



CONNECTICUT STATE BOARD #5 of Approved Basketball Officials

One Rule + One Mechanic + One Interpretation + Uniform Signals

PREP SCHOOL RULES & SHOT CLOCK GUIDANCE

Boys Prep Schools designated as **AAA** use NCAA rules. Boys Prep Schools designated as **AA, A, B, or C** follow National Federation High School (NFHS) Rules, except as presented within this document.

Girls Prep Schools at **ALL** levels follow NFHS Rules, except as presented in this document.

In general, when cross-class games are played, the length of the game will comply with the home team's rules (unless local conference rules say otherwise). 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. **NO RULE REGARDING THE SAFETY OF STUDENT/ATHLETES SHOULD EVER BE SET ASIDE.**

BOYS/GIRLS

- 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.
- Visiting team wears white uniforms.
- 5-second count when a player is closely guarded holding the basketball **ONLY**.
- The four frontcourt throw-in spots will be used for fouls and floor violations.
- **The 30-second Shot Clock is used.**
 - See shot clock guidelines below
 - **NO** shot clock for sub-varsity games.

BOYS

- **AAA** plays two 20-minute halves and five-minute overtimes.
- **AA** plays two 18-minute halves and four-minute overtimes.
- **A-C** plays two 16-minute halves and four-minute overtimes.
- Dunking is permitted in warmups as long as it is done without compromising the spirit of sportsmanship [no hanging on the rim, no celebratory behavior afterward, etc.]. (**AAA-C**)
- Four - 60-second timeouts, Two - 30-second timeouts
- Coaching Box - starts at **28-foot** mark and extends to the endline.
- The game clock does NOT stop on made baskets at any time.



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GIRLS

AAA ONLY - Shot Clock will reset to 20 in line with NCAA WBB (after a shot hits the rim and offense retains possession, on a defensive foul in the frontcourt, and on a kickball with less than 20 on the shot clock.

- All levels play four 8-minute quarters and four-minute overtimes.
- Three - 60-second timeouts, Two - 30-second timeouts.
- Coaching Box - starts at **38-foot** mark and extends to the endline.
- Teams will shoot two shots on the 5th foul of each quarter. Fouls will reset at the conclusion of each quarter, except at the end of regulation. Team fouls will carry over into any overtimes. There is NO one-and-one.
- **Subs can enter PRIOR to the first free throw attempt or after a successful last attempt.**
- The game clock will stop after a successful goal in the last 59.9 seconds of the fourth quarter and the last 59.9 seconds of all extra periods.
- A team may opt to advance the throw-in to the front court in the last 59.9 seconds of the fourth quarter following a timeout after a made basket or following a timeout after securing the ball from a rebound/change of possession **if they have not already advanced the ball with a pass or dribble.** The ball will be inbounded from the 28 foot mark on the scorer's table side of the court.

SHOT CLOCK OFFICIATING GUIDELINES

- Used for 10-second backcourt violation. However, when the shot clock is turned off **OR** you lack confidence in the shot clock operator, the official must use a visual count.
- **Girls Only: a new 10-second count is not given for a timeout, out of bounds by the defense, or a jump ball. A team will have the remaining time to get the ball into the frontcourt.**
Example: if the defense causes the ball to be out of bounds with 24 seconds left on the shot clock, the offense would then have 4 seconds to get the ball into the frontcourt.
- During a throw-in, the shot clock and backcourt count starts when the ball is legally touched by any player in-bounds.
- After a missed free throw or field goal, the shot clock starts when a player gains control.

When in doubt, consult with your partner(s):

- Move away from coaches, players and benches to make a decision
- Referee reports ruling to table personnel and *both* coaches
- Other official(s) observes players and moves to where play will resume



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All 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. Any official can rule a shot clock violation. It is highly recommended that if you are not the official blowing the whistle on any given play, glance at the shot clock so we have an idea of what the shot clock was at when the whistle occurred.

If the shot clock operator has no or limited knowledge/experience:

- Be considerate; welcome individual to your “team”
- 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

SHOT CLOCK SITUATIONS

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

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.
- 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.
- Opponent causes a **Held ball** during a **throw-in** and the offense has A/P arrow; offense has the 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.
- 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.