

2026-27 IHSA Shot Clock

Situations Casebook

Introduction

This casebook presents shot clock situations organized by category for study and reference. Each situation identifies the scenario and provides the correct ruling. All situations apply to IHSA varsity basketball under 2026-27 NFHS rules and IHSA State Association Adoptions. Situations marked * New reflect protocols effective beginning with the 2026-27 season.

Each entry is structured as follows: a bold orange situation number and title, the scenario description in regular text, the official RULING in formatted callout box with a navy left ' border bar. All categories use navy section-header bars with white text; Category I (new 2026-27 protocols) use an orange header bar to distinguish it visually.

All situations apply to IHSA varsity basketball under 2026-27 NFHS rules and IHSA State Association Adoptions>

INDEX

- [Category A – Opening Tip & Jump Ball Situations](#)
- [Category B – Rebound Situations](#)
- [Category C – Foul Situations](#)
- [Category D – Held Ball & Team Control Situations](#)
- [Category E – Kicked / Fisted Ball Situations](#)
- [Category F – Ball Deflected Out of Bounds / Steal Situations](#)
- [Category G – Inadvertent Whistle Situations](#)
- [Category H – Timeout & Special Situations](#)

2026-27 IHSA Shot Clock

Situations Casebook

INTRODUCTION

This casebook presents shot clock situations organized by category for study and reference. Each situation identifies the scenario and provides the correct ruling. All situations apply to IHSA varsity basketball under 2026-27 NFHS rules and IHSA State Association Adoptions. Situations marked ★ **NEW** reflect protocols effective beginning with the 2026-27 season.

Each entry is structured as follows: a bold orange situation number and title, the scenario description in regular text, and the official **RULING** in a formatted callout box with a navy left-border bar. All categories use navy section-header bars with white text; Category I (new 2026-27 protocols) use an orange header bar to distinguish it visually.

All situations apply to IHSA varsity basketball under 2026-27 NFHS rules and IHSA State Association Adoptions.

CATEGORY A — OPENING TIP & JUMP BALL SITUATIONS

SITUATION A-1 — Opening Jump: Tip Possession

Player A1 tips the jump ball; B3 possesses the ball in their backcourt.

Ruling

Game clock starts on A1's touch. Shot clock starts on B3's possession. AP arrow points to Team A.

SITUATION A-2 — Jumper Tips Ball Three Consecutive Times (Violation)

A1, while in the backcourt, tips the jump ball three consecutive times (violation).

Ruling

Team B receives the ball at the nearest 28-foot line (designated throw-in spot in their frontcourt). Shot clock set to 20 seconds. AP arrow set to Team A.

SITUATION A-3 — Jump Circle Violation in Backcourt

During the opening jump, the ball is in the air before either jumper touches it; A2 (located in A's backcourt) steps onto the jump circle. Violation on A2.

Ruling

Team B receives the ball in their frontcourt at the appropriate 28-foot line. Shot clock set to 20 seconds. AP arrow set to Team A.

SITUATION A-4 — Jump Circle Violation in Frontcourt

During the opening jump, the ball is in the air before either jumper touches it; B2 (located in B's frontcourt — Team A's backcourt) steps onto the jump circle. Violation on B2.

Ruling

Team A receives the ball at the nearest designated spot in A's backcourt. Shot clock set to 35 seconds. AP arrow set to Team B.

★ NEW — SITUATION A-5 — Opening Jump Ball Goes OOB Before Possession (Frontcourt)

The ball goes out of bounds from the opening jump ball before either team gains possession. The resulting throw-in is in the frontcourt.

Ruling

Shot clock set to 20 seconds for the frontcourt throw-in.

★ NEW — SITUATION A-6 — Opening Jump Ball Goes OOB Before Possession (Backcourt)

The ball goes out of bounds from the opening jump ball before either team gains possession. The resulting throw-in is in the backcourt.

Ruling

Shot clock set to 35 seconds for the backcourt throw-in. Offense receives a new 10-second backcourt count.

★ NEW — SITUATION A-7 — Overtime Jump Ball Goes OOB Before Possession

Same scenario as A-5 and A-6, applied to the opening jump of an overtime period.

Ruling

If the throw-in is in the frontcourt → shot clock set to 20 seconds. If the throw-in is in the backcourt → shot clock set to 35 seconds.

CATEGORY B — REBOUND SITUATIONS

SITUATION B-1 — Offensive Backcourt Rebound After Rim Contact

Player A5 shoots; the ball hits the rim; B3 muffs the rebound; the ball goes to the backcourt with A2 and B4 chasing. A2 secures the ball in the backcourt.

Ruling

Team A has a 10-second backcourt count and a 35-second shot clock as soon as A2 possesses the ball in the backcourt the reset is :35 seconds.

SITUATION B-2 — Defense Rebounds After Shot With Rim Contact (Reset to 35)

A3 shoots; B3 rebounds and dribbles toward their frontcourt.

Ruling

Shot clock resets to 35 seconds upon B3's possession.

SITUATION B-3 — Offense Rebounds Shot With No Rim Contact (No Reset)

A2 shoots with no rim contact; A3 rebounds in the frontcourt.

Ruling

No reset. The shot clock continues with unexpired time. If the shot clock expires before A3 can attempt another shot, it is a violation.

SITUATION B-4 — Defense Rebounds Shot With No Rim Contact (Reset to 35)

A2 shoots with no rim contact; B4 rebounds and takes possession.

Ruling

Shot clock resets to 35 seconds on B4's possession.

SITUATION B-5 — Held Ball After Shot With Rim Contact — AP to Offense (Reset to 20)

A5 shoots an unsuccessful field goal. A3 and B3 simultaneously possess the rebound in the lane (held ball). AP arrow favors Team A.

Ruling

Shot clock set to 20 seconds. Team A is awarded a throw-in at either designated spot along the endline.

SITUATION B-6 — Held Ball After Shot With Rim Contact — AP to Defense (Reset to 35)

A1 shoots an unsuccessful field goal; ball hits rim. A4 and B4 simultaneously possess the rebound in the lane (held ball). AP arrow favors Team B.

Ruling

Shot clock set to 35 seconds. Team B is awarded a throw-in at either designated spot along the endline.

SITUATION B-7 — Defense Fouls Immediately After Rebounding (Reset to 35)

A4 shoots; B3 rebounds in the lane and is immediately fouled by A1. 32 seconds on the shot clock. Team B not in bonus.

Ruling

Team B receives the ball at the appropriate designated spot on the endline. Shot clock resets to 35 seconds.

SITUATION B-8 — Offense Rebounds After Unsuccessful Free Throw With Rim Contact

B3 shoots a free throw; the ball hits the rim and remains in play; A4 rebounds in their backcourt.

Ruling

Shot clock resets to 35 seconds on A4's possession.

CATEGORY C — FOUL SITUATIONS

SITUATION C-1 — Defensive Foul With Clock Below 20 (Reset to 20)

A4 is fouled by B3 with 16 seconds on the shot clock. Team A is not in the bonus.

Ruling

Team A awarded throw-in at nearest designated spot. The shot clock would reset to :20 if this is a frontcourt throw-in. The shot clock would reset to :35 if this is a backcourt throw-in.

SITUATION C-2 — Defensive Foul With Clock Above 20 (No Reset)

A2 is fouled by B3 with 26 seconds on the shot clock. Team A is not in the bonus.

Ruling

The reset is based on location of the foul. If this were a backcourt foul, the reset is to :35. The shot clock would only remain at :26 if this were a frontcourt foul.

SITUATION C-3 — Foul After Shot With No Rim Contact (No Reset)

A2 shoots with no rim contact; B3 fouls A2 after A2 returns to the floor with 26 seconds on the shot clock. Team A is not in the bonus.

Ruling

Team A awarded throw-in at nearest of the four designated spots. Shot clock stays at 26 seconds.

SITUATION C-4 — Defense in Bonus; Bonus Free Throws; Multiple Rebound Scenarios

A2 shoots; B3 rebounds; A4 fouls B3 with 31 seconds on shot clock. Team B is in the bonus. B3 awarded bonus free throws.

Ruling

Shot clock is set to 35 seconds for the free throw attempt(s).

- **Option 1:** B3's first free throw is unsuccessful and hits the rim; B5 (offense) rebounds → shot clock resets to 20 seconds.
- **Option 2:** B3's first free throw is successful; B3's second free throw is missed and hits rim; A4 (now offense) rebounds → shot clock resets to 35 seconds for Team A.

SITUATION C-5 — Offensive Foul in Frontcourt (Reset to 35)

A3 charges into B2 in the frontcourt. Offensive foul on A3 with 18 seconds on the shot clock. Team B is not in the bonus.

Ruling

Team B receives the ball at the nearest designated spot. Shot clock resets to 35 seconds.

SITUATION C-6 — Double Personal Foul (No Reset)

Team A in frontcourt with 16 seconds on the shot clock. A4 and B4 commit a double personal foul simultaneously.

Ruling

Play resumes from the point of interruption; throw-in from the appropriate designated spot. Shot clock stays at 16 seconds. No change of possession; no reset.

SITUATION C-7 — Double Technical Foul (No Reset)

Team A in team control with 18 seconds on shot clock; B2 knocks the ball OOB; A4 and B5 exchange unsportsmanlike words. Both are assessed technical fouls.

Ruling

Team A throw-in from a spot closest to where the ball went OOB; shot clock stays at 18 seconds. Double technical — no change of possession; no reset. Point of Interruption.

★ NEW — SITUATION C-8 — Single Technical Foul

A technical foul is called on B2 with 22 seconds on the shot clock.

Ruling

After the official reports the technical foul, the shot clock is set to 35 seconds before the throw-in at the division line. Free throws are administered first, then the 35-second clock governs the throw-in.

SITUATION C-9 — Intentional Foul During Successful Shot (Reset to 20)

B2 intentionally shoves A1 in the back during A1's 3-point attempt. The shot is successful. A1 is awarded 2 additional free throws plus ball at the designated 28-foot line throw-in spot.

Ruling

Shot clock set to 20 seconds. Offense is awarded the ball at the appropriate designated throw-in spot.

SITUATION C-10 — Double Foul: One Intentional (Reset to 20)

A4 and B5 commit simultaneous fouls; only B5's foul is intentional/flagrant. Team A (offended team) is awarded possession in their frontcourt.

Ruling

Shot clock resets to 20 seconds.

CATEGORY D — HELD BALL & TEAM CONTROL SITUATIONS

SITUATION D-1 — Held Ball During Team Control; AP to Offense (No Reset)

B2 is in the frontcourt corner with 6 seconds on the shot clock; A4 ties up the ball (held ball). AP arrow favors Team B (the team in control).

Ruling

Shot clock stays at 6 seconds. AP favors the team in control (offense). Team B inbounds from the nearest 28-foot line.

SITUATION D-2 — Held Ball During Team Control; AP to Defense; frontcourt Throw-In (reset to 20)

A3 holds the ball on the perimeter in the backcourt with 28 seconds on the shot clock; B4 ties up the ball (held ball). AP arrow favors Team B. Throw-in is in Team B's frontcourt.

Ruling

Shot clock resets to 20 seconds. Team B awarded frontcourt throw-in at nearest designated spot.

SITUATION D-3 — Held Ball During Team Control; AP to Defense; Backcourt Throw-In (Reset to 35)

A3 holds the ball on the perimeter with 24 seconds on the shot clock; B4 ties up the ball (held ball). AP arrow favors Team B. Throw-in is in the backcourt.

Ruling

Shot clock set to 35 seconds. Team B awarded throw-in at the appropriate 28-foot line in their backcourt.

CATEGORY E — KICKED / FISTED BALL SITUATIONS

SITUATION E-1 — Kicked Ball in Frontcourt; Clock Below 20 (Reset to 20)

A1 passes to A2 in the frontcourt with 15 seconds on the shot clock; B3 kicks the ball OOB on the frontcourt sideline.

Ruling

Team A throw-in at designated spot closest to the violation. Shot clock resets to 20 seconds (clock was below 20).

SITUATION E-2 — Kicked Ball in Frontcourt; Clock Above 20 (No Reset)

B1 passes to B2 in the frontcourt with 27 seconds on the shot clock; A3 kicks the ball OOB.

Ruling

Team B throw-in at designated spot closest to violation. Shot clock stays at 27 seconds. Clock was at or above 20 — no reset.

SITUATION E-3 — Kicked Ball Into Backcourt and OOB

A3 passes to A5 in the frontcourt with 15 seconds on the shot clock; B4 kicks/fists the pass into the backcourt and out of bounds.

Ruling

Team A receives the ball at the spot of the violation where the kicks/fist occurred, and the throw-in spot is determined based on where the ball was kicked or fisted. Offense would receive the ball in the frontcourt and the shot clock would be reset to :20.

CATEGORY F — BALL DEFLECTED OUT OF BOUNDS / STEAL SITUATIONS

SITUATION F-1 — Defense Deflects Ball OOB (No Reset)

Team A is in team control in the frontcourt with 24 seconds on the shot clock. B3 deflects A1's pass out of bounds on the endline.

Ruling

Team A resumes play from the spot where the ball went OOB. Shot clock remains at 24 seconds.

SITUATION F-2 — Defense Rebounds and Calls Timeout in Backcourt (No Reset for B)

A2 shoots a 3-point attempt; B2 rebounds; B2 advances to B's backcourt with 30 seconds on the shot clock; Team B calls a timeout.

Ruling

When Team B resumes play, they have 30 seconds on the shot clock and a new 10-second backcourt count.

SITUATION F-3 — Offense Loses Ball; Defense Receives Ball in Frontcourt

A4 shoots; A2 rebounds in the frontcourt; A2 loses the ball; it goes OOB at the free-throw line extended on the sideline (in B's frontcourt). Team B is awarded the ball at the closest spot.

Ruling

Shot clock set to 20 seconds. Defense receives the ball in their frontcourt via turnover/violation.

CATEGORY G — INADVERTENT WHISTLE SITUATIONS

SITUATION G-1 — Inadvertent Whistle During Team Control (No Reset)

Team A in team control; A2 passing to A3 with 24 seconds on the shot clock; official inadvertently whistles.

Ruling

Inadvertent whistle confirmed during team control. Play resumes from the nearest frontcourt designated throw-in spot. Shot clock stays at 24 seconds. Team control existed at the time of the whistle; no reset.

SITUATION G-2 — Inadvertent Whistle; No Team Control; AP to Backcourt Team (Reset to 35)

Team B in backcourt; pass deflected by A3; neither team in control; official inadvertently whistles.

Ruling

No team control → go to AP arrow. Arrow favors Team B for a backcourt throw-in → shot clock set to 35 seconds. Team B receives a new 10-second backcourt count.

SITUATION G-3 — Inadvertent Whistle; No Team Control; AP to Frontcourt Team; Clock Below 20 (Reset to 20)

No team control in frontcourt with 17 seconds on the shot clock; official inadvertently whistles; AP arrow favors Team A for a frontcourt throw-in.

Ruling

Shot clock resets to 20 seconds. Time remaining on the clock was 17 seconds — less than 20 — so the clock resets to 20.

SITUATION G-4 — Inadvertent Whistle; No Team Control; AP Frontcourt; Clock Above 20 (No Reset)

No team control in frontcourt with 26 seconds on the shot clock; official inadvertently whistles; AP arrow favors Team A for a frontcourt throw-in.

Ruling

Shot clock stays at 26 seconds. Time remaining is greater than 20. Applying "20 seconds or time remaining, whichever is greater" — 26 seconds stays.

CATEGORY H — TIMEOUT & SPECIAL SITUATIONS

SITUATION H-1 — Player Injured (No Reset)

22 seconds on shot clock. A4 sets a screen; B3 fouls and injures A4. Team A's coach escorts A4 off the court; A6 substitutes. Team A is not in the bonus.

Ruling

Play resumes from the nearest of the four designated frontcourt throw-in spots with 22 seconds on the shot clock.

SITUATION H-2 — Game Clock Under 35 Seconds; Shot Clock Off; Free Throws Missed

Team B inbounds in the backcourt with 34 seconds on the game clock. Shot clock is turned off.

Ruling

The shot clock is not used when the game clock is less than or equal to the shot clock period. If the offense rebounds a missed free throw with :31 on the game clock, the shot clock is turned back on with a :20 reset. It is best practice is to have the shot clock at :20 during any FTs shot with :21-:35 on the game clock. If the defense secures the rebound, the shot clock is then turned off.

SITUATION H-3 — Tipped Ball Into Backcourt; No Team Possession; Batted OOB

A4 shoots; ball rims out; multiple players tip/touch the ball into the backcourt with no team or player possession; B1 bats the ball OOB in the backcourt.

Ruling

Team A receives the ball at the nearest location to where the ball went OOB. Shot clock set to 35 seconds. Offense is awarded the ball in their backcourt — backcourt throw-in.

★ NEW — CATEGORY I — 2026-27 NEW PROTOCOL SITUATIONS

★ NEW — SITUATION I-1 — Pass or Deflection Contacts the Rim; Offense Recovers in Frontcourt

A3 passes to A5; the pass is deflected by B2 and contacts the rim. A5 recovers the ball in the frontcourt.

Ruling

Shot clock resets to 20 seconds.

★ NEW — SITUATION I-2 — Pass or Deflection Contacts the Rim; Offense Recovers in Backcourt

A3 passes to A5; the pass is deflected and contacts the rim. A5 recovers the ball in the backcourt.

Ruling

Shot clock resets to 35 seconds. Offense receives a new 10-second backcourt count.

★ NEW — SITUATION I-3 — Ball Lodged Between Rim and Backboard; AP to Offense

A3 shoots a 12-foot jumper; the ball lodges between the rim and backboard. AP arrow favors Team A (offense).

Ruling

Team A is awarded a throw-in at a designated spot. Shot clock resets to 20 seconds.

★ NEW — SITUATION I-4 — Ball Lodged Between Rim and Backboard; AP to Defense

A3 shoots; the ball lodges between the rim and backboard. AP arrow favors Team B (defense).

Ruling

Team B is awarded a throw-in at a designated spot along the endline. Shot clock resets to 35 seconds.

★ NEW — SITUATION I-5 — Single Technical Foul; Shot Clock Reset

A technical foul is called on Head Coach Brown of Team B with 22 seconds on the shot clock.

Ruling

After the official reports the technical foul, the shot clock is set to 35 seconds before the throw-in at the division line — regardless of what was on the clock.

★ NEW — SITUATION I-6 — Defense Knocks Ball OOB in Backcourt; New 10-Second Period

Team A is advancing the ball in the backcourt with 29 seconds on the shot clock. B4 knocks the ball out of bounds.

Ruling

Team A receives the ball at the nearest designated spot. Shot clock stays at 29 seconds — no reset, as the ball was deflected OOB by the defense. Team A receives a NEW 10-second backcourt period. The 10-second violation would occur when the shot clock reaches 19 seconds.

★ **NEW — SITUATION I-7 — Opening Jump Ball Goes OOB; Frontcourt Throw-In**

At the opening tip, neither team gains possession before the ball goes out of bounds. The resulting throw-in is awarded in the frontcourt.

Ruling

Shot clock set to 20 seconds.

★ **NEW — SITUATION I-8 — Opening Jump Ball Goes OOB; Backcourt Throw-In**

At the opening tip, neither team gains possession before the ball goes out of bounds. The resulting throw-in is awarded in the backcourt.

Ruling

Shot clock set to 35 seconds. Offense receives a new 10-second backcourt count.

★ **NEW — SITUATION I-9 — Overtime Period Jump Ball Goes OOB; Same Application**

Same as I-7 and I-8, applied to the start of an overtime period.

Ruling

Frontcourt throw-in → shot clock set to 20 seconds. Backcourt throw-in → shot clock set to 35 seconds.

★ **NEW — SITUATION I-10 — Timing Errors and Malfunction Procedure**

Ruling

If the shot clock is off (under :35 or :20) or there is a shot clock malfunction, officials **MUST** use a visible backcourt ten-second count.

APPENDIX — AT-A-GLANCE SHOT CLOCK RESET REFERENCE

Quick-reference table for all shot clock reset outcomes. Color coding: ■ **No Reset (navy)** | ■ **20 Seconds (orange)** | ■ **35 Seconds (green)**

Situation	Shot Clock Reset
Defense deflects ball OOB - offense retains possession	No Reset
Defense kicks/fists ball in frontcourt- clock at or above 20 seconds	No Reset
Timeout called - either team	No Reset
Player injured or loses contact lens	No Reset
Held ball - AP to offense (team in control)	No Reset
Defense fouls - offense retains frontcourt possession; clock at or above 20 sec	No Reset
Double personal or double technical foul - offense retains possession	No Reset
Inadvertent whistle during team control	No Reset
Defense fouls - offense retains frontcourt possession; clock below 20 seconds	20 sec or remaining, whichever greater
Defense kicks/fists ball - clock below 20 seconds; frontcourt throw-in	20 sec or remaining, whichever greater
Inadvertent whistle - no team control; AP → frontcourt throw-in	20 sec or remaining, whichever greater
Offense rebounds shot that hit rim - frontcourt	20 Seconds
Offense rebounds free throw that hit rim - frontcourt	20 Seconds
Offensive violation - defense gets ball frontcourt	20 Seconds
Offensive foul - defense gets ball frontcourt	20 Seconds
Defense fouls after shot/FT hits rim - offense inbounds frontcourt	20 Seconds
Defense causes OOB after shot/FT hits rim - offense retains frontcourt	20 Seconds
No team control; AP → offense; frontcourt throw-in after rim shot	20 Seconds
Violation; defense awarded ball in their frontcourt	20 Seconds
Double foul - one intentional/flagrant; offended team awarded frontcourt possession	20 Seconds
Shot hits rim; batted OOB backcourt by offense; defense gains frontcourt possession	20 Seconds
Ball OOB by new offense in backcourt with front court throw-in	20 Seconds
Held ball - AP to defense; frontcourt throw-in	20 Seconds
★ NEW - Pass/deflection hits rim; offense recovers in frontcourt	20 Seconds
★ NEW - Ball lodged in rim/backboard; AP to offense	20 Seconds
★ NEW - Jump ball OOB before possession; frontcourt throw-in	20 Seconds
Change of possession - steal or turnover during live ball	35 Seconds
Defensive rebound (any shot - rim contact or not)	35 Seconds
Offensive violation - defense gets ball backcourt	35 Seconds
Offensive foul - defense gets ball backcourt	35 Seconds
Held ball - AP to defense; backcourt throw-in	35 Seconds
Foul in backcourt; new 10-second count	35 Seconds
Ball OOB by new offense in backcourt with back court throw-in	35 Seconds
Defense kicks/fists ball in backcourt - clock at or above 20 seconds	35 Seconds
Offense rebounds free throw that hit rim in the backcourt	35 Seconds
★ NEW - Pass/deflection hits rim; offense recovers in backcourt	35 Seconds
★ NEW - Single technical foul called	35 Seconds
★ NEW - Jump ball OOB before possession; backcourt throw-in	35 Seconds