

WHSAA Shot Clock Rules 2025-2026

Procedures

35-Second Shot Clock

Shot Clock is used the entire game including overtime, only shut off when the game clock shows less time than the shot clock

Alternate timing device is needed at the table (stopwatch) in case either of the shot clocks go out

During running clock (team ahead by 40 points or more) normal starting, stopping and resetting procedures are used for the shot clock

Shot clock horn does not stop the game - only an official's whistle

When an obvious mistake has occurred with starting, stopping, or resetting an official with definitive knowledge can correct the mistake

All shot clock resets go to 35 seconds

Officials should have a pregame conference with the shot clock operator to cover basics and answer any questions they might have

Resetting the Shot Clock to 35 Seconds

Change of possession

Single Personal Foul

Single Technical Foul

A try hits the rim or flange(not a pass)

A violation by either team

An inadvertent whistle with no team control

Held ball resulting in change of team possession

A try/tap fails to hit the rim and is recovered by the defense

When a shot lodges between the rim and backboard

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Stopping the Shot Clock - No Reset

Offense retains possession after a held ball

Defenses causes the ball to go out of bounds - no possession change

Game is stopped for injury

Following a timeout by either team

Following a warning to either team

Following any double personal or technical fouls where there is team control unless the foul(s) result in change of possession

There is an inadvertent whistle with team control

Allow the Shot Clock to Run

When the defense touches the ball but does NOT gain control

When a shot is blocked, does not hit the rim and is recovered by the offense

When a shot fails to hit the rim and is recovered by the offense

When a try for goal is attempted

When a shot is attempted at the wrong basket

During a loose ball situation when the offensive team maintains possession

Miscellaneous Items

When a basket is scored, the shot clock is reset but does not start until the ball touches, or is touched by a player on the court

When a shot hits the rim, the shot clock is reset but does not start until either team gains possession

If one shot clock malfunctions, both shot clocks should be turned off - PA announcer shall count down the shot clock time remaining at 10 seconds

During loose ball situations, including the defense saving the ball from going out of bounds, officials need to determine if there was a change in team possession