

IDAHO SHOT CLOCK REMINDERS

- We will adopt all guidelines as written, with one exception. In the “The Shot Clock Operator Shall” section for item #8, we adopted one scenario where the shot clock will not be reset to the full 35 seconds. If there is an intentionally kicked or fisted ball by the defense with less than 20 seconds on the shot clock, the shot clock shall be set to 20 seconds. If there is more than 20 seconds on the shot clock when the ball is kicked or fisted, the amount of time on the shot clock shall remain as is.
- It is *recommended* visible shot clocks are recessed and mounted on the backboard supports behind the backboard on each end of the court, but it is not *required* they be recessed and mounted on the backboard supports.
- In the “Official’s General Duties” section for item #1, we discussed and then decided we will adopt that guideline as is regarding the administration of the 10-second backcourt count. Namely, in games where a shot clock is being used, during a throw-in in a team’s backcourt, the shot clock shall start and the 10-second count shall begin when the ball is touched by a player in the backcourt (no player control required). The T shall not have a visible 10-second count, and the 10-second violation will occur when 10 seconds have run off the shot clock (so violation at 25 seconds on the shot clock when the throw-in began with a full 35 seconds on the shot clock). In games with no shot clock, or when the shot clock has been turned off because there is less time on the shot clock than is on the game clock, the T shall use a silent, visible 10-second count to time the 10-second backcourt count.
- Conferences and teams are supposed to clearly communicate with each other and with the officials when a shot clock will be used on a given game well prior to the date of the game, but ultimately it is the decision of the home team whether the shot clock will be used in a given game. If the home team wants to use the shot clock for the game, we’ll use it. This visiting team does not have a say in the matter.
- If one shot clock malfunctions and goes out after the game has started such that only one shot clock is visible and functioning, and the problem cannot be resolved in a timely manner, both shot clocks shall be shut off. The shot clock operator shall use an alternate timing device (such as a digital stopwatch or the clock app on their phone) to time the shot clock period. When the shot clock reaches 10 seconds remaining, the shot clock operator shall loudly announce 10 seconds remain on the shot clock, and then the shot clock operator shall loudly count down the last 5 seconds in the shot clock period so all coaches, players and officials can hear that count.