

35 Second Shot Clock (OFSAA)

The Rule:

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 35 seconds.

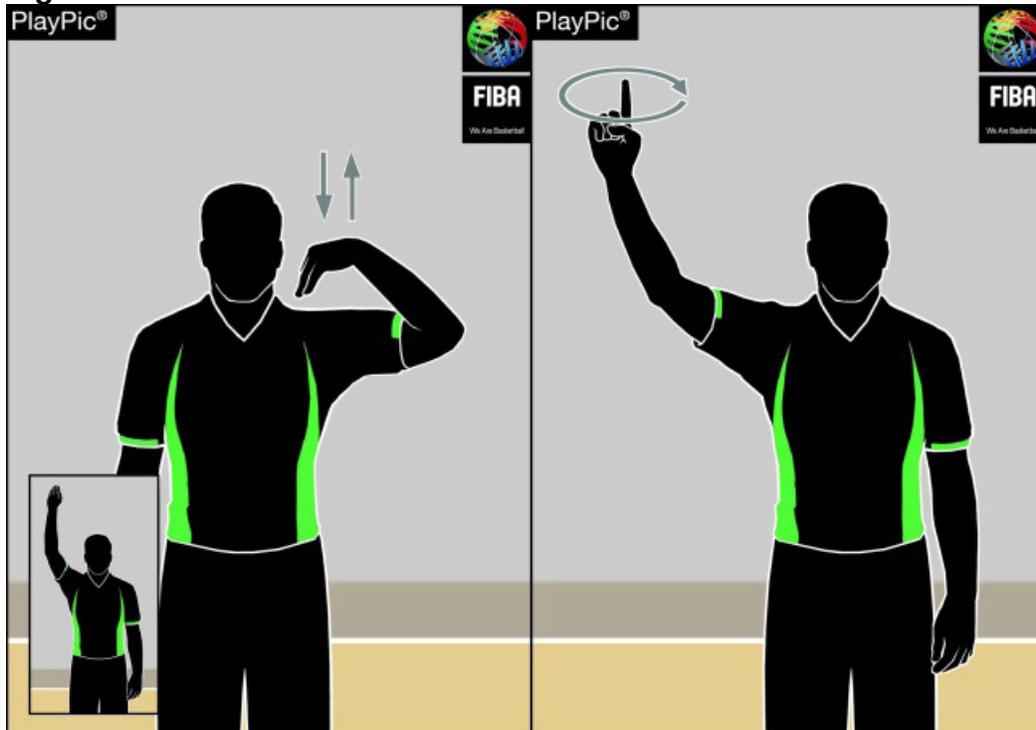
To constitute a shot for a field goal within 35 seconds:

- 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 35-second period and the shot clock signal sounds while the ball is in the air:

- If the ball enters the basket, no violation
- If the ball touches the ring but does not enter the basket, no violation. The signal shall be disregarded and the game shall continue.
- If the ball misses the ring, a violation has occurred. However, if the opponents (team on defence) have gained immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

Signals:



Shot Clock Violation

Reset Shot Clock

Shot Clock Operator:

Reset to 35 seconds:

1. When the ball touches the ring of the opponents basket. (Lodging is now considered touching the ring).
2. When the ball enters the basket.
3. When a team is awarded a throw in as the result of a personal foul or violation.
4. When the defensive team is assessed a Technical Foul.
5. When the team on defence **gains control** of the ball during play.
 - intercepts a pass
 - steals a dribble
6. When a team is awarded free throws.
7. On instructions from an official.

No Reset:

1. When the ball goes out of bounds and the team that had control will be awarded the ball for the throw-in.
2. On a held ball when the team that had control will be awarded the ball for a throw-in as a result of the possession arrow.
3. On a double foul when the ball is awarded to the team that was previously in control.
4. On a Technical Foul charged to the offensive team.

Starting:

1. On a throw-in: When the ball **touches** or is **touched** by **any** player on the floor
2. On a rebound: When a player on the floor **gains control**.

Turn the shot clock off:

1. When there are less than 35 seconds remaining in any quarter.

Advice:

1. If in doubt, don't reset
2. Don't reset after a whistle until officials have finished any communication on floor and/or to table.
3. Get in the habit of taking a mental note of the time showing on the shot clock (and game clock if/as possible) before you reset it (in case a correction is needed)
4. Pay attention to whether in your judgment, a shot was released before the signal sounds or not (there may be a case where the officials may consult with you such as loud gym and inaudible signal).

INTERPRETATIONS OF SHOT CLOCK PROCEDURES (OFSAA)

The modifications to FIBA rules, concerning the shot clock, create exceptions or adjustments to the FIBA casebook and the CABO casebook with regards to shot clock rulings (Articles 29/50). In all cases all references to 24 seconds, and 14 second resets, do not apply to FIBA high school games using the Ofsaa modifications. All shot clock periods are 35 seconds and all resets are to 35 seconds as well.

So in the FIBA Interpretations statements 29/50-12; 29/50-25 to 29/50-30; and 29/50-33 to 29/50-44 inclusive do not apply.

There are some interpretations in the Canadian FIBA addition of the handbook that will need some further modification.

They are as follows:

FIBA CASEBOOK

Statements and examples from 29/50-45 to 29/50-53; and 29/50-56 & 29/50-57 as well as 29/50-62 and 29/50-63: All resets are 35 seconds and if less than 35 seconds remains in the period then the shot clock is turned off.

29/50-54 **Example:** With 58 seconds remaining on the game clock in the fourth quarter, B1 deliberately kicks the ball or B1 fouls A1 in team's A backcourt. This is team B's third foul in the quarter. Team A has 19 seconds remaining on the shot clock. This is Team B's 3rd foul in the period. Team A is granted a time-out.

Interpretation: The game shall be resumed with a Team A throw-in at the point of interruption or at the throw-in line with 35 seconds on the shot clock.

29/50-53 **Example:** With 30 seconds remaining on the game clock in the fourth quarter, A1 dribbles in his front court. B1 taps the ball to Team A's backcourt where A2 now controls the ball. B2 deliberately kicks the ball or fouls A2 with 8 seconds remaining on the shot clock. This is Team B's 3rd foul in the period. Team A is granted a time-out.

Interpretation: The game shall be resumed with a Team A throw-in at the point of interruption or at the throw-in line with the shot clock turned off.

29/50-58 **Example:** With 30 seconds remaining on the game clock in the fourth quarter, A1 dribbles in his frontcourt. B1 taps the ball to team A's backcourt where A2 now controls the ball. B2 taps the ball out-of-bounds in team A's backcourt with 8 seconds on the shot clock. Team A is granted a time-out.

Interpretation: Coach A may opt for the throw-in to be administered in the frontcourt from the throw-in line in team A's frontcourt or in its backcourt. In both cases team A shall have 8 seconds on the shot clock. (New FIBA Interpretation that WILL apply to Ofsaa.)

