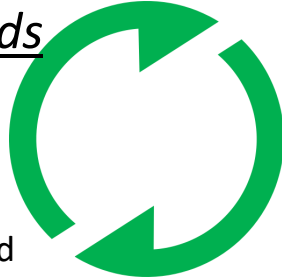


SHOT CLOCK GUIDE

START when...

- ◆ Throw-In touched inbounds
- ◆ Rebound controlled
- ◆ Jump ball controlled

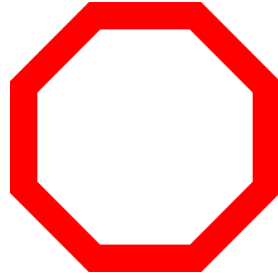
Controlled = Held/Dribbled



STOP/HOLD/PAUSE when...

- ◆ Try hits the rim (and reset)
- ◆ Whistle is blown

(turn off when less than game clock)



RESET to 35 when...

- ◆ Try hits the rim (and stop)
- ◆ Single foul called
- ◆ Defense awarded possession
- ◆ Defense obtains control
 - ◆ Holds or dribbles the ball
- ◆ Violation called
 - ◆ Other than Out-of-Bounds

(no reset on unlisted situations)



MERCY RULE GUIDE

MERCY RULE BEGINS when...

- ◆ In the 4th Quarter ONLY
- ◆ The score difference is 30 points
 - Continues for the rest of the game

CLOCK STOPS when...

- ◆ A timeout is called
 - ◆ By team, for injury, other unusual delay and the official initially announces "timeout"
- ◆ A player/coach is disqualified
 - ◆ Stop when an official is notified
- ◆ An official reports that there will be FTs
 - ◆ At the table, says "two shots"...stop the clock
 - ◆ Do not assume the clock will stop until the official reports that there will be FTs

CLOCK STARTS when...

- ◆ Ball is touched inbounds on throw-in or rebound.