



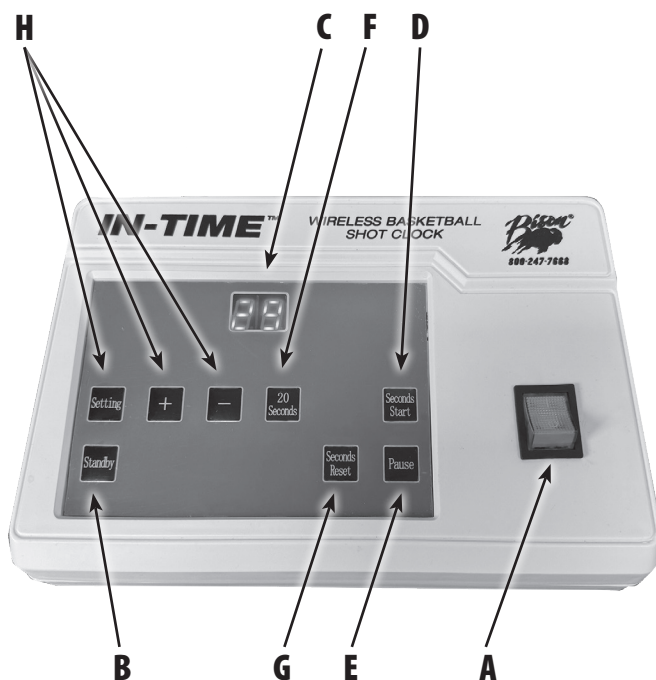
Operation Manual for Bison® SHCLK300 InTime™ Wireless Shot Clock



Digital Version Available Online



Revised 8/15/2024



Bison InTime™ SHCLK300 Console Legend

- A) **Power Switch** – This on/off button powers up the console when plugged into 110 volt power source.
- B) **Standby Switch** – This button is used to provide 110 volt power to each shot clock when shot clock power cords are connected to a 110 volt power source.

- C) Countdown Clock** – This display indicates the time remaining on the shot clock, and will always match the time remaining on the two shot clocks at either end of the court.
- D) Seconds Start** – This button, when pressed, begins or resumes the shot clock countdown whether from the original 35 seconds, from a pause in the countdown, or from a 20 second reset (if applicable).
- E) Pause** – Pressing the Pause button will immediately stop the shot clock countdown until the shot clock is either restarted using the Second Start button, the 20 Second reset button, or the Seconds Reset button.
- F) 20 Seconds** button is used to reset the shot clock to 20 seconds in circumstances outlined in rules passed by individual State High School Associations. Pressing the 20 Second button resets the shot clock to 20 seconds. This button is factory set at 20 seconds and cannot be field reprogramed.
- G) Second Reset** – Pressing this button returns the shot clock to 35 seconds making it ready to restart the shot clock countdown using the Second Start button.
- H) The Settings, “+”, and “-”** buttons are used exclusively in situations when rules of play dictate an original shot clock duration different than 35 seconds. To reprogram the 35 seconds shot clock to a different duration, press the Settings button once, causing the Countdown Clock to blink on and off. Press the “-” or “+” button to increase or decrease the shot clock starting time. When your desired shot clock duration is displayed, pressed the Settings button again to finish reprogramming. Once reset, the countdown will permanently always begin at the same setting. These buttons are not used during play and can be covered with tape if desired to avoid accidental use.



Operating Instructions

Bison SHCLK300 InTime™ Wireless Shot Clock System

**THIS SYSTEM OPERATES INDEPENDENTLY FROM THE SCOREBOARD,
AND REQUIRES DEDICATED SHOT CLOCK OPERATOR.**

Note: The operating instructions below are to be used as a guide, but due to possible state by state rule adaptations and rule changes, may not accurately reflect the rules in effect at the time of use.

1. Insure that the scoring table console and each shot clock are plugged into a 110 volt power source.
2. Make sure that the antennae on the console and the shot clock are positioned for proper reception, and that nothing interferes with the line of sight.
3. Flip the Power Switch on the console to the ON position illuminating the Countdown Clock on the console.
4. Press the Standby button to turn on and off power to the Shot Clocks.
Note: Turn off power to the clocks before turning off console.
5. The SHCLK300 is factory preset to 35 seconds when either the Seconds Start or Seconds Reset buttons are pressed. This can be changed in the field to meet different shot clock rules following the instructions in #H on page 3.
6. The 20 Second button allows the shot clock operator to automatically reset the shot clocks to 20 seconds in circumstances of kicked balls or other rules dictating shot clock reset by rules established by individual State High School Associations. This button cannot be reset to other lengths of times in the field.
7. Reset the 35 second shot clock at the beginning of the game, the second half, and each change of possession. Reset the shot clocks to 35 seconds by pressing the Seconds Reset button. This will automatically indicate 35 seconds on the console and the two shot clocks.
8. Start the 35 second countdown by pressing the Seconds Start button in any of the following circumstances:
 - a) Any player touches or is touched by an inbounds pass.
 - b) Any player gains control after a jump ball.
 - c) Any player secures a rebound after a missed shot that touches the rim.
 - d) Any time that there is a change of possession including a turnover.

9. Stop the countdown clock immediately and reset to the full 35 seconds in any of the following cases by pressing the Seconds Reset button:

- a) Any personal foul is committed.
- b) Any technical foul on the defensive team is committed.
- c) In the case of a held ball (tie-up) only if it results in a change of possession.
- d) When possession of the ball is gained by either team after a missed shot that touches the rim with the ball.
- e) When a shot clock violation occurs.
- f) When a held ball occurs during an inbound pass, and the possession switches hands to the defensive team.
- g) When a held ball occurs after a missed shot where the ball does not touch the rim, and the ball changes possession.
- h) When the ball goes out of bounds and is either touched simultaneously by two players on opposing teams, or there is doubt regarding the last touch resulting in a change of possession.
- i) When there is an inadvertent whistle and neither team had clear control of the ball.

10. Stop the countdown clock without resetting the countdown time immediately in each of the following circumstances:

- a) A ball is deflected out of bounds by a defensive player.
- b) A player is injured or loses a contact lens.
- c) At the beginning of a charged timeout.
- d) When a held ball occurs and the possession arrow favors the offensive team.
- e) After double or simultaneous personal or technical fouls that does not result in a change of possession.
- f) After an inadvertent whistle.
- g) After any technical foul that is called on the team in possession of the ball.

- h) After a held ball during an inbounds play when the possession arrow is in favor of the inbound team.
 - i) When a shot is missed, the ball does not touch the rim, and the possession arrow is in favor of the shooting team.
 - j) After the ball goes out of bounds and was touched simultaneously by opposing team players, and the possession arrow favors the offensive team.
 - k) When there is doubt about last touch, and the possession arrow favors the offensive team.
- 11.** Reset the shot clock countdown to 20 seconds by pressing the 20 Second button. Rules regarding use of the 20 Second reset button are the responsibility of State Associations and may not apply.
- 12.** A loud shot clock horn will automatically sound when the shot clock countdown reaches zero, but the official stop of play is only when the official indicates by use of his/her whistle.
- 13.** The shot clock should not be reset unless the time remaining on the game clock is more than 35 seconds.
- 14.** The shot clock countdown should continue in the following circumstances:
- a) During loose ball situations.
 - b) When the offense retains possession after a missed field goal attempt if the ball does not hit the rim, the shot is blocked, or the shot is attempted at the wrong basket.
- 15. IN ALL CASES, THE OFFICIAL, NOT THE SHOT CLOCK TIMEKEEPER, OR THE SHOT CLOCK ITSELF WILL BE THE SOLE DECISION MAKER REGARDING WHETHER A SHOT BEAT THE SHOT CLOCK.**
- 16.** Turn off the power to the control console of Shot Clocks using the power switch on the console.



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