

ART. 29 - SHOT CLOCK RESET 24 SECONDS PRINCIPLES



24

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

24

THROW-IN AFTER A VALID FIELD GOAL

24

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

24

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

ART. 29 - SHOT CLOCK RESET 14 SECONDS PRINCIPLES



14

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

14

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

14

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

14

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

ART. 29 - SHOT CLOCK NO RESET PRINCIPLES



9

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

9

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

9

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

9

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

9

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