



"Making A Difference In The Game"

CONNECTICUT STATE BOARD #5

of

Approved Basketball Officials

One Rule + One Mechanic + One Interpretation + Uniform Signals

CONNECTICUT PREP SCHOOLS MODIFIED RULES & SHOT CLOCK GUIDANCE

It is strongly recommended that officials talk with both coaches prior to each game, especially with non-Connecticut schools, as they may agree to use different rules than those stated below.

Connecticut Prep Schools follow National Federation High School Rules, except as presented within this document. There are three (3) Connecticut Prep Schools – *St. Thomas More* in Oakdale, *Masters* in Simsbury and *Cheshire Academy* in Cheshire - which use NCAA Rules. These schools typically use 18 or 20 minute halves and dunking is allowed during warm-ups. Effective for the 2017-18 season, the NCAA Men adopted a shot clock reset to 20 seconds after kicking violation or defensive foul occurs in front court, a 38 foot coaching box and several other changes that are not included in this overview. Please note that *Masters* also has a boys and girls high school team that will follow below modified rules.

BOYS/GIRLS

- Two 16-minute halves.
- Visiting team wears white uniforms.
- 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.
- Concussion protocol – players must be directed to the head coach and/or health care professional (typically the athletic trainer) to determine if player can return in that game.
- Time-outs - **Four** - 60-second timeouts, **Two** - 30-second timeouts.
- Closely-guarded count – Six (6) feet - applies only to player who is *HOLDING* the ball in the frontcourt.

30-second Shot Clock

- 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.
- If kicking violation, reset to 15 seconds, if below 15 seconds.
- No shot clock for sub-varsity games.



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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"
- Review basic duties; do not provide 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

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*.

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.
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.



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WHEN TO RESET

- When a violation occurs by offense, the opponent will be awarded the ball for a designated spot throw-in; reset the shot clock.
- Intentionally kicked/punched ball by opponent; **NO RESET** if the violation occurs when the shot clock displays **15 seconds or higher**.
- Intentionally kicked/punched ball by opponent; **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.
- Opponent secures **CONTROL** of the ball; reset the shot clock.
- Personal fouls and Technical fouls by either 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

- Opponent touches/deflects the ball, but does **NOT** gain **CONTROL**; the offensive team has unexpired time on the shot clock.
- Opponent causes the ball to go out-of-bounds; offensive team has unexpired time on the shot clock.
- Opponent causes a **HELD BALL**, but the offense has A/P arrow; offense has unexpired time on the shot clock.
- **Blocked try/tap** recovered by the offense; offense has unexpired time on the shot clock.
- Try/tap fails to hit the ring and is recovered by the offense; offense has the unexpired time on the shot clock.
- **Held ball** during a **throw-in** and the offense has A/P arrow; offense has the unexpired time on the shot clock.
- Time-out is granted; offense has the unexpired time on the shot clock.
- Game is stopped due to injury, blood rule or loss of glasses/contact lens; offense 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**.