

## **24 SECOND SHOT CLOCK OPERATOR**

The 24 second shot must start when a team gains control of the ball.

Stop the 24 second shot clock and reset to 24 seconds when:

1. Unsuccessful shot for a field goal hits the ring and is rebounded by the defensive team;
2. When a defensive foul is called in a team's back court;
3. When an official blows for a foul, violation or jump ball resulting in change of possession;
4. When a shot for a field goal enters the basket

The 24 second clock is then reset when a player gains control of the ball on the court and the clock is running.

Stop and reset to 14 seconds when the same team that previously had control of the ball obtains an offensive rebound; or the team is awarded a frontcourt throw in as a result of a defensive foul or foot ball violation, and 13 seconds or less are displayed on the 24 second clock.;

Stop and hold the 24 second clock when:

1. The same team is awarded the throw-in after the ball goes out of bounds;
2. When the jump ball or double foul is called and the team who has possession at the time is awarded the ball back;
3. When a defensive foul or football violation is called in the team's frontcourt and the shot clock shows 14 seconds or more.

If the 24 second clock is running and there is a loose ball, the device continues to run until one of the above occurs.

If the device sounds in error, the game continues. Reset the 24 second shot clock immediately and start it when a team has control of the ball on the court.