

ART. 29 - SHOT CLOCK RESET 24 SECONDS PRINCIPLES



24 **24** **24** **24**

A TEAM GAINS CONTROL OF A LIVE BALL ON THE PLAYING COURT

THROW-IN AFTER A VALID FIELD GOAL

THROW-IN FROM THE BACKCOURT AFTER A FOUL OR VIOLATION BY THE OPPONENT TEAM

THE GAME BEING STOPPED BECAUSE OF AN ACTION CONNECTED WITH THE TEAM IN NOT CONTROL OF THE BALL

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ART. 29 - SHOT CLOCK RESET 14 SECONDS PRINCIPLES



14 **14** **14** **14**

THE SAME TEAM RECOVERS BALL CONTROL AFTER AN UNSUCCESSFUL SHOT (BALL TOUCHES THE RING)

THROW-IN FROM THE FRONTCOURT AFTER A FOUL OR VIOLATION BY THE OPPONENT TEAM

THROW-IN DURING AN UF/DQF PENALTY FROM THE THROW-IN LINE IN THE FRONT COURT

L2M / TIME-OUT & COACH'S OPTION: THROW-IN FROM THE FRONTCOURT WITH 14 OR MORE SECONDS OF POSSESSION

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ART. 29 - SHOT CLOCK NO RESET PRINCIPLES



9 **9** **9** **9** **9**

THE GAME BEING STOPPED BECAUSE OF AN ACTION CONNECTED WITH THE TEAM IN CONTROL OF THE BALL

THE GAME BEING STOPPED BECAUSE OF AN ACTION NOT CONNECTED WITH EITHER TEAM, UNLESS THE OPPONENTS WOULD BE PLACED AT A DISADVANTAGE

THE TEAM CONTROLLING THE BALL TAKES THE THROW-IN AFTER THE BALL HAVING GONE OUT-OF-BOUNDS

L2M / TIME-OUT & COACH'S OPTION: THROW-IN FROM THE FRONTCOURT WITH 13 OR LESS SECONDS

A TECHNICAL FOUL IS COMMITTED BY THE TEAM IN CONTROL OF THE BALL

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ART. 29 - 24 SECONDS / 1



WHENEVER A FOUL OR VIOLATION IS CALLED AGAINST THE TEAM IN CONTROL OF THE BALL

1. SHOT CLOCK SHALL BE RESET

2. THROW-IN FOR THE OPPONENT TEAM WITH RESET

A. 24 SECONDS IF THROW-IN IN THE BACKCOURT

24

B. 14 SECONDS IF THROW-IN IN THE FRONTCOURT

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