

# MPSSAA SHOT CLOCK PROCEDURES

- Maryland will use a 30-second shot clock for boys & girls
- There will not be a visible 10-second count to move the ball from backcourt to frontcourt unless time remaining in the quarter is less than 30 seconds.
- A shot clock try for a field goal is defined as the ball having left the player's hand(s) before the sounding of the shot clock horn and subsequently striking the basket ring or entering the basket.
- The team in control shall attempt a try or tap for goal within 30-seconds after gaining team control.
- The shot clock is used for the entire game, including overtime. If one, or both shot clocks are not working, the shot clocks will be turned off and regular NFHS Rules will apply.
- The shot clock operator should use a timing device with a horn different from the game clock. Officials shall test both horns prior to the start of the game.

# MPSSAA SHOT CLOCK PROCEDURES

## The shot clock should start:

- On a throw-in when the ball is legally touched by any player.
- On a jump ball when a player gains control of the ball.
- On an unsuccessful try when a player gains control of the ball.
- On an unsuccessful free-throw that will remain in play when a player gains control of the ball.

# MPSSAA SHOT CLOCK PROCEDURES

The shot clock should reset to 30 seconds when:

- There is a single personal foul.
- There is a single technical foul.
- A held ball occurs and there is a change of possession. (Defense)
- A try or tap strikes the ring and either team gains control.
- A try lodges between the backboard and basket support.
- A violation occurs.
- An inadvertent whistle occurs and neither team is in control.

# MPSSAA SHOT CLOCK PROCEDURES

The shot clock should reset to 15 seconds when:

- A kicking or fisted ball violation occurs and the shot clock is 14 seconds or less.

# MPSSAA SHOT CLOCK PROCEDURES

The shot clock should stop/be held but continue with no reset:

- When the ball is deflected out of bounds by the defensive player.
- When a player is injured.
- When a charged time out has concluded.
- During team control, a defensive player causes a held ball and the arrow favors the offensive team.
- When a kicking or fisted ball violation occurs and the shot clock is 15 seconds or greater.
- When a double personal foul occurs when a team is in control.
- When a double technical foul occurs when a team is in control.

# MPSSAA SHOT CLOCK PROCEDURES

The shot clock shall be turned off when:

.The game clock shows less time than a shot clock period.

- The 35-point mercy rule is in effect
- (mercy rule is in effect starting in the 3<sup>rd</sup> quarter).
- The running game clock will exist during 3<sup>rd</sup> & 4<sup>th</sup> Quarter while the point spread is 35 points or more.

When the point spread becomes less than 35 points:

- The shot clock will stop as in regular play.
- A charged (team) time out occurs.
- A period ends.
- Free throws are taken. (Clock will start on an unsuccessful last free throw when a player gains control of the ball.

# PRE-GAME CONFERENCE

SHOT CLOCK GUIDELINES SHOULD/MUST BE DISCUSSED IN OUR PRE-GAME CONFERENCE PRIOR TO THE START OF THE CONTEST.

WORK HARD, MOVE WITH A PURPOSE, ENFORCE THE RULES

HAVE FUN