



# CONNECTICUT STATE BOARD #5

of

## Approved Basketball Officials

*One Rule + One Mechanic + One Interpretation + Uniform Signals*

### PREP SCHOOL RULES

Connecticut Prep Schools follow National Federation High School Rules, except as presented within this document. There are two (2) Connecticut Prep Schools – ***St. Thomas More*** in Oakdale and ***Cheshire Academy*** in Cheshire - which use NCAA Rules. However, it is recommended to talk with both coaches prior to each game, since they may agree to use different rules depending on the team they play that day.

#### BOYS/GIRLS

- Two 16-minute halves.
- Visiting team wears white uniforms.
- Players can leave marked lane spaces when the ball is released during free throw attempts. The free thrower and players behind the 3-point arc must wait until the ball hits the ring/backboard.
- Coaching Box – starts at 28-foot mark and extends to the endline.
- Coach can remain standing if he/she is assessed a direct/indirect technical foul. No “*seat belt*” rule.

#### GIRLS

- **30-second Shot Clock** (see below)
  - Used for 10-second backcourt violation. However, when the shot clock is turned off, the official must use a visual count.
  - During a throw-in, the shot clock starts when the ball is legally touched by any player.
  - After a missed free throw/field goal, the shot clock starts when a player gains control.
- **Four** - 60-second timeouts, **Two** - 30-second timeouts.
- 10-second count in backcourt **DOES** apply. Once the ball gains frontcourt status, the backcourt rule does apply (different in past years).
- 5-second closely-guarded count (*3 feet*) applies only to player who is **HOLDING** the ball in the frontcourt.

#### BOYS

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  - Used for 10-second backcourt violation. However, when the shot clock is turned off, the official must use a visual count.
  - During a throw-in, the shot clock starts when the ball is legally touched by any player.
  - After a missed free throw/field goal, the shot clock starts when a player gains control.
- **Four** – 60-second timeouts; **Two** – 30-second timeouts.
- 10-second count in backcourt **DOES** apply.
- No shot clock for sub-varsity games.
- 5-second closely-guarded count (*6 feet*) applies to a player who is **HOLDING and/or DRIBBLING** the ball in the frontcourt.



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## SHOT CLOCK SITUATIONS

The shot clock is **NOT RESET** if a kicking/punching violation occurs and the shot clock displays *15 seconds or higher*. The shot clock is **RESET** to 15 seconds if a kicking/punching violation occurs and the shot clock displays *14 seconds or less*.

### PLEASE REVIEW THE FOLLOWING SITUATIONS

1. A-1's try/tap – hits rim – horn sounds **Ruling** - Ignore horn, reset occurs when the ball hits the rim. New shot clock *begins* with possession by either team.
2. A-1's try/tap – hits rim – no horn **Ruling** - Reset occurs when the ball hits the rim. New shot clock *begins* with possession by either team.
3. A-1's try/tap – misses rim – horn sounds **Ruling** - Violation by Team A – whistle and signal shot clock violation (hand pats head) and reset shot clock signal (twirl finger above head).
4. A-1's try/tap – misses rim - no horn **Ruling** - If Team A secures possession – No reset; shot clock *continues*. If Team B secures possession – reset the shot clock.
5. Throw-in by A-1 **Ruling** - Shot clock and game clock start when the ball is legally touched inbounds.
6. Free throw by A-1 **Ruling** – If successful or a violation is ruled, see #5. If unsuccessful, shot clock starts when the missed free throw is controlled.
7. Team A shoots – ball lodged between ring and backboard. **Ruling** - Held ball/AP arrow, reset shot clock.
8. Pass by A-1 deflected by *any* player and hits the rim **Ruling** - No reset, shot clock continues
9. Shot clock operator mistake -  
A-1's try/tap with 5 seconds on shot clock misses rim - A-2 secures the rebound - operator incorrectly resets shot clock – Team A runs offense for 10 seconds – timer or scorer sounds horn and notifies the officials.  
**Ruling** - If “officials” have *definite knowledge* of the time sequence, reset shot clock, award the ball to Team B and add time to game clock. If the time sequence is unknown, award the ball to Team B, reset shot clock and game clock does not change.

## SHOT CLOCK OFFICIATING GUIDELINES

- When in doubt, consult with your partner:
  - Move away from coaches, players and benches to make a decision
  - Referee reports ruling to table personnel and *both* coaches
  - Other official observes players and moves to where play will resume
- Both officials must know the location of the shot clock (floor, wall, top of basket support). Ensure that the shot clock starts, runs and resets correctly prior to the start of the game. Either official can rule a shot clock violation.
- If the shot clock operator has no or limited knowledge/experience:
  - Be considerate; welcome individual to your “team”



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- Review basic duties; do not give an extended "clinic"

- If the shot clock operator or shot clock presents ongoing mistakes or malfunctions; consider:
  - Removal and replacement
  - Removal and officiate game with no shot clock

### WHEN TO RESET

- When a violation occurs, the opponent will be awarded the ball for a designated spot throw-in; reset the shot clock.
- Intentionally kicked/punched ball; **NO RESET** if the violation occurs when the shot clock displays **15 seconds or higher**.
- Intentionally kicked/punched ball; **RESET** to 15 seconds if the violation occurs when the shot clock displays **14 seconds or less**.
- Ball hits the ring on a try or tap (shot clock stops); reset the shot clock when team control is gained.
- Opponent secures **CONTROL** of the ball; reset the shot clock.
- Personal fouls and Technical fouls (**DEFENSIVE** Team); reset the shot clock.
- Try/tap **FAILS** to hit the ring and is recovered by the opponent; reset the shot clock.
- Held ball (**DEFENSIVE** Team has A/P Arrow); reset the shot clock.

### WHEN NOT TO RESET

- Defensive team touches/deflects the ball, but does **NOT** gain **CONTROL**; the offensive team has unexpired time on the shot clock.
- Defensive team causes the ball to go out-of-bounds; offensive team has unexpired time on the shot clock.
- Defensive team causes a **HELD BALL**, but the **OFFENSIVE** team has A/P arrow; offensive team has unexpired time on the shot clock.
- **Blocked try/tap** recovered by the **OFFENSIVE** team; offensive team has unexpired time on the shot clock.
- Try/tap fails to hit the ring and is recovered by the **OFFENSIVE** team; offensive team has the unexpired time on the shot clock.
- **Held ball** during a **throw-in** and the **OFFENSIVE** team has A/P arrow; offensive team has the unexpired time on the shot clock.



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- Time-out is granted; offensive team has the *unexpired* time on the shot clock.
- Game is stopped due to injury, blood rule or loss of glasses/contact lens; offensive team has the *unexpired* time on the shot clock.
- Any shot at the **WRONG** basket; offensive team has the *unexpired* time on the shot clock.
- Technical foul assessed to the offensive team. Offensive team has the *unexpired* time on the shot clock; **NO RESET**.

## ABSOLUTES FOR SHOT CLOCK OPERATOR

- Participates in pregame meeting with the Referee.
- Be attentive, accurate and maintain focus during the entire game, avoid distractions.
- Maintain eye contact with the official responsible for putting the ball in play.
- Maintain an appearance of impartiality throughout the game.