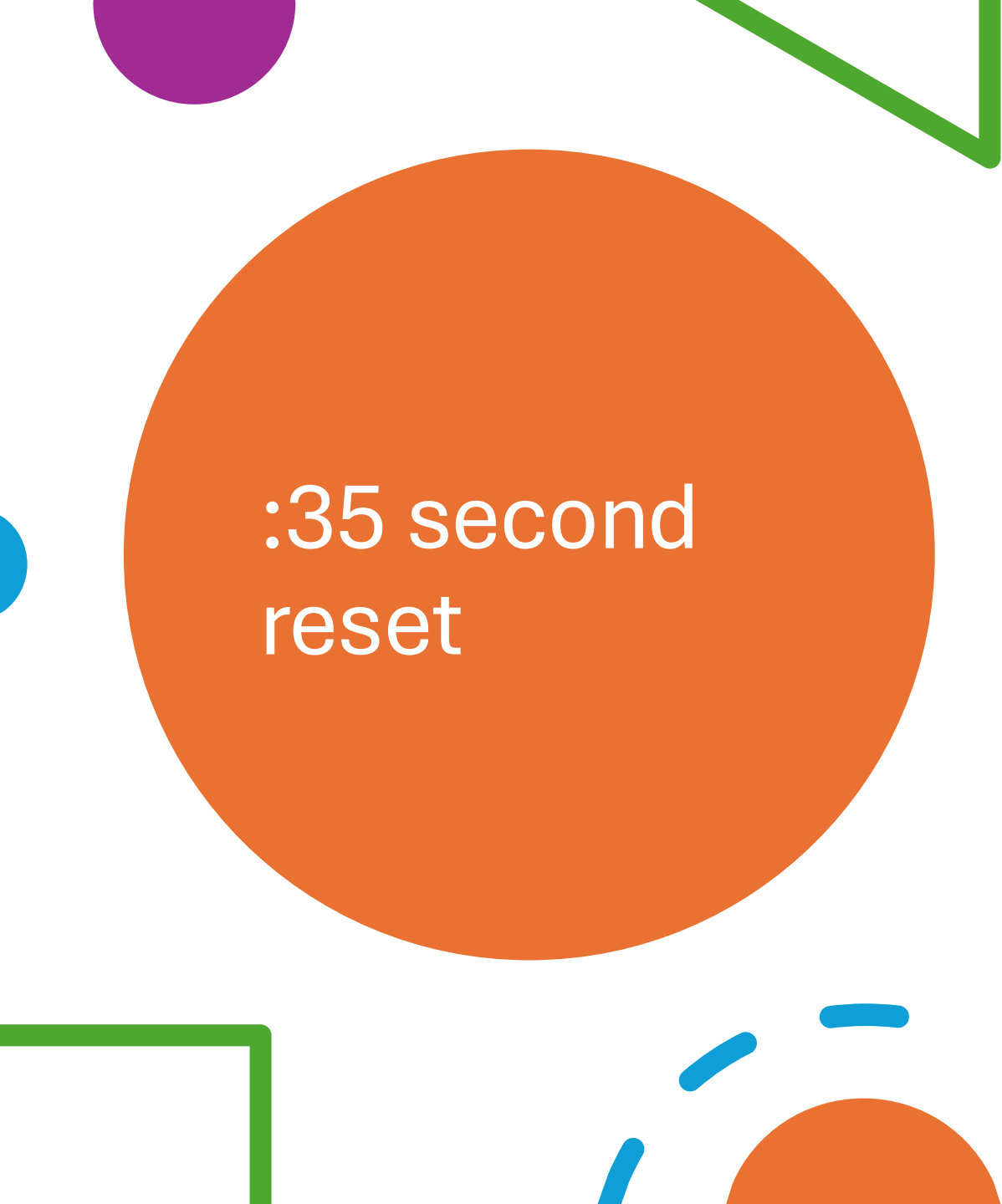
No reset for air ball even if reacquired by offense

A large orange circle is positioned on the left side of the slide, partially cut off by the edge.

:20 second
reset

- When offense takes possession in their frontcourt
 - Offensive rebound
 - Rebound deflected OB by defense
 - Defensive foul





:35 second
reset

- When new offense takes possession of the ball in their backcourt because of:
 - After a score
 - Defensive rebound
 - Foul or violation by the offense
 - Ball deflected OB by offense
- 

Exceptions or Odd Situations



If you are in a mercy rule game, the shot clock is still in effect.



If the shot clock is off and you are between :21 and :34 left in a quarter and offensive team gets the ball in its front court, you will have to set appropriately.



Start of quarter or technical foul always taken at division line with a :35 shot clock. ***

Shot Clock Malfunction

If shot clock malfunctions during the game, the school must have on-hand an alternate timing device, an alternate sound device, and the SCO must count down from 10. Mercy.

If the shot clock does not function at the start of the game, the game must be postponed. You have to be kidding.

Grid / Dead Ball Situations

Dead Ball Situation	Inbounded in Frontcourt	Inbounded In Backcourt
Defensive/Technical foul - offense retains ball	reset to :20 or time remaining, whichever is greater	reset to :35
Kicked/Fisted ball by		
Defense-offense retains	reset to :20 or time remaining, whichever is greater	reset to :35
Offense-ball to defense	reset to :20	reset to :35
Ball batted OB by		
Defense – offense retains	no reset	no reset
Offense-defense gets in	reset to :20	reset to :35
Timeout / Injury	no reset	no reset
Held ball to		
defense	reset to :20	reset to :35
offense	no reset	no reset
Offensive violation/foul		
Ball to defense	reset to :20	reset to :35

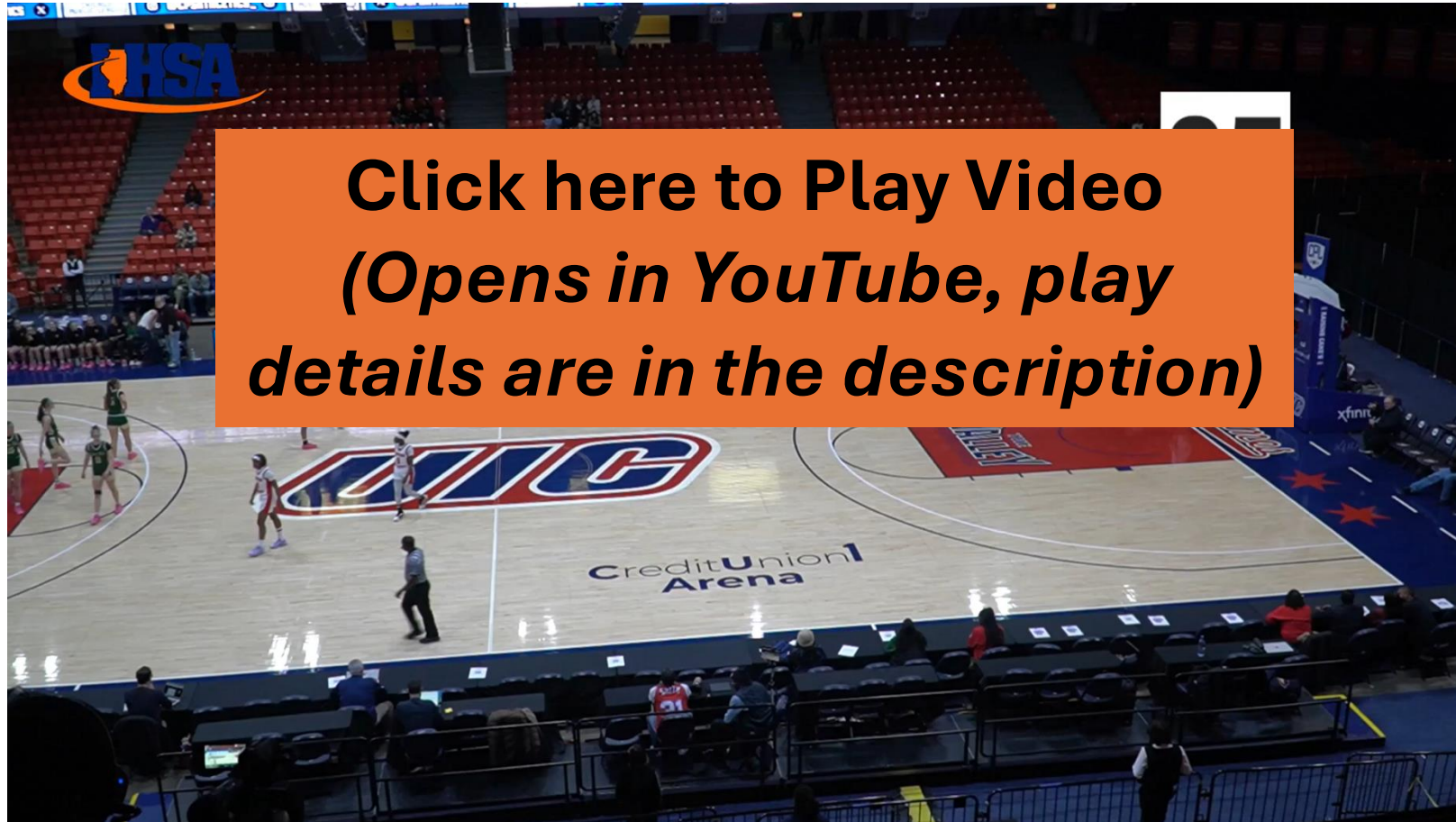
Grid / Live Ball Situations

Live Ball Situation	Frontcourt / Backcourt
Shot/free throw that hits the rim	
defensive rebound	reset to :35
offensive rebound	reset to :20
defense knocks ball OOB	reset to :20
Shot that DOES NOT hit the rim	
defensive possession	reset to :35
offensive possession	no reset
Steal (any live ball change of possession)	reset to :35

Jump Ball to Start the Game



Live Ball Turnover or Steal



Defensive Foul and then turnover



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