

MPSSAA BOYS AND GIRLS BASKETBALL SHOT CLOCK PROCEDURES

MPSSAA Boys and Girls Basketball will be governed by the rules of the National Federation of State High School Associations (NFHS). However, the rules will be modified as follows:

1. Boys and Girls will use a 30-second shot clock.
2. Girls **will not** have a 10-second visible count to move the ball from back court to front court.
3. Boys **will** have a 10-second visible count to move the ball from back court to front court.

Shot Clock Guidelines

1. A shot clock try for a field goal is defined as the ball having left the player's hand(s) before the sounding of the shot clock horn and subsequently striking the basket ring or entering the basket.
2. The team in control shall attempt a try or tap for goal within 30-seconds after gaining team control (Boys and Girls).
3. The shot clock is used for the entire game, including overtime. If one, or both, shot clocks are not working, the shot clocks will be turned off and regular NFHS Rules will apply (Ten second visible count to move the ball from backcourt to frontcourt for both boys and girls).
4. The shot clock operator should use a timing device with a horn different from the game clock. Officials shall test both horns prior to the game.
5. The shot clock should start:
 - On a throw-in when the ball is legally touched by any player.
 - On a jump ball when a player gains control of the ball.
 - On an unsuccessful try when a player gains control of the ball.
 - On an unsuccessful free throw that will remain in play when a player gains control of the ball.
6. The shot clock should reset to 30 (Boys and Girls) when:
 - There is a single personal foul.
 - There is a single technical foul.
 - A held ball occurs and there is a change of possession. In other words, the arrow is pointing to the defensive team.
 - A try or tap strikes the ring and either team gains control.
 - A try lodges between the backboard and basket support.
 - A violation occurs.
 - An inadvertent whistle occurs and neither team is in control.
7. The shot clock should reset to 15 (Boys and Girls) when:
 - A kicking or fisted ball violation occurs and the shot clock is 14 seconds or less.
8. The shot clock should stop/be held but continue with no reset under the following circumstances:
 - When the ball is deflected out of bounds by a defensive player.
 - When a player is injured.
 - When a charged time out has concluded.
 - During team control, a defensive player causes a held ball and the arrow favors the offensive team.
 - When a kicking or fisted ball violation occurs and the shot clock is 15 seconds or greater.
 - When a double personal foul occurs when a team is in control.
 - When a double technical foul occurs when a team is in control.
9. The shot clock shall be turned off when:
 - The game clock shows less time than a shot clock period.
 - The 35-point mercy rule is in effect (mercy rule is applied beginning with the start of the 3rd quarter).

MPSSAA BOYS AND GIRLS BASKETBALL “MERCY RULE” PROCEDURES

By state adoption, the State Basketball Committees have adopted the following rule regarding the use of running time. During the regular and post season, once a 35-point differential exists, a running clock will begin and remain in effect unless the spread reaches 25 points and below. The running clock will resume only if a 35-point differential is reached again. **During the regular season only**, participating schools have the option to start running time in the first half if agreed upon prior to the start of the contest. The following changes, and only these changes, will be made regarding rules which determine when the clock will and will not be stopped.

1. The clock will stop for an official's time-out for an injured participant.
2. The clock will stop for a charged (team) time-out occurs.
3. The clock will stop when a period ends.
4. The clock will not stop during free throws when the 35-point differential is in place, EXCEPT when free throws are awarded during the last minute of each quarter of play.

