

NFHS NYS RULES MODIFICATIONS - 2015 & 16

SHOT CLOCK

- **35 - second shot clock**: Will be used for varsity and junior varsity levels only. **No change for 2015-16**
- The shot clock will be reset to 35 seconds when one team fouls, a live ball (inbounds) lodges between the backboard and ring or comes to rest on the flange, or if a try, or tap hits the ring.
- The shot clock will get reset to 15 seconds if there is 14 seconds or less and a defensive player intentionally kicks the ball or intentionally leaves the court. The penalty for intentionally leaving the court is a violation and a throw-in awarded to the offended team at the spot of the violation. The officials will signal the numbers "one" (using the index finger on the right hand) and "five" (using the four fingers and thumb on the left hand) alerting the shot clock operator to set the shot clock to IS seconds when it is at 14 seconds or less.
- The shot clock will not get reset if there is 15 seconds or more and a defensive player intentionally kicks the ball or intentionally leaves the court. The penalty for intentionally leaving the court is a violation and a throw-in awarded to the offended team at the spot of the violation.
- The shot clock will not get reset when a double foul occurs and one team is in control of the ball. Play shall be resumed by a throw-in to the team that was in control at the spot nearest to where the ball was located when the stoppage occurred.
- During team control, the shot clock will not get reset if a defensive player causes a held ball and the alternating possession arrow favors the offensive team.
- *Reminder: Boys' high school officials are still required to show a 10-second count signal in the backcourt, different from college where the official will rely on the shot clock to call a 10-second violation. The shot clock starts on the touch in bounds, but **in boys' high school, possession must be obtained in the backcourt before the 10-second backcourt count begins. Must emphasize the difference between college and high school.**
- If one shot clock is not working, play the game with the remaining shot clock. If neither shot clock is working, play the game with a timing device at the table.
- If there is no timing device at the table, ask the coaches if they want to play the game without a shot clock. If one or both coaches do not want to play without a shot clock, no game will be played

TIME OUTS

- Four - 60-second time-outs: Can be used anytime during the game including any overtime period(s).
- Two - 30-second time-outs: Only one 30-second time out may be used during the first half. Only one 30-second time out may be used during the second half or overtime period(s).

COACHING BOX

- The coaching box will be from the nearer end line up to the 28-foot hash mark. It will also include the area immediately in front and behind the team bench. The head coach maintains coaching box privileges for the entire game. If no line is on the floor indicating the coach's area, tape should be applied marking the area.

ENTANGLED NET

- If the net gets entangled during the course of play, allow play to continue until there is an opportunity to have the net attended to (e.g. dead ball period).

UNIFORMS

- The home team is required to wear white jerseys and the visiting team is required to wear dark jerseys. This part of the uniform rule applies to the varsity level only.

BACKCOURT COUNT REMINDER—2015-2016

- The rule for the 10-second count in the backcourt differs from college. Review the rules book for clarification. There is no change from previous years for the 10-second count rule in boys' high school

IAABO—HIGH SCHOOL SHOT CLOCK OPERATOR'S INSTRUCTIONS

Prepared by the International Association of Approved Basketball Officials, Inc.

PROCEDURES

Shot clock shall be used entire game . . . including any overtime periods

Shot clock duration for 30/35 seconds per State association

START SHOT CLOCK

Throw-In:	When an in-bounds player legally touches or is touched by the ball (Exception: Kicking or Fisting the ball)
Jump Ball:	When a player gains CONTROL of ball
Missed Try:	When a player gains CONTROL of ball
Missed Free Throw:	When a player gains CONTROL of ball
Loose Ball:	When a player gains CONTROL of ball

OFFICIALS' SIGNALS

RESET: A whirling motion of a pointed index finger above head

VIOLATION: Official taps top of head with open palm

WHEN TO RESET

Floor violations (except kicking or fisting the ball)

Intentionally kicked or fisted ball, with 14 seconds or less on the shot clock, reset to 15 seconds

Ball hits ring on a try or tap (shot clock stops) reset when team control acquired

Opponent secures CONTROL of the ball

Personal foul

Technical Foul

Try/tap fails to hit ring and is recovered by opponent

Held ball (if DEFENSIVE team has A/P arrow)

WHEN NOT TO RESET

Defensive team touches ball, but does NOT gain CONTROL

Defensive team causes ball to go out of bounds

Defensive team causes a HELD BALL, but OFFENSIVE team has A/P arrow

Intentionally kicking or fisting the ball with 15 seconds or more on the shot clock

Blocked tries/taps recovered by the OFFENSIVE team

Try/tap fails to hit ring and is recovered by OFFENSIVE team

Held ball during a throw-in and OFFENSIVE team has A/P arrow

Time-out is granted

Game is stopped due to injury or loss of glasses/contact lens

Game is stopped due to blood rule

Any shot at WRONG basket

ABSOLUTES

Participate with pre-game meeting with Referee

Be attentive, accurate and maintain focus during entire game, avoid distractions

Maintain eye contact with the official responsible for putting ball in play

Maintain an appearance of impartiality throughout the game; you are a game official