

CLOCK RULES

Lower divisions use a Running Clock, upper divisions use a Stop Clock and middle divisions use a combination of the Running and Stop Clocks. See the special rules of the division to know which clock is used and which periods it is used.

RUNNING CLOCK RULES: The clock runs continuously during play after made baskets and during stoppages of play. The clock is only stopped under the following conditions:

1. **Shooting Fouls:** When a shooting foul is called, the clock stops on the whistle and remains stopped while the teams line up for the foul shot. The clock restarts when the free throw shooter is handed the ball by the referee on the first shot. It runs continuously through all foul shots and after when the ball is either inbounded or rebounded.
2. **Technical Fouls:** The clock stops on the referee whistle of technical fouls, remains stopped during the shot, and restarts when the referee hands the ball to the player to inbound the ball.
3. **Substitutes:** When a team wants to substitute players, the clock stops on the referee whistle and remains stopped until the referee hands the ball to a player to inbound the ball.
4. **Time Outs:** When the referee calls time out, the clock stops. If time out is called during a foul shot, the clock restarts when the referee hands the ball to the free thrower (see Rule A). If the ball is to be inbounded after the time out, the clock restarts when the ball is handed to the player to inbound the ball (as in Rule C).
5. **Other:** At any other time, only the referee(s) can have the clock stopped.

STOP CLOCK RULES: The clock stops on all referee whistles and restarts as follows:

1. **Inbound Play:** Restart the clock when the player on the court touches ball (not like the running clock when referee hands the ball to a player to inbound the ball).
2. **Foul Shots:** Restart the clock after foul shooting is complete and ball is back in play:
 - a. If the final shot is good, wait and restart clock on an inbound play.
 - b. If the final shot does not hit the rim, wait and restart the clock as on inbound play.
 - c. If the final shot bounces off the rim and is not good, restart clock when ball is touched by a rebounding player.

Note: During Stop Clock play, the clock does not stop after made baskets unless the referee blows the whistle.