Shot Clock Rules and Corresponding Rules

Closely guarded — NFHS 9-10

Rule 9-10-1(a) generally prohibits holding or dribbling the ball for five seconds while closely guarded in the frontcourt. Its NOTE permits a state association using a 35-second shot clock to allow five seconds or more of closely guarded dribbling.

Holding the ball closely guarded – 5-second violation
Dribbling closely guarded – No 5-second dribbling violation (when shot clock used)

NFHS 9-10-2 and 9-10-3: A closely guarded count shall not start during an interrupted dribble and shall terminate when an interrupted dribble occurs. Example: After three seconds of closely guarded dribbling, the ball accidentally hits the dribbler's foot and rolls away. The count ends; if the player recovers and resumes dribbling, a new count begins when applicable. The shot clock continues because team control continues.

Ten-second backcourt count — NFHS 9-8

The ten-second requirement remains in effect. A timeout does not, by itself, reset the shot clock. Traditional NFHS backcourt-count administration provides a new count following certain backcourt throw-ins.
This includes defensive tip out of bounds, POI, officials timeouts, etc.

Example: Team A uses seven seconds in its backcourt, then receives a granted timeout. The shot clock retains the time remaining. Under the proposed traditional-count approach, a new ten-second backcourt count begins on the ensuing backcourt throw-in when the rule's conditions are met.

All throw-ins in the backcourt, Team A will have a new 10-second count –
NO RULE CHANGE

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35-Second Shot Clock

Resets to 35 seconds	**Clock stays the same**
New team control (including made basket)	**Point of interruption**
Try contacts ring	**Try misses ring, same team recovers (continues, no reset)**
Foul	**Timeout**
Kicked ball	**Defense tips ball out of bounds**
Held ball, Team B retains (new possession)	**Held ball, Team A retains**

All throw-ins in the backcourt, Team A will have a new 10-second count –
NO RULE CHANGE

ALL MEANS ALL

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