SHOT CLOCK INFORMATION ONE-PAGE DOCUMENT – *REVISED 11/7/26*

Throw In, Shot Clock – Frontcourt, Backcourt Situations Inbounds Spot & Shot Clock Time

Frontcourt Situations & Mechanics

1. **Defense Foul in the frontcourt** – OOB at one of the 4 spots nearest the foul, reset to :20 or the time remaining, whichever is greater. This includes frontcourt intentional fouls.
2. **Kicked/Fisted Ball violation by the defense in frontcourt** – OOB at one of the 4 spots nearest the kicked/fisted ball, reset to :20 or the time remaining, whichever is greater **Kicked/Fisted Ball violation by the Offense in frontcourt** – OOB at one of 4 spots. :35 reset
3. **Ball batted out of bounds by Defense** – nearest spot, no reset. **Ball batted out of bounds by Offense** – nearest spot, :35 reset. *These are nearest OOB spot, NOT nearest of the designated throw-in spots.*
4. **Shot/Deflection** that hits the rim:**

   NOTE: All backcourt offensive rebounds (including missed free throws) are a :35 reset.

   Offense rebound in frontcourt – Reset to :20 (including when shot clock is above :20). **:35 if backcourt rebound.**

   Defense rebound – Reset to :35. **– Free Throw :20 or :35 reset if offensive rebound. :35 if defensive rebound.**
5. **Shot that DOES NOT hit the rim:** Offense rebound – no reset Defense rebound – reset to :35
6. **Time Out** – OOB at the nearest of the 4 designated throw-in spots, no reset
7. **Held Ball** – To Offense – OOB at nearest designated spot, no reset – To Defense – nearest designated throw-in spot, reset to :35 **Shot Wedged** – To offense – OOB at nearest designated spot, :20 reset. To defense – same, :35 reset.
8. **Offensive Violation** (traveling, 3 seconds, etc.) – nearest designated throw-in spot, reset to :35
9. **Offensive Foul** – nearest designated throw-in spot, reset to :35
10. **Steal in the Frontcourt by Defense** – Reset to :35
11. **Double Violation on a FT** - :20 if AP to offense. :35 if AP to defense.

Backcourt Situations & Mechanics (including 10 second backcourt time)**

1. **Defensive Foul in backcourt** – nearest designated throw-in spot, reset to 35 seconds, new 10 seconds
2. **Kicked/Fisted Ball (by defense) in backcourt** – nearest designated throw-in spot, reset to :35, new 10 seconds. **Kicked/Fisted Ball (by offense) in backcourt.** Nearest designated throw-in spot. :20 reset
3. **Ball batted OOB by Defense** – nearest OOB spot, no reset, new 10 seconds
4. **Timeout in the backcourt** – nearest designated throw-in spot, no reset, new 10 seconds
5. **Held ball in backcourt**

   – To Offense – nearest designated throw-in spot, no reset, new 10 seconds

   – To Defense – nearest designated throw-in spot, reset to :20
6. **Backcourt violation (travel, 10 seconds, etc.)** ball to defensive team in their frontcourt at the appropriate designated throw-in spot, reset to :20**. No visible 10 count. Violation is called based on time on the shot clock. Visible 10 count if shot clock is off or malfunctioning.**
7. **Offensive Backcourt Foul** – OOB at nearest designated throw-in spot, reset to :20
8. **Offensive Backcourt Rebound** – reset to **:35**
9. **Ball out of bounds by the Offense** – nearest OOB spot, reset to :20 or :35 based on throw-in spot
10. **Steal in the Backcourt by Defense** – Reset to :35

ALL DIVISION LINE AP THROW-INS AND ALL TECHNICAL FOUL THROW-INS HAVE :35 ON THE SHOT CLOCK.

****NO CLOSELY GUARDED COUNT ON THE DRIBBLE IN ANY GAME PLAYED WITH THE SHOT CLOCK.**

****SHOT CLOCK STARTS ON THE TOUCH ON A THROW-IN AND ON POSSESSION ON A JUMP BALL (ALWAYS :35 ON JUMP BALL).**