



# WOMEN'S BASKETBALL

## 2019-20 NCAA WOMEN'S BASKETBALL

### SHOT CLOCK RESET SCENARIOS

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This document's purpose is to help stakeholders understand the new shot-clock resets by presenting different scenarios and illustrations. It does not replace the rules book, or any approved ruling found in the case book. To appropriately understand these examples, some preliminary information is provided.

#### **TERMINOLOGY:**

**1. Offense:** The offense is the team in control of the ball:

- when a player of the team is holding or dribbling the ball (including a free-throw shooter)
- during an interrupted dribble
- when the defense knocks the ball away, or
- when the ball is passed between teammates

**2. Defense:** The defense is the team not in control of the ball; in other words, the opponents of the offense.

*Note: When the ball is released for a try (field-goal attempt or free-throw attempt) or the ball is dead, there is no offense nor defense.*

**3. Shooting team:** The shooting team is the team whose player has released the ball for a field goal or free throw and retains this status until the ball is in control of either team.

**4. Non-shooting team:** The non-shooting team is the team which does not attempt a field goal or free throw and retains this status until the ball is in control of either team.

This guide will break down the various shot-clock resets by the type of reset discussed.

#### **1. Shot clock resets to 30 seconds**

The shot clock resets to 30 seconds when:

- A shot strikes the ring or flange and is held at that time until control is gained by either team.
- Before the first or only free throw is attempted for any foul, except when the offense is assessed an administrative technical foul, in which case the shot clock is not reset.
- When a team gains control of the ball in their backcourt.
- When the defense commits a personal foul in the offense's backcourt, or the shooting team commits a foul against the non-shooting team before the bonus is in effect.
- When an offensive foul is committed.
- When the non-shooting team commits a violation in the shooting team's backcourt.
- When the defense or non-shooting team is awarded the ball following a held ball or alternating-possession procedure.
- An inadvertent whistle occurs when there is no team control.

**2. Shot clock resets to 20 seconds when at 19 seconds or less, or no reset when it displays 20 seconds or more.**

There are two infractions which apply to this reset: a personal foul committed by the defense in the offense's frontcourt before the bonus is in effect or when the defense intentionally kicks or fists the ball.

**Play 1:** While A1 is dribbling the ball in her frontcourt, B1 fouls A1. Team A is not in the bonus. The shot clock shows (a) 23 seconds or (b) 18 seconds.

**Ruling 1:** In (a), the shot clock will remain at 23 seconds. In (b), the shot clock will be reset to 20 seconds because it shows less than 20 seconds.

**Play 2:** While A1 is dribbling the ball in her team's backcourt, B1 fouls A2 in Team A's frontcourt. Team A is not in the bonus. The shot clock shows (a) 23 seconds or (b) 18 seconds.

**Ruling 2:** In (a), the shot clock will remain at 23 seconds. In (b), the shot clock will be reset to 20 seconds because it shows less than 20 seconds.

*Note: The determining factor is the location of the foul, **not** the location of the ball.*

**Play 3:** While A1 is dribbling the ball in her team's backcourt, B1 fouls A1. Team A is not in the bonus. The shot clock shows (a) 23 seconds or (b) 18 seconds.

**Ruling 3:** In both (a) and (b), the shot clock will be reset to 30 seconds because the foul was committed in Team A's backcourt.

**Play 4:** A1 is dribbling the ball in her team's frontcourt when B1 knocks the ball away. While the ball is loose, B1 fouls A1. Team A is not in the bonus. The shot clock shows (a) 23 seconds or (b) 18 seconds.

**Ruling 4:** Even though the ball is loose, Team A retains control of the ball when B1 knocked it away. In (a), the shot clock will remain at 23 seconds. In (b), the shot clock will be reset to 20 seconds because it shows less than 20 seconds.

**Play 5:** A1's try for goal fails to strike the ring or flange. While the ball is loose, B1 intentionally kicks the ball either in Team A's frontcourt or backcourt. The shot clock shows (a) 23 seconds or (b) 18 seconds.

**Ruling 5:** In (a), the shot clock will remain at 23 seconds. In (b), the shot clock will be reset to 20 seconds because it shows less than 20 seconds.

*Note: When a try does not strike the ring or flange, the shot clock continues to run.*

**3. Shot clock resets to 20 seconds after the ball strikes the ring or flange following an unsuccessful try.**

The shot clock will reset to 20 seconds, regardless of the time it displays, when an unsuccessful field-goal or free-throw attempt hits the ring or flange and the ball is:

- (1) first controlled by the shooting team in their frontcourt or
- (2) play is stopped before either team gains control of the ball
  - a. for an infraction committed by the non-shooting team in the shooting team's frontcourt or
  - b. when play is stopped in the shooting team's frontcourt, and the shooting team is awarded the ball due to an alternating-possession procedure (except an inadvertent whistle).

When the shot hits the rim, the shot-clock operator will reset and hold the shot clock at 30 seconds. When the non-shooting team controls the ball first, or the shooting team controls the ball first in their backcourt,

the shot-clock operator will start the shot clock. When the shooting team controls the ball first in their frontcourt, the shot-clock operator will reset the shot clock to 20 seconds and will start the shot clock.

**Play 6:** A1's shot hits the rim and is unsuccessful. A2, who is in Team A's (a) frontcourt or (b) backcourt, is first to control the ball.

**Ruling 6:** In both (a) and (b), the shot-clock operator will reset the shot clock to 30 seconds when the ball hit the rim. In (a), when A2 controls the ball, the shot-clock is reset to 20 seconds and is started. In (b), the shot clock will start to run when A2 controls the ball.

**Play 7:** A1's shot hits the rim and is unsuccessful. B1 intentionally kicks the ball while she is in Team A's (a) frontcourt or (b) backcourt.

**Ruling 7:** In both (a) and (b), the shot-clock operator will reset the shot clock to 30 seconds when the ball hit the rim. In (a), when B1 intentionally kicks the ball in Team A's frontcourt, the shot-clock resets to 20 seconds. In (b), when B1 intentionally kicks the ball in Team A's backcourt, the shot clock resets to 30 seconds.

**Play 8:** A1's shot hits the rim and is unsuccessful. Before any player gains control of the ball, B1 fouls A2 in Team A's (a) frontcourt or (b) backcourt. Team A is not in the bonus.

**Ruling 8:** In (a), the shot clock resets to 20 seconds. In (b), the shot clock resets to 30 seconds.

**Play 9:** A1's shot is an "airball". Before any player gains control of the ball, B1 fouls A2 in Team A's frontcourt. Team A is not in the bonus.

**Ruling 9:** The shot clock resets to 20 seconds.

**Play 10:** A1's shot hits the rim and is unsuccessful. B1 and A2 simultaneously grab the ball, causing a held ball.

**Ruling 10:** When the alternating-possession arrow favors Team B, the shot clock resets to 30 seconds. When the arrow favors Team A, the shot clock resets to 20 seconds.

**Play 11:** A1's shot hits the rim and is unsuccessful. B1 grabs the rebound and then A2 grabs the ball, causing a held ball. The alternating-possession arrow favors Team A.

**Ruling 11:** The shot clock resets to 30 seconds because there is a change of team control. Team B had control of the ball first when B1 secured the rebound. If A2 had been able to take the ball away from B1, this is also a change of team control and the shot clock would reset to 30 seconds.

**Play 12:** A1's shot hits the rim and is unsuccessful. Before any player can control the ball, (a) there is an inadvertent whistle or (b) A1 and B2 commit a double personal foul.

**Ruling 12:** There is no team control in either (a) or (b); play resumes using the alternating-possession procedure. In (a), regardless of the team favored by the alternating-possession arrow, the shot clock is reset to 30 seconds. In (b), when the arrow favors Team B, the shot clock resets to 30 seconds. When the alternating-possession arrow favors Team A, the shot clock resets to 20 seconds.

#### **4. No reset**

There are situations following a shot which do not result in a reset of the shot clock when the shooting team is awarded control of the ball.

**Play 13:** A1's shot is released and fails to hit the rim. Before any player can control the ball, (a) there is an inadvertent whistle or (b) A1 and B2 commit a double personal foul. There are 15 seconds on the shot clock.

**Ruling 13:** There is no team control in either (a) or (b); play resumes using the alternating-possession procedure. In (a), regardless of the team favored by the alternating-possession arrow, the shot clock is reset to 30 seconds. In (b), when the arrow favors Team B, the shot clock resets to 30 seconds. When the alternating-possession arrow favors Team A, they will have the unexpired time on the shot clock (15 seconds).

**Play 14:** A1's shot is blocked. A1 and B1 simultaneously hold the ball resulting in a held ball.

**Ruling 14:** Play will resume using the alternating-possession procedure. When the alternating-possession arrow favors Team B, the shot clock resets to 30 seconds. When the alternating-possession arrow favors Team A, they will have the unexpired time on the shot clock (15 seconds).

#### **5. Special Situations**

When there is less time on the game clock than in a shot-clock period, the shot clock display is turned off. It is now possible for a shot clock that has not displayed any time to be reset to 20 seconds.

**Play 15:** B1 travels with 29.0 seconds left in the first period. Team A inbounds the ball and A1 shoots the ball. The shot hits the rim and A2 secures the rebound in her team's frontcourt with 23.7 seconds on the game clock.

**Ruling 15:** The shot clock operator will reset the shot clock to 20 seconds, as there is more time on the game clock than in a shot-clock period.