



KENTUCKY HIGH SCHOOL ATHLETIC ASSOCIATION
35-SECOND SHOT CLOCK PARAMETERS

ARTICLE 1 – PURPOSE

The purpose of the 35-second shot clock is to promote continuous play, encourage offensive action, and provide a uniform timing procedure for all varsity basketball contests sanctioned by the Association.

ARTICLE 2 – APPLICABILITY

2.1 Required Use

Beginning with the 2027-28 school year, the 35-second shot clock shall be used in all varsity boys' and girls' basketball contests sponsored or sanctioned by the Association, including:

- a. Regular season varsity contests
- b. District and regional tournaments
- c. State tournament competition
- d. Association-sanctioned invitational events (NCAA June Scholastic, etc.)

2.2 Optional Levels

- a. The Association may permit use of the shot clock in junior varsity, freshman, middle school, or sub-varsity contests provided both schools agree, and appropriate equipment and trained personnel are available.
- b. May be used by mutual agreement in contests by adhering to these guidelines during the 2026-27 school year.

ARTICLE 3 – SHOT CLOCK EQUIPMENT

3.1 Display Requirements

Each facility shall provide:

- a. Two visible shot clock displays recessed and mounted behind each backboard; or
- b. Alternative unobstructed displays approved by the Association and visible to players, coaches, officials, and spectators.
- c. All shall meet published guidelines and NFHS guidance, including light usage and visibility.

3.2 Backup Procedures

If the shot clock becomes inoperable and cannot be repaired:

- a. The game shall continue using standard NFHS timing rules.
- b. Officials shall notify both head coaches.
- c. The scorebook shall note the malfunction.

ARTICLE 4 – SHOT CLOCK OPERATOR AND OPERATIONS

4.1 Location

- a. A shot clock operator will be located at the scorer's and timer's table.
- b. It is recommended that the timer and shot clock operator be seated next to each other.

4.2 Duties

The home team shall provide a trained shot clock operator who shall:

- a. Use a 35-second shot clock in accordance with Rule 2-14 and this document.
- b. Start the shot clock when player control is established.
- c. Stop and reset the clock when required.
- d. Follow officials' signals.
- e. Maintain communication with the scorer and referee.
- f. Use the shot clock the entire game, including extra periods, except when there is less time remaining on the game clock than on the shot clock. In this case, the shot clock shall be turned off.
- g. Control a separate timing device with a horn that shall have a distinct sound different from the game clock horn.
- h. Have an alternate-timing device or procedure available in the case of failure or lack of availability of the electronic clocks.
- i. Start the shot clock when:
 1. The ball touches, or is legally touched by, a player on the court;
 2. A team gains initial control after a jump ball or unsuccessful try for goal;
 3. There is a change in team control.
- j. Sound the shot clock horn at the expiration of the shot clock period. This shot clock horn shall not stop play unless recognized by an official's whistle. When the shot clock reads zero, it has expired.

- k. Turn off the shot clock when a reset situation occurs, and the game clock shows less time than that of a shot clock period.
- l. Allow the timing device to continue during loose-ball situations when the offense retains control or when a field goal try is attempted at the wrong basket or when a field goal try has failed to hit the rim or flange.
- m. Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot clock period or whether a try for goal contacted the ring or flange.
- n. Stop the timing device and reset to full amount (35 seconds):
 - 1. When there is a change in team control and the ball remains live or after a score by the opponent.
NOTE: The mere touching of the ball by an opponent does not start a new shot clock period when the same team remains in control of the ball.
 - 2. When there is a change in team control and the ball remains live or after a score by the opponent.
NOTE: The mere touching of the ball by an opponent does not start a new shot clock period when the same team remains in control of the ball.
 - 3. A single personal foul;
 - 4. A single technical foul;
 - 5. During team control, a defensive player causes a held ball, and the alternating-possession arrow favors the defensive team;
 - 6. A try for a goal strikes the ring or flange, and then control is gained by either team;
 - 7. A violation;
 - 8. A held ball or any other situation where the alternating-possession arrow is used to determine team possession and the alternating-possession arrow favors the defense for the throw-in;
 - 9. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds or when there is doubt as to who last touched the ball, and the possession arrow favors the defensive team;
 - 10. There is an inadvertent whistle, and there was no player or team control at the time of the whistle;
 - 11. A change of team control occurs.
 - 12. A field goal is scored.
 - 13. A try contacts the ring, and the defensive team gains control.
 - 14. A held ball results in possession for the opposing team.
 - 15. A technical foul results in a change of possession.
 - 16. Officials stop play for any reason and award possession to the opposing team.
- o. Stop the timing device and reset to 20 seconds when 20 seconds or fewer remain and:
 - 1. The defense commits a foul, and the offense retains possession, or
 - 2. The defense kicks the ball, which remains in front court.
NOTE: If more than 20 seconds remain on the shot clock with (1) or (2) occur, there is no reset unless otherwise specified by rule.
- p. Stop the timing device and continue time without a reset when play is stopped under the following circumstances:
 - 1. The ball is deflected out of bounds by a defensive player;
 - 2. A player is injured or loses a contact lens;
 - 3. A charged time-out has concluded;
 - 4. During team control as defined in Rule 4-12-1, a defensive player causes a held ball, and the alternating-possession arrow favors the offensive team;
 - 5. After any double personal or technical fouls or simultaneous personal or technical fouls when there is team control, unless the penalty for the foul results in a change of possession;
 - 6. After an inadvertent whistle when there is team control;
 - 7. After a held ball occurs during a throw-in, and the alternating-possession arrow favors the team that made the throw-in;
 - 8. When a held ball occurs after an unsuccessful try that does not contact the ring or flange, and the alternating-possession arrow favors the shooting team;
 - 9. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either in bounds or out of bounds or when there is doubt as to who last touched the ball, and the alternating-possession arrow favors the offensive team;
NOTE: The offensive team, upon regaining possession of the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.

4.3 Authority

The referee shall have final authority regarding all shot clock corrections and adjustments.

ARTICLE 5 – SHOT CLOCK PERIOD

5.1 Initial Count

A team gaining control of a live ball in its frontcourt or backcourt shall be entitled to thirty-five (35) seconds to attempt a try for goal that contacts the ring.

5.2 Definition of a Legal Attempt

A legal attempt occurs when:

- a. A try or tap for a goal is released before the shot clock expires; and
- b. The ball subsequently contacts the basket ring.

NOTE: Failure to satisfy both requirements constitutes a shot clock violation.

ARTICLE 6 – SHOT CLOCK EXPIRATION

6.1 Violation

A shot clock violation occurs when:

- a. The shot clock signal sounds while a team is in control of the ball; and
- b. The ball has not been released on a try that subsequently contacts the ring.

6.2 Penalty

The ball shall be awarded to the opponents for a throw-in at the appropriate designated spot per NFHS Rule 7-5-3 and diagram 5 in that rule section.

ARTICLE 7 – BACKCOURT COUNT INTEGRATED WITH SHOT CLOCK USAGE

7.1 The shot clock may serve as backup to the official timing mechanism for the ten-second backcourt count.

Upon gaining team control in the backcourt:

- a. The shot clock shall begin at 35 seconds.
- b. When the visible shot clock reaches 25 seconds, the ten-second count has expired.
- c. If the ball has not obtained frontcourt status before the shot clock displays 25, a backcourt violation shall occur.

7.2 Official Responsibility

Officials shall monitor both:

- a. Team control status; and
- b. Frontcourt status to determine whether the ten-second requirement has been satisfied.

ARTICLE 8 – CORRECTION OF ERRORS

8.1 Timing Error

Officials may correct a shot clock error whenever definite knowledge exists regarding:

- a. Time remaining
- b. Proper reset value
- c. Possession status

8.2 Inadvertent Horn

If the shot clock horn sounds inadvertently:

- a. Play shall be stopped immediately unless a team is in an obvious scoring opportunity.
- b. The referee shall restore the shot clock to the correct time.

ARTICLE 9 – PRESEASON TRAINING RECOMMENDATIONS

9.1 Training

The Association may identify supplemental resources for:

- a. Officials
- b. Scorekeepers
- c. Shot clock operators
- d. Athletic administrators

ARTICLE 10 – OTHER REQUIREMENTS

10.1 Certification

Schools hosting varsity contests shall certify that:

- a. Approved shot clock equipment is installed.
- b. Operators have completed Association training.
- c. Backup procedures are available.

10.2 KHSAA Usage and Procedure

- d. The Association shall hire a shot clock operator for the championship tournament contests
- e. The Association shall adopt an entry in the standard fee schedule equivalent to the pay of an alternate official to guide schools in compensating the shot-clock operator, if approved by the school



SHOT CLOCK GUIDELINES

STATE ASSOCIATION ADOPTION

In accordance with Rule 2-14, each state association may adopt a procedure by which it implements a 35-second shot clock effective beginning with the 2024-25 season and continuing thereafter. The following recommended guidelines are for those states choosing to adopt the shot clock.

SHOT CLOCK DISPLAYS

1. A shot clock is one of two official visible timepieces – one at each end of the court.
2. Shot clocks should be recessed and mounted on the backboard supports behind each backboard.
3. An alternate-timing device or procedure shall be available when a visible shot clock malfunctions.
4. LED lights located around the shot clock may be used, but the lights shall only be activated for a shot clock violation.
5. Nothing shall be attached to the shot clock mounting mechanisms that affects the visibility of the shot clock.

GAME AND TABLE OFFICIALS

A shot clock operator will be located at the scorer's and timer's table. It is recommended that the timer and shot clock operator be seated next to each other.

OFFICIALS' GENERAL DUTIES

1. Use the shot clock to administer the 10-second backcourt count (9-8). The 10-second count shall begin when the ball touches, or is legally touched by, a player on the court, in the backcourt on a throw-in or on player control on a rebound or jump ball. The official shall use a silent, visible 10-second count when there is no shot clock visible.
2. To indicate a shot clock violation, the official will give the stop clock signal followed by the tapping of the head and give a directional signal.
3. To indicate a shot clock reset, the official will use a rolling motion of a pointed index finger above the head.



Shot clock violation



Shot clock reset

THE SHOT CLOCK OPERATOR SHALL:

1. Use a 35-second shot clock in accordance with Rule 2-14.
2. Use the shot clock the entire game, including extra periods, except when there is less time remaining on the game clock than on the shot clock. In this case, the shot clock shall be turned off.
3. Control a separate timing device with a horn that shall have a distinct sound different from the game clock horn.
4. Have an alternate-timing device or procedure available in the case of failure or lack of availability of the electronic clocks.

5. Start the shot clock when:
 - a. The ball touches, or is legally touched by, a player on the court;
 - b. A team gains initial control after a jump ball or unsuccessful try for goal;
 - c. There is a change in team control.
6. Stop the timing device and reset to full amount:
 - a. When there is a change in team control and the ball remains live or after a score by the opponent.

NOTE: The mere touching of the ball by an opponent does not start a new shot clock period when the same team remains in control of the ball.
 - b. When any of the following occurs:
 - i. A single personal foul;
 - ii. A single technical foul;
 - iii. During team control, a defensive player causes a held ball, and the alternating-possession arrow favors the defensive team;
 - iv. A try for goal strikes the ring or flange and then control is gained by either team;
 - v. A violation;
 - vi. A held ball or any other situation where the alternating-possession arrow is used to determine team possession and the alternating-possession arrow favors the defense for the throw-in;
 - vii. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds or when there is doubt as to who last touched the ball and the possession arrow favors the defensive team;
 - viii. There is an inadvertent whistle and there was no player or team control at the time of the whistle.
7. Stop the timing device and continue time without a reset when play is stopped under the following circumstances:
 - a. The ball is deflected out of bounds by a defensive player;
 - b. A player is injured or loses a contact lens;
 - c. A charged time-out has concluded;
 - d. During team control as defined in Rule 4-12-1, a defensive player causes a held ball, and the alternating-possession arrow favors the offensive team;
 - e. After any double personal or technical fouls or simultaneous personal or technical fouls when there is team control unless the penalty for the foul results in a change of possession;
 - f. After an inadvertent whistle when there is team control;
 - g. After a held ball occurs during a throw-in, and the alternating-possession arrow favors the team that made the throw-in;
 - h. When a held ball occurs after an unsuccessful try that does not contact the ring or flange, and the alternating-possession arrow favors the shooting team;
 - i. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds or when there is doubt as to who last touched the ball and the alternating-possession arrow favors the offensive team;

NOTE: The offensive team, upon regaining possession of the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.

8. State associations may determine if there are instances when the clock is reset, not to the full 35 seconds.
9. Sound the shot clock horn at the expiration of the shot clock period. This shot clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates zeroes, the shot clock time has expired.
10. Turn off the shot clock when a reset situation occurs, and the game clock shows less time than that of a shot clock period.
11. Allow the timing device to continue during loose-ball situations when the offense retains control or when a field goal try is attempted at the wrong basket or when a field goal try has failed to hit the rim or flange.
12. Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot clock period or whether a try for goal contacted the ring or flange.

TIMING ERRORS

1. The officials shall make the final decision when there is doubt as to whether a score was made within the shot clock period or whether a try for goal contacted the ring or flange.
2. When an obvious mistake by the shot clock operator has occurred (failing to start, stop, set or reset the shot clock) or when a shot clock has malfunctioned, the mistake or the result of the malfunction may be corrected during the shot clock period in which it occurred and only when the official has definite information relative to the mistake or malfunction and the time involved.

SHOT CLOCK VIOLATION

1. A shot clock period begins when the ball touches, or is legally touched by, a player on the court on a throw-in or when team control is established or re-established after loss of team control and the shot clock is properly started. The shot clock period ends when the shot clock is properly started for the next shot clock period.
2. A try for goal during the shot clock period is defined as the ball having left the shooter's hand(s) before the sounding of the shot clock horn and then striking the ring or flange, or entering the basket.
3. The team in control must attempt a try for a field goal within the 35-second shot clock period.
4. It is a violation when a try for field goal does not leave the shooter's hand(s) before the expiration of the shot clock period (as indicated by the sounding of the shot clock horn) or when it does leave the shooter's hand(s) before the expiration of the shot clock period and the try does not subsequently strike the ring or flange or enter the basket.