

## Hoop Dreams Nation's "Shot-Clock Series" Rules & Policies

1. For divisions of 7th grade-HS (including 6/7 divisions), a 30 second shot clock will be utilized for the entire game, including overtime.
2. **Starting the shot clock:** When stopped, the shot clock will be started when:
  - a. An inbounds player touches the ball following a throw-in.
  - b. A team first gains possession of the ball following a:
    - i. Jump ball.
    - ii. Rebounds on a try that hits the rim.
    - iii. Loose ball.
3. **Stopping the shot clock:** The shot clock will be stopped and the offensive team shall have the unexpired time remaining on the shot clock to attempt a shot when play continues:
  - a. Following a time out.
  - b. Following a deflection out-of-bounds by a defensive player.
  - c. Following an official's time out for an injured player.
  - d. Following an official's time-out for a player who loses a contact lens or glasses.
  - e. Following a held-ball and the offensive team retains possession of the ball by the AP arrow procedure.
4. **Resetting the shot clock:** The shot clock will be reset when:
  - a. Team control is established after the opponents lose possession of the ball.
  - b. The mere touching of the ball by an opponent does not reset the shot clock if the same team remains in control of the ball.
  - c. A foul occurs, exception: double foul, double technical, simultaneous foul.
  - d. A held ball occurs and the defense is awarded the ball through the alternating-possession arrow procedure.
  - e. A try for the goal is attempted and the ball hits the rim.
  - f. A violation occurs. (*Most violations are by the offensive team causing a change of possession and the shot clock is reset*).
  - g. The defense commits a violation by:
    - i. Kicking the ball.
    - ii. Striking the ball with a fist.
    - iii. Knocking the ball through the underside of the basket.
5. **Expiration of the shot clock period:**
  - a. The horn shall sound at the expiration of the shot clock period.
  - b. The horn does not stop play unless recognized by the official's whistle.
6. **Shot clock continues to run:** The shot-clock will continue running:
  - a. During a loose ball situation.
  - b. When the offense regains possession.
  - c. When the ball is thrown at the wrong basket.
  - d. When a try is attempted but does not touch the rim.
7. **Doubt:** If there is doubt whether a try for goal was attempted before the horn, the final decision shall be made by the game officials.
8. **Standard Rules that will continue to apply:**
  - a. "Closely Guarded Player" rules: 5-seconds when closely guarded will apply.
  - b. A 10 second back court will still be in effect, as will over-and-back and frontcourt/backcourt definitions.
9. **Traditional HDN Rules:**
  - a. Four, 1-Minute time outs per team that can be used at any time.
  - b. 20 minute running clock for both halves, except the 2nd half if a team is up by 15 or more points.
  - c. Teams may not press if up by 20 or more points. Penalty: Bench technical
  - d. 1st overtime is 2 minutes with an additional time out (TO carry over from regulation). Additional TO are sudden death.
  - e. Divisions are GRADE-BASED.
  - f. Rosters for the tournament must be set before the first game. All players who will participate in any of the games for the tournament must be listed on the first roster (Official Roster) prior to the game beginning. All games in which an ineligible player participated in (does not meet grade requirements, not on roster, etc.), will be forfeited.
  - g. All girls divisions and 3rd-6th grade boys will use a 28.5" ball. No exceptions.
  - h. Tie-breakers will include only the teams involved in the tie: 1. Head-to-head, 2. Point Spread up to 15 involved in the tie, 3. Defensive points allowed.
  - i. Each team needs to provide an adult scorekeeper for either the clock or the book (HDN provides shot-clock operators).