

## Quick Guide for NYS Shot Clock 25

### Initiate a shot clock

1. Possession inside attack area
2. Possession after the 10-second count is satisfied

### Reset a shot clock to 60-seconds after offense regains possession

1. In the attack area following a defensive possession (if outside attack area 10-second count)
2. A valid shot hits goalkeeper or goal pipe
3. A live ball technical foul on defense
4. The resumption of play after administration for a defensive penalty
5. An inadvertent horn with offense in possession or entitled to possession

### End a shot clock

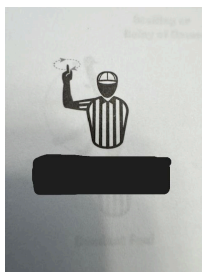
1. A valid shot
2. Defense gains possession
3. Goal
4. 60 seconds expires without a valid shot
5. A valid shot returns to defensive half of the field
6. End of period unless an extra-player situation

### Allow a shot clock to continue to run

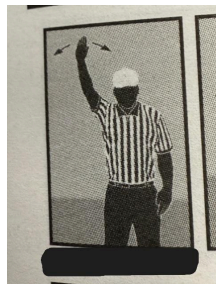
1. During a flag down foul on defense and possession has not changed
2. A ball that returns to defensive half of the field caused by the defense

### Shot clock will stop. Then restart with game clock from the point of stoppage

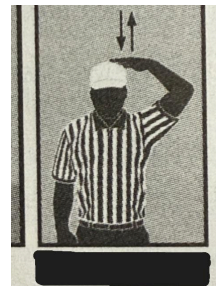
1. The ball or a shot goes out of bounds, no change of possession or violation
2. Team timeout
3. Officials timeout
4. Injury
5. Equipment issues
6. Inadvertent whistle or flag
7. Extra-player situations at end of period with offense in possession



Initiate, Start or Reset



Shot Clock Off



Shot Clock Violation