

NYS 2025 Shot Clock Situations and Rulings

A 60-second shot clock will be started when the ball has been advanced into the goal area with possession or after Team A gains possession and the 10-second count has been satisfied.

If the shot clock expires without a valid shot, the ball is awarded to the defensive team.

Rule 4.14. Advancing the ball into the goal area within 10 seconds will include:

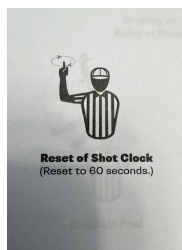
- a. After crossing the center with possession.
- b. After initially gaining possession in the offensive half of the field.
- c. After regaining possession in the offensive half of the field following a defensive possession
- d. When the ball touches anything within the goal area or a player with possession touches the line or is inside the goal area.

Note: The over and back rule will apply if the 10 second count is satisfied or possession gained in the goal area.

Shot Clock Resets will occur:

1. After regaining possession in the goal area offensive following a defensive possession.
2. After a valid shot is taken that hits the goalkeeper or goal pipe and possession is regained by the offense.
3. After a loose ball play-on situation the offensive team regains possession. The shot clock stops. Reset when possession is gained and official signals (twirls)
4. After adjudication of a defensive foul. Reset (New 60-seconds)

Note: Officials will signal the shot clock to start or reset with one hand raised in a twirling motion. Shot Clock is off, until Team A player has clear possession.



Shot Clock Procedures and Situations

A Valid Shot:

Is an attempt to score that is taken above the goal line extended (GLE) that makes contact with the goalkeeper, his equipment, hits the goal pipe or scores a goal.

During a shot clock Team A shoots and the ball hits the goal pipe or the goalkeeper, The shot clock stops. A reset will occur when Team A regains possession.

Note: The official shall raise an arm to stop the shot clock with a wave off. If offense regains possession, the official twirls for a reset.

Shot Clock Technical Foul:

During a shot clock a loose ball technical foul occurs by defense, the shot clock stops. If the offended player gains possession or the whistle is blown and the ball is awarded to the team that was fouled, the shot clock will reset.

Flag Down During Shot Clock:

During a shot clock, a flag-down foul committed by defense. The shot clock continues. After adjudication of the penalty, the shot clock will be reset when play resumes.

A Shot That Returns to Defensive Half of Field:

During a shot clock, a valid shot hits the goalkeeper or the goal pipe, and the ball returns to the defensive half of the field. **The shot clock turns off.**

If Team A gains possession they have 20-seconds to advance the ball beyond midline and then 10 seconds to advance into goal area

If Team B gains possession they have 10-seconds advance the ball

Over & Back:

During a shot clock If the offense causes the ball to cross back over the centerline. An over and back violation has occurred.

If a loose ball that leaves the offensive half of the field caused by the defense, the shot clock will continue to run.

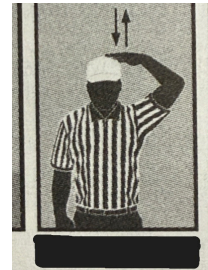
If team A gains possession, they may use the entire field of play for the remaining time on the shot clock. Once the ball returns to offensive half, then over & back is in force. (No Reset)

Shot clock is off and the 10 second count has been satisfied. If the offense causes the ball to cross back over the centerline. An over and back violation has occurred.

Shot Clock Violation:

The shot clock expires while the offensive team has possession or was the last team to have possession during a loose ball. Defensive team shall be awarded the ball nearest the spot of violation.

Note: The official shall tap the top of his head to indicate the shot clock has expired resulting in a turnover.



Shot Clock Situations

Goal Counted or Not Counted:

A Goal shall be disallowed when the ball is released after the period has ended or the shot clock has expired.

If the ball was released prior to the shot clock expiring, the Goal shall be allowed.

Shot Clock Stops and will restart at the point of the stoppage when:

- Game Clock Stops
- Team or Officials Timeout or Injuries
- Equipment Situations
- Inadvertent flag and/or inadvertent whistle

NOTE: During the 12-goal score differential the 2nd half the shot clock will run and be stopped during time outs or injuries.

Shot Clock Operator Error:

When the shot clock does not start within 5-seconds of the official's signal to start play or reset the shot clock, the official's should stop play and adjust the shot clock.

NOTE: In the event of an imminent scoring opportunity, officials shall allow the play to continue.

Period Ends During a Shot Clock

If the period ends during the shot clock and either team has an extra player situation in progress, the team in possession of the ball shall start with the ball to begin the next period.

- The shot clock will restart at the point of the stoppage.
- A defensive penalty at the end of a period will reset shot clock
- The shot clock may be turned off or reset if additional penalties or violations occur between periods or possession changes
- Shot clock is turned off if a face-off is pending.

Procedure for Shot Clock Malfunctions or Not Available

- Have a digital handheld timer with the ability to count down
 - Refer to the game clock.
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It must be monitored by the table area shot clock operator and verbally communicated with 10 seconds remaining to the officials and coaches.

A horn should be sounded either by the actual clock or table timer at the expiration of the shot clock.

When referring to a game clock, it is recommended that the shot clock operator maintain written notation of when the shot clock will expire.

Shot Clock Operators

- The home coach shall provide two trained clock operators: one for the shot clock and one for the game clock.
 - A shot clock shall be located at each end of the field visible to players, coaches and game officials. If only one clock is available, it shall be located at the midfield opposite the table.
 - If the shot clock is not operated at field level, two-way communication should be available between the table and the clock operators.
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Note: A separate shot clock procedure document is available

<https://docs.google.com/document/d/1qmiKpxnRAhvq2nCHeDsjouxXRjidOUc3k5pyLsVCDHg/edit?usp=sharing>

Other Rules Affected

Rule 3, Section 2 Art 2 and Section 3 Situation 3.3

Rule 4, Section 14, Article 3

Rule 6, Section 10, Articles 1,2,3
