



# CIAC Player Technical Foul “Sit a Tick” Policy



**To:** CT AD's, Coaches, and Officials  
**From:** Dan Scavone, CMAA, CIAC Executive Staff, Director - CIAC Officials Association  
Charley Harbach, CIAC and CT IAABO State Rules Interpreter  
**Re:** Important Memo to be shared and reviewed with all AD's, coaches, and officials.

## PLAYER TECHNICAL FOUL

Pursuant to the approval of the CIAC Boys and Girls Basketball Committees, beginning with the 23-24 basketball season, a player that receives a technical foul will be directed to leave the game. The administration of this CIAC policy will be modeled after NFHS rule 3-3-4, which states in part that “... a player directed to leave the game shall not re-enter before the next opportunity to substitute after the clock has started properly following the player's replacement.” In other words, a player that receives a technical foul must leave the game and cannot return until time has run off the clock. A coach will have the normal 15 seconds to replace the player who received the technical foul.

A few situations to consider:

- After a player is directed to leave the game for receiving a technical foul, a timeout does not nullify the penalty of “sitting a tick” for the player. The clock must start before the player can return.
- If a player receives a technical foul during the dead ball period prior to or during the administration of free throws, the free throws do not nullify the penalty of “sitting a tick” for the player. The clock must start before the player can return.
- If a player receives a technical foul after the expiration of time to end a quarter, half, or extra period, the dead ball period between the **end** of the quarter, half, or extra period and the **beginning** of the next quarter, half, or extra period does not nullify the penalty of “sitting a tick” for the player. The player may not start the next quarter or extra period because the clock must start before the player can return.
- If a player receives a technical foul prior to or during the dead ball period that an injured player is being attended to, the time it takes for the injured player to be safely moved from the playing court does not nullify the penalty of “sitting a tick” for the player. The clock must start before the player can return.