



Shot Clock Guidelines for MUVJBL games

MUVJBL games use a 24 second reset.

The shot clock is about team control of the ball. The shot clock runs for a team until the opponents take control of the ball then it resets and runs for them.

The shot clock operator should always be watching the ball as control of the ball determines their actions.

It is good practice to always pause the clock and look to see how many seconds are remaining before resetting and running. That way, if the referee decides they want to reset the shot clock to its previous setting, you can advise them of what the correct position was.

The shot clock will be reset:

- when there is a change in team control (ie: a turnover of any sort)
- all fouls
- when the ball hits the ring after a shot
- in other situations when directed by the referee (eg: deliberate kick of the ball, play is interrupted by something outside the control of the offensive team). The Referee will request the reset by moving their index finger in a circle above their head

The shot clock is paused on every whistle and: **is** reset if there is a change in team control. **Is not** reset if the same team retains possession of the ball

- This also applies in "possession arrow" situations.
- A change in control in general play can be subjective but will usually occur when the opponent gets clear control of the ball with one or both hands or has commenced a controlled dribble with the ball. Simply deflecting, touching or hitting the ball is not enough.
- The defensive team has to take control of the ball before team control changes. When the ball is loose on the floor, the shot clock continues to run for the offensive team until that happens.
- The shot clock restarts when the ball touches a player on the court similar to the game clock.
- In out of court and possession arrow situations, you may want to wait to reset until it is clear which team the referee is going to give possession to as, if the same team retains

possession, no reset is required

- After the ball hits the ring, reset to 24 and leave paused until it is clear which team now has control of the ball
- If the shot clock expires and the siren sounds, leave the clock set to "0" until the referee calls a violation (taps hand to shoulder) or has clearly called play on. For example if the clock expires and the defensive team immediately get clean possession, Referees will call play on rather than whistling for a violation.
- If there is a "reset" situation and there is less than 24 seconds remaining on the game clock, reset the shot clock to 24 and leave it paused so players know to work to the game clock.
- Make your best judgement and go with it. Referees will override your call at times but many "changes in control" are subjective so don't stress if they have a different view. It is rare that a mistaken or slow reset will change the result of the game as usually there is a turnover or foul or something soon after anyway.
- **Under 14:**
- Where specified the shot clock will be in operation as per the FIBA rules, except the shot clock won't reset to 14 seconds. **The under 14 age group will use the following rule**
- Shot Clock Rules for Under 14's shall be as follows: (this coincides with Under 14 Club Championships)
- The 24 second device will not be started until the Ball enters the team's frontcourt.
- The ball Enters a team's frontcourt when:
 - It touches the frontcourt.
 - It touches a player or an official who has part of his/her body in contact with the frontcourt.
- During a dribble from backcourt to frontcourt, both feet of the dribbler and the ball are in contact with the frontcourt. (This applies to the player only as long as they are dribbling.)