

Summary of CIF Basketball Rule Modifications

The CIF has adopted the following modifications for boys and girls basketball as noted. The modifications can be found in Article 16 of the CIF Constitution and By-Laws.

1600 GIRLS MODIFICATION

The National Federation Basketball Rules shall be modified for girls' basketball as follows:

- A. Utilization of 30-second shot clock.
- B. Utilization of midcourt line.
- C. No 10 second rule in backcourt.
- D. Utilization of five-second count for holding the ball only.

1601 BOYS MODIFICATION

The National Federation Basketball Rules shall be modified for boys' basketball as follows:

- A. Utilization of a 35-second shot clock.

1602 UNIFORMS

The National Federation boys and girls uniform rules shall be waived to allow for the wearing of a shirt with diagonal or tailed lettering at the non-varsity level.

1603 THREE-PERSON OFFICIATING

Three-person officiating teams may be used at all games in every round of the State basketball tournament. (Approved October 2000 Federated Council)

1604 OFFICIAL NATIONAL FEDERATION AUTHENTICATION MARK

Only balls with the National Federation authentication mark shall be used in the sports of baseball, basketball, field hockey, football, lacrosse, soccer, softball, volleyball and water polo.

(Revised to include lacrosse November 2000 Federated Council)

1605 COACHES' BOX

A 14-foot coaches' box will be utilized. (Revised May 2007 Federated Council)

1607 MERCY RULE

When at the conclusion of the third quarter, or any point thereafter, if there is a point differential of forty (40) or more points, a running clock shall be instituted for the remainder of the game, regardless of the score. This applies to all levels of play. (Approved May 2004 Federated Council)

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CIF Basketball Rule Modification Guidelines

Shot Clock and Closely Guarded

The rules governing the shot clock for high school basketball are similar to those used in the NCAA men and women's games. The Girls closely guarded modifications are the same as those used in the NCAA women's games.

1. Utilization of 30-second shot clock for Girls and 35 seconds for Boys games.

Rules Book Modifications Pertaining to Shot Clock

Rule 1 Court and Equipment

Shot-Clock Displays

- Two visible shot clocks, one at each end of the court, shall be used.
- An alternate timing device shall be available when both visible shot clocks malfunction.
- A shot clock shall be recessed and mounted on the backboard supports behind each backboard or on the scoreboard located at the ends of the court. When the shot clocks are not placed in this location, if possible, they shall be mounted on the wall and positioned to the left of each basket as viewed from the center of the playing court. When this is not possible, they shall be located on the floor six feet beyond the end lines intersecting the sidelines extended and shall be positioned in the corner of each frontcourt to the right of the basket. As a last resort, they shall be placed at each end of the playing court so that they are visible to players, officials and the shot-clock operator.

Rule 2 Officials and Their Duties

Referee's Duties during Game

- The Referee shall correct obvious shot clock timing errors when the shot-clock operator fails to properly start, stop, set or reset the shot clock.

Duties of Shot-Clock Operator

The shot-clock operator shall:

- Use a 35-second shot clock for boys and a 30-second shot clock for girls.
- Use the shot clock for the entire game, including extra periods, except when 35 seconds or less (boys) or 30 seconds or less (girls) remain in the quarter or extra period, in which case the shot clock shall be turned off.
- Control a separate timing device with a horn that shall have a sound that is distinct and different from that of the game-clock horn.
- Have an alternate timing device available.
- Start the timing device when a player in bounds legally touches or is touched by the ball on a throw-in or when a team initially gains possession from a jump ball, an unsuccessful try for goal or when possession is gained of a loose ball after a jump ball or unsuccessful try for goal.

- Stop the timing device and fully reset it:
 - a. When team control is re-established after the team loses possession of the ball;
 - b. When a foul occurs (***except double and simultaneous fouls***);
 - c. When a held ball occurs (except when the alternating-arrow favors the offensive team);
 - d. When a try for goal strikes the ring or flange and then possession is gained by either team;
 - e. When a violation occurs; (***including kick ball***)
 - f. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

Note: *The mere touching of the ball by an opponent does not start a new shot-clock period when the same team remains in control of the ball.*

- Stop the timing device and continue time without a reset when play begins under the following circumstances:

- a. The ball is deflected out of bounds by a defensive player;
- b. A player is injured or loses a contact lens;
- c. A charged timeout has concluded; and
- d. During team control a defensive player causes a held ball and the alternating-possession arrow favors the offensive team;
- e. After a double personal foul; a double technical foul; or a simultaneous foul when there is team control, play shall be resumed at point of interruption;
- f. After an inadvertent whistle when there is team control;
- g. After a simultaneous held ball occurs during a throw-in and the alternating-possession arrow favors the throw-in team.

Note: *The offensive team, upon regaining possession of the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.*

- Sound the shot-clock horn at the expiration of the shot-clock period. This shot-clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates :00 but the shot-clock horn has not sounded, the shot-clock time has not expired.
- Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period.
- Allow the timing device to continue during a loose-ball situation when the offense retains possession or when a field-goal try is attempted at the wrong basket.
- Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange.

Rule 4 Definitions

Point of Interruption

- Add to resuming play when team control exist "no reset of the shot clock".

Shot Clock

- A shot clock is one of the two official visible timepieces that display the amount of time the team in control has to release a try for a field goal so that it hits the ring or the flange.

Shot-Clock Try

- A shot-clock try for field goal is defined as the ball having left the shooter's hand(s) before the sounding of the shot-clock horn and then striking the ring or flange, or entering the basket.

Rule 5 Scoring and Timing Regulations

Stopping Shot Clocks

- The shot clock, if running, shall be stopped when an official Signals:
 - a. A foul.
 - b. A held ball.
 - c. A violation.
- The shot clock, if running, shall be stopped when an official stops play:
 - a. Because of an injury.
 - b. To confer with the scorers, timer or shot-clock operator.
 - c. Because of unusual delay in a dead ball being made live.
 - d. For any other situations or emergency.
- The shot clock, if running, shall be stopped when an official grants a player's/head coach's visual or oral request for a timeout, such request being granted when:
 - a. The ball is in control or at the disposal of a player of his/her team.
 - b. The ball is dead.
 - c. A disqualified or injured player(s) has been replaced when a substitute(s) is available.
- The shot clock, if running, shall be stopped when an official responds to the official scorer's signal to grant a head coach's request to address the possibility of a correctable error as in Rule 2-10 or whether a timing, scoring or alternating-possession mistake needs to be prevented or rectified. The appeal to the official shall be presented at the scorers' table, where a coach of each team may be present.
- The shot clock, if running, shall be stopped when an official suspends play immediately when necessary to protect an injured player.
- The shot clock, if running, shall be stopped when an official suspends play after the ball is dead or controlled by the injured player's team or when the opponents complete a play after a player is injured.
 - a. A play shall be completed when a team withholds the ball from play by ceasing to attempt to score or advance the ball to a scoring position.
 - b. When necessary to protect the affected player, the official may immediately suspend play.
- The shot clock, if running, shall be stopped when an official suspends play when a player incurs a wound that causes bleeding or has blood on his or her body caused by blood from another player's wound. The official shall stop the game at the earliest possible time and instruct the player to leave the game until problem is corrected. Player may return to game if team calls and is granted a timeout and situation can be corrected by end of time-out.

Case Book Modifications Pertaining to Shot Clock

- Shot, hits ring/flange, horn = ignore horn, new shot-clock period to either team on possession.
- Shot, hits ring/flange, no horn = play continues with new shot-clock period to either team on possession.
- Shot, misses ring/flange, horn = violation, ball to Team B at end line.
- Shot, misses ring/flange, no horn = Team A rebounds - clock continues to run.
- Shot, misses ring/flange, no horn = Team B rebounds - new shot-clock period.
- Shot, horn, shot made = count basket, play continues.
- Shot, horn, hits ring/flange = no violation, new shot-clock period to either team on possession.
- Shot, horn, misses ring/flange = violation, ball to Team B at end line.
- Shot, horn, inadvertent whistle, made basket = count basket.
- Shot, horn, inadvertent whistle, ball hits ring/flange = blow whistle, alternating-possession arrow.
- Shot, horn, inadvertent whistle, ball misses ring/flange = alternating-possession arrow.
- Shot, horn, block by B1, ball does not hit ring/flange = violation, ball to B, new shot-clock period.
- Shot, block by B1, horn, ball does not hit ring/flange = violation, ball to B, new shot-clock period.
- Shot, horn, block by B1 out of bounds = violation, ball to B at out-of-bound spot of ball, new shot-clock period.
- Shot, blocked by B1 out of bounds = Team A gets ball at out-of-bounds spot with remaining time.
- Shot, blocked by B1 towards out of bounds, horn, then ball hits out of bounds = violation, ball to B at out-of-bounds spot (penalize shot-clock violation).
- Shot blocked by B1, simultaneously recovered by B2 and A2 for a held ball = **alternating-possession arrow, new shot clock.**
- Shot, block by B1, possession gained by B, horn = disregard violation, B had ball before horn sounded; continue play with new shot-clock period.
- Shot, block by B1, horn, and then B gains possession = shot-clock violation, ball to B at end line closest to ball when horn sounded.
- Shot, blocked by B1, possession gained by A = shot clock continues running.
- Shot, blocked by B1, horn, ball misses ring/flange, possession by A = violation, ball to B at end line.

- A1 shoots, :02 on shot clock, block by B2 sending ball into B's frontcourt. As B2 moves to recover ball, the shot-clock horn sounds. = Shot-clock violation, ball to B out of bounds at spot closest to where ball was when whistle blown.
- **Pass** by A1, ball deflected by B1, hits ring/flange = No reset, play continues.
- **Pass** by A1, ball deflected by A2, hits ring/flange = No reset, play continues.
- A1 shoots an "air ball," A2 taps ball that hits ring/flange = reset on possession (a tap is considered a try for goal in this situation).
- A1 shoots, block by B1, horn, B1 fouls A1 on the shot, ball does not hit ring/flange = penalize foul, disregard shot-clock violation.
- A1 shoots, block by B1 and B1 fouls A1, horn, ball does not hit the ring/flange = penalize foul (disregard shot-clock violation).
- Throw-in by A1. Ball touches A2 and bounces away and is picked up by B1 = shot clock (and game clock) start when ball touches A2. Shot clock reset when picked up by B1.
- Throw-in by A1. B1 deflects pass and A2 then secures possession = shot clock (and game clock) start when B1 deflects pass. No reset.
- Team A in control of ball. Double personal foul, double technical or simultaneous personal foul is committed = Award ball to Team A (**point of interruption** designated spot) with no reset of shot clock.
- Team A is executing a throw-in. Double personal foul, double technical or simultaneous personal foul is committed = Award ball to Team A (designated spot) with no reset of shot clock.
- Team A shoots, ball becomes lodged on the flange=jump ball, alternating-possession arrow, new shot clock period.
- Shot-clock operator mistake:

A1 shoots with three seconds on shot clock—ball misses ring/flange, A2 gets rebound. Shot-clock operator mistakenly resets clock on A2's possession. Team A runs offense for 10 seconds. Timer has official stop play and informs her/him that a mistake was made by resetting the shot clock.

Answer:

Call shot-clock violation—ball goes to Team B at end line.

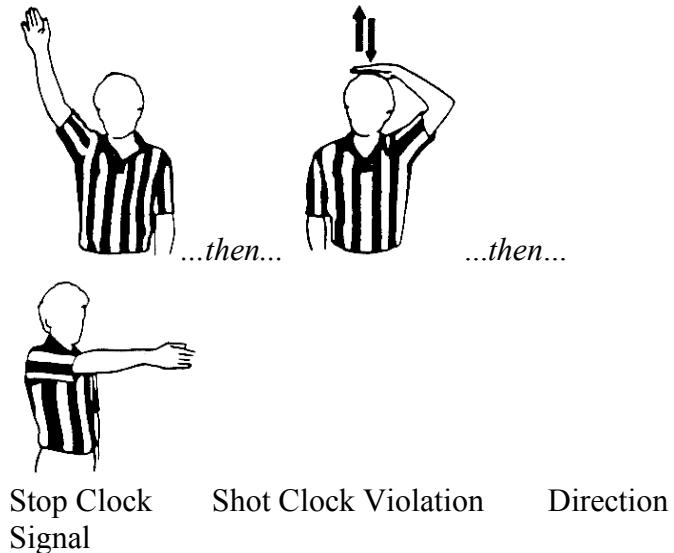
If official has actual knowledge, time can be corrected on game clock (add minimum of 10 seconds to game clock).

Note: On a shot that misses the ring/flange, do not wait to see if Team A or B gets possession. Call the violation as soon as it is clear the shot will not hit the ring/flange.

Mechanics Book Modifications Pertaining to Shot Clock

- Signals To Be Used For Shot Clock Violations

The following signals are to be used sequentially when a shot clock violation occurs.



- Signal To Be Used To Indicate A Reset Of The Shot Clock



2. Utilization of a midcourt Line.

- The use of a midcourt line (Division line definition) will be used in the girls' game. This rule was to specify that a midcourt line (division line) would be used to define backcourt and frontcourt separation. This clarified that girls played with a backcourt after years of playing with a CIF modification that there was no backcourt.

3. No 10 second rule in backcourt for girl's game.

- In the girl's game there is NO 10-second backcourt count.

4. Utilization of five-second count for holding the ball only for girl's game.

Rules Book Modifications Pertaining to Girls Closely Guarded

- A player in control anywhere on the playing court while holding (not dribbling) the ball is closely guarded when her opponent is in a guarding stance at a distance not exceeding 6 feet. This distance shall be measured from the forward foot or feet of the defender to the forward foot or feet of the opponent.
- After the start of a five-second closely guarded count, in order for a closely guarded violation to occur, there shall be continuous guarding by any opponent. There is no requirement that the same player maintain the closely position throughout the entire 5 seconds. See Case Book 9.10.1.
- When a player is positioned between the player in control of the ball and her opponent, who is within 6 feet, a closely guarded situation does not exist.
- A closely guarded situation occurs when a player while closely guarded is in an area enclosed by screening teammates.

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