

ART. 29 - 24 SECONDS / 1



WHENEVER A FOUL OR VIOLATION IS CALLED AGAINST THE TEAM IN CONTROL OF THE BALL

1. SHOT CLOCK SHALL BE RESET

2. THROW-IN FOR THE OPPONENT TEAM WITH RESET

A. 24 SECONDS IF THROW-IN IN THE BACKCOURT

24

B. 14 SECONDS IF THROW-IN IN THE FRONT COURT

14

9

ART. 29 - 24 SECONDS / 2



LAST 2 MINUTES OF THE 4TH QUARTER OR OVERTIME



COACH WITH A TEAM'S BACKCOURT THROW-IN DECIDES AFTER HIS TIME-OUT WHERE THE GAME SHALL BE RESUMED



10

ART. 29 - 24 SECONDS / 3



BACKCOURT

RESET 24 SECONDS,
AFTER OPPONENT'S
FOUL, VIOLATION OR
BASKET

NO RESET,
IF OUT OF BOUNDS
OR ANY OTHER
REASON



FRONTCOURT

RESET TO 14
SECONDS IF MORE
THAN 14 SECONDS

NO RESET,
IF LESS THAN
14 SECONDS



PLAY DIRECTION

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

13

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

14