



**Northern Coast
Officials Association, Inc**

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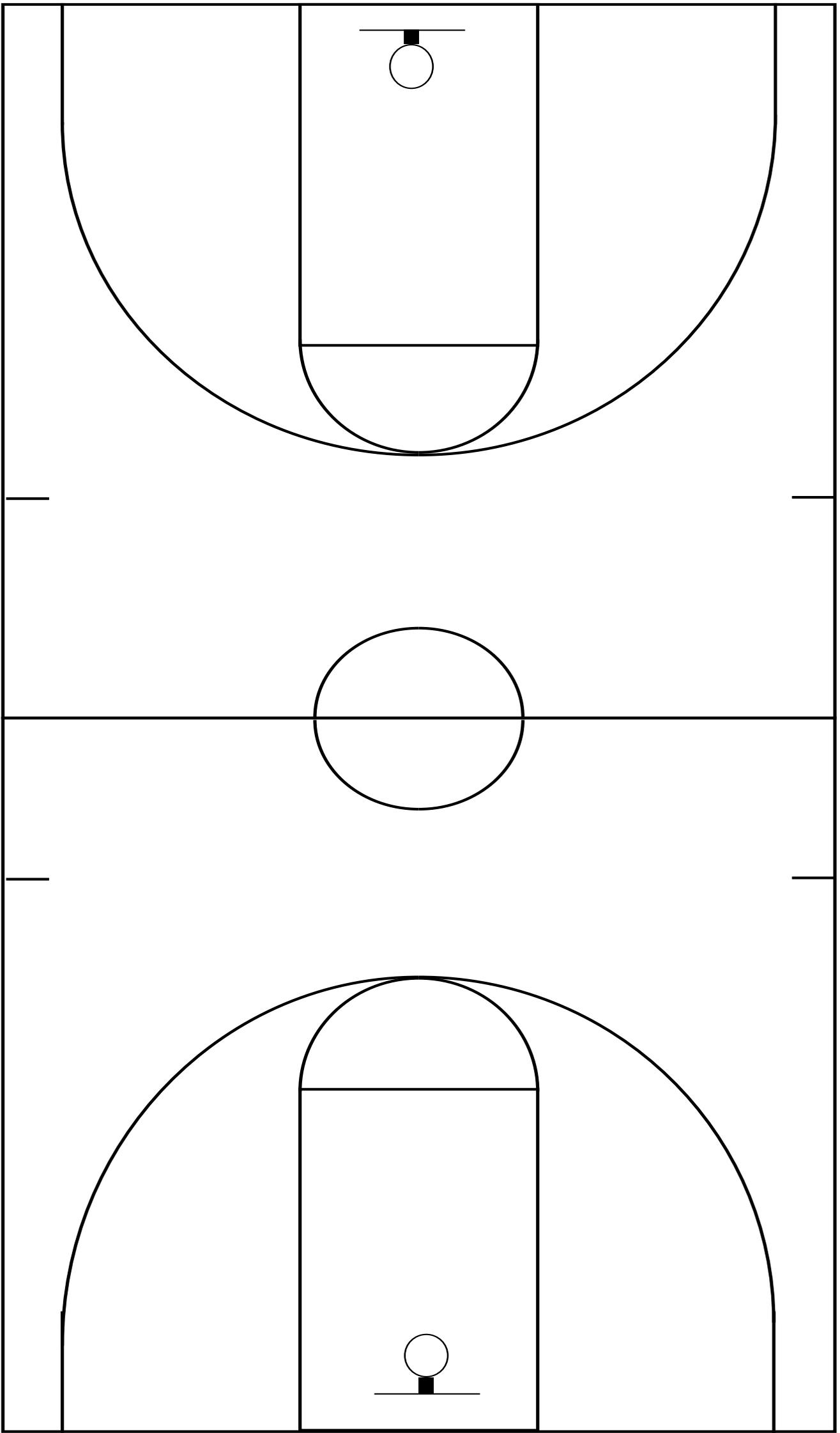
2017/2018

High School

Basketball Coaches

Handbook





Northern Coast Officials Association

Introduction

Welcome to the 2017/2018 season of basketball. We know you have spent hours teaching your players the game of basketball and preparing them for the games. The basketball officials of the Northern Coast Officials Association (NCOA) look forward to working the games and doing an excellent job for the players.

Mission Statement

NCOA exists to provide quality and professional officials to schools, recreation departments and other contracting agencies; to ensure those games are played fairly in accordance with the intent and purpose of the rules.

Assignors

The assignors of high school basketball officials for NCOA is:

- **Gary Frieders (707) 975-1141 email: ncoa@sonic.net**
- **and**
- **David Clark (707) 538-5190 ext 2 is a back up to Gary.**

Please notify Gary Frieders about any schedule changes. Email is the preferred method of notification of changes that are in the future.

Day of game, or night before, please call either one of us. DO NOT EMAIL.

Schedules

Home and Away schedules of schools NCOA services are available online at:

www.NorthernCoastOfficials.org/bkbskeddate.php

PLEASE check your schedule over for accuracy.

Failure to double check the confirmation will not constitute an emergency on NCOA's part to get officials for you game(s) at the last minute. Gary and David are working officials and may not be able to correct an immediate problem.

Rules Interpreter

The co-lead instructor and rules interpreter for NCOA is Gary Frieders, who can be reached at (707) 975-1141. Email: ncoa@sonic.net.

Gary is also the North Coast Section Basketball Rules Interpreter.

Officials

In preparation for this season the officials of NCOA have attended rule meetings and court clinics.

These officials must also pass a rules review exam with a score 92% or better to be certified to officiate high school basketball.

Important Information

Game Site Administrator



A Game Site Administrator (GSA) is ***REQUIRED*** to be in attendance at each game for all levels.

The GSA **MUST** check in with the officials before each game and remain in the gym throughout the game.

A game will not start unless the GSA has checked in with the officials before the game.

The game site administrator or his/her representative (an adult) must escort officials at half time and at the conclusion of the game to a locker room and open the locker room for the officials.

The site administrator CAN NOT be part of the coaching staff for the game being played.

If a significant event occurs during the game, the site administrator or his/her representative must escort the officials to their vehicles.

Recommendation: If the Shot-Clock Operator is an adult, designate this person to escort the officials to the lockerroom, with a key, at half-time and at the end of the game.

At half time this person is also responsible for notifying the officials and teams there are three minutes remaining of half time.

If there is no locker room available for the officials, the Game Site Administrator or his/her representative must be near the officials during half-time and between games.

Score Table Personnel

Please provide competent and trained scorekeeper, game clock operator and shot-clock operator for all games. These people are integral parts of a smooth game.

These people must be at the score table at least 10 minutes prior to the start of the game.

Per Contract – If score table personnel are not at table a time-out will be assessed to the home coach. This does not apply during tournaments when the host school is not playing in the game.

Continued on next page

Important Information, Continued

NCS Ejection Policy

If a player *or coach* is ejected for unsportsmanlike conduct or flagrant foul that player or coach will not be allowed to participate in the next game.

An coach cannot be in or near the gym during the next game. Nor be in contact with the team in any way.

This is the policy for all levels of high school play as set forth by the North Coast Section (NCS).

If a player or coach receives two technical fouls for other than unsportsmanlike conduct this policy doesn't apply.

Jewelry



Jewelry is **NOT ALLOWED** on the players during warm-ups nor during the game.

Jewelry **CAN NOT** be taped over even if a player has a new piercing.

Friendship strings and rubber wristbands are also considered jewelry.

Arm and Leg Compression Sleeves

The specifications regarding arm and leg compression sleeves to require the item to be:

- White,
- Black,
- Beige, or
- *A single solid predominate color of the jersey.*

All arm compression sleeves worn:

- Shall have only a single manufacturer's logo that does not exceed 2¼ square inches.
 - Shall be the same color for each team member.
 - Need not be the same color as the headband/wristband color.
-

Legal Head/Wristband Colors

NFHS rules headband and wristbands to be:

- White,
- Black,
- Beige, or
- *A single solid predominate color of the jersey.*

Players wearing headbands and/or wristbands must be the same color of any sleeves or tights worn for ALL members of the team.

Continued on next page

Important Information, Continued

Concussions

An athlete exhibiting signs, symptoms or behaviors consistent with a concussion be removed from the contest.

State of California and CIF Concussion Management:

- A student-athlete who is suspected of sustaining a concussion or head injury in a practice or game shall be removed from competition at that time **for the remainder of the day.**
 - A student-athlete who has been removed from play may not return to play until the athlete is evaluated by a licensed health care provider trained in education and management of concussion and **receives written clearance to return to play from that health care provider.** (Approved May 2010 Federated Council)
 - The “*scope of practice*” for licensed health care providers and medical professionals is defined by California state statues.
 - This scope of practice will limit the evaluation to a medical doctor (MD) or doctor of osteopathy (DO).
-

Time-outs

Coaches are to be reminded that just because they ask for a time-out during a live ball they may not be granted a time-out until officials can verify their team has control of the ball and it is the head coach that asks for a time-out. Examples include:

- When the ball is loose on the floor.
- When a player is driving to the basket for a goal.

In these two situations the officials have to focus on the play and players.

Certain plays that are called by team’s sound like a time-out is being requested. Example: “Five-out”.

Also games with a large loud crowd, officials may not hear the request.

Reminder: If a player is injured a coach can use a full time-out (if out of full time-outs, then a 30-second time-out) to keep the player in the game.

Basket Rings and Back Boards

Recommend that basket rings be inspected for rules compliance.

Also, check backboards to make sure they meet rule requirements especially that they are padded on the bottom and sides up to 15 inches.

Continued on next page

Important Information, Continued

Sporting Behavior Pregame Situations

State administrators and the NFHS Basketball Rules Committee continue to be concerned about the following behaviors:

- Teams entering the gymnasium prior to the contest should not run through the area occupied by the opposing team or under the basket where opponents are warming up.
- Teams should only enter, jog or warm-up on their own half of the court, when possible.

Gatherings intended to motivate a team after the warm-up period, during or following introductions and post-game celebrations should be performed in their respective Free Throw warm up circle for pre-game huddles or rituals (CIF Guidelines).

If during the pregame or halftime warm-up period one team leaves the floor, the other team should not use the entire court; teams should only warm-up on their half of the court.

Officials should be prepared to assess a technical foul to a team member/team demonstrating these unsporting acts.

The specific inappropriate actions of a few team members may be individually penalized or the entire team may be assessed one technical foul, if they collectively engage in any inappropriate behavior(s).

Since all team members are considered bench personnel before the game and during intermissions, the head coach would also be charged indirectly with the technical. (10-4-1d; 2-8-1)

Only authorized personnel (cheerleaders, athletic trainers, managers, administrators, etc.) should be permitted on the floor. All spectators should be in designated areas.

Continued on next page

Important Information, Continued

Safety Concerns *Any item*, in the judgment of the official, that constitutes a safety concern.

A player's fingernails and hairstyle are still given as examples.



Safety Concerns 3-7





FINGERNAILS TOO LONG



SHARP EDGES

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Frame 5

Continued on Next Page



Rule Clarifications, Continued

3-Seconds in the Key

The restricted area includes the lane and all lines defining it. Rule is in effect when a *team* is in *control* in its **frontcourt**.

Team control exists:

- Player is holding/dribbling the ball a live ball inbounds.
- Passing among teammates.
- Interrupted dribble.
- During a throw-in (but 3-second rules DO NOT apply).

Team control CONTINUES until:

- Ball is in flight during a try for goal.
- An opponent secures the ball.
- The ball becomes dead.

Team control **DOESN'T** exist during:

- The tapping of a rebound.
- A loose ball following a try.

An allowance is made and the count stopped when a player in the restricted area has the ball and dribbles/moves to try for a goal.

The previous count is *resumed* if the player does not continue and execute a try or if the ball is jarred loose.

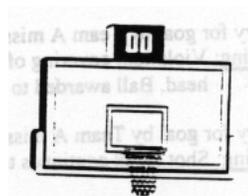


Three Seconds



Shot-Clock Rules

Introduction



Rules governing the use of a shot clock for high school basketball in California per CIF.

The shot-clock periods are:

- 30 seconds for girls.
- 35 seconds for boys.

The following is guidance for high school officials to correctly manage and interpret the shot-clock rules.

Violation Occurs

The team in control shall attempt a try for field goal within the allotted shot-clock time.

The try shall leave the player's hand before the expiration of the allotted shot-clock time. Following the release, the try subsequently shall strike the basket ring or enter the basket before or after the expiration of the allotted shot-clock time.

Penalty: The ball becomes dead when the violation occurs. The ball is awarded to the opponent for a throw-in at the out-of-bounds spot nearest the violation.

Shot-clock Operator

The shot-clock operator shall control a separate timing device with a horn that shall have a sound distinct and different from that of the game clock.

The shot clock is used for the entire game, including overtime periods.



An alternate timing device shall be available.

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Shot-Clock Rules, *Continued*

Starting the Shot Clock

When stopped the shot clock will be started when:

- An inbounds player touches the ball following a throw-in.
 - A team first gains possession of the ball following a:
 - Jump ball.
 - Rebound on a try that hits the rim.
 - Loose ball.
-

Stopping and Continuing Time

The shot clock will be stopped and the offensive team shall have the unexpired time remaining on the shot clock to attempt a shot when play continues:

- Following a time-out.
 - Following a deflection out-of-bounds by a defensive player.
 - Following an official's time-out for an injured player.
 - Following an official's time-out for a player who loses a contact lens or glasses.
 - Following a held ball and the offensive team retains possession of the ball by the AP arrow procedure.
-

Resetting



The shot clock will be reset when:

- Team control is established after the opponents lose possession of the ball.
- The mere touching of the ball by an opponent does not reset the shot clock if the same team remains in control of the ball.
- A foul occurs, exception: double foul, double technical, simultaneous foul.
- A held ball occurs and the defense is awarded the ball through the alternating-possession arrow procedure.
- A try for the goal is attempted and the ball hits the rim.
- A violation occurs.
 - Most violations are by the offensive team causing a change of possession and the shot clock is reset.
- The defense commits a violation by:
 - Kicking the ball.
 - Striking the ball with a fist.
 - Knocking the ball through the underside of the basket.

NOTE: College reset rules in regards to a kicked ball DO NOT apply to high school rules in California.

Continued on next page

Shot-Clock Rules, *Continued*

Expiration of the Shot-clock Period

The horn shall sound at the expiration of the shot-clock period.

The horn does not stop play unless recognized by an official's whistle.

If the shot clock shows 00 but the horn has not sounded, time has not expired.

Continues to Run

The shot-clock will continue running:

- During a loose ball situation:
- When the offense regains possession.
- When the ball is thrown at the wrong basket.
- When a try is attempted but does not touch the rim.

Turn Off

The shot clock shall be turned off when the game clock shows less time than a shot-clock period.

Doubt

If there is doubt whether a try for goal was attempted before the horn, the final decision shall be made by the game officials.

Violation - Official's Signals



Instructions to the Shot-clock Operator

- (1) Boys' Game: 35-seconds.
- (2) Girls' Game: 30-seconds.
- (3) Four times the shot clock is reset:
 - Try for goal hits rim.
 - Foul.
 - Change of possession: Defense must be holding or dribbling ball.
 - Bad defensive play violations: Kicking ball, batting ball or knocking ball through bottom of basket.
- (4) If you are not sure - **do not** reset the shot clock.
- (5) Starting the shot clock:
 - Throw-ins: When the ball is touched on the court.
 - Free throws and Jump Ball: When a team gains control.

California High School Modifications

Introduction



Three rule modifications are used from the National Federation rulebook for high school basketball in the state of California. They are:

- “Closely guarded player” rules.
 - No 10-second count applied to cross the division line.
 - **Mercy Rule.**
-

Girls’ Closely Guarded Player Rules

In a Girls’ game, a player shall not while closely guarded anywhere on the entire court:

- Hold the ball without dribbling for 5 seconds.
 - Control, hold or dribble, the ball for 5 seconds in an area enclosed by screening teammates.
-

Division Line and Backcourt

There is a division line.

The following rule is not in effect for Girls’ games:

- 10-second backcourt count.

The following rules are in effect for Girls’ games:

- Over-and-back.
 - Frontcourt and backcourt definitions.
-

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.

Example: 4th quarter “mercy rule” in effect. Point differential drops below 40 points - clock keeps running.

- Clock will stop for time-outs and injuries.
 - This applies to all levels of high school play.
-



Myth's of Basketball Rules Quiz

- Myth or Fact 1. During a throw-in or free throw, the player moves their pivot foot – this is traveling.
-
- Myth or Fact 2. A player dives for a loose ball and slides about 10 feet before coming to a stop – this is traveling.
-
- Myth or Fact 3. A player cannot dribble a ball no higher than their waist, otherwise they will be called for a “high dribble” violation.
-
- Myth or Fact 4. A hard thrown ball is stopped by a player and the ball bounces to the floor. This same player grabs the ball and then starts dribbling. This is double dribble.
-
- Myth or Fact 5. When the ball is loose on the floors and players are going for it. Officials should primarily look to call a jump quickly.
-
- Myth or Fact 6. Slapping the net while the ball is in the air during a try for goal is always basket interference.
-
- Myth or Fact 7. Slapping the back board is always a technical foul.
-
- Myth or Fact 8. During a throw-in an inbounds player, while airborne, catches the ball and lands with a foot in the front court first then a foot in the back court is a back court violation.
-
- Myth or Fact 9. There is a penalty for “moving screens”.
-
- Myth or Fact 10. “Reaching in” is not legal.
-
- Myth or Fact 11. If a defender is moving when contact occurs the defender should be called for a foul.
-
- Myth or Fact 12. If a defender has his/her arms straight up above their head and the shooter makes contact with this defender a foul should be called on the defender.
-
- Myth or Fact 13. An airborne player has the right to come down to any spot on the floor even if the defender got to the spot first prior to the player going airborne.
-
- Myth or Fact 14. A 6’5” player reaches over a 5’6” player to grab a rebound without making contact. A “over-the-back” foul should be called.
-
- Myth or Fact 15. A player is standing on the floor while attempting a shot is fouled, will not be awarded free throws because he/she “was on the floor” at time of contact.
-
- Myth or Fact 16. An intentional foul should only be called if a player fouls an opponent who is not making a play on the ball.
-
- Myth or Fact 17. 3-seconds in the key violation can be called during rebounding action.
-

Answers: All the above are “myths”.

Coaches Working With Officials

Introduction

The profession of coaching is a profession of teaching. In addition to teaching the mental and physical dimensions of their sport, coaches, through words and example, must also strive to build the character of their athletes by team them to be trustworthy, respectful, responsible, fair, caring and good citizens.

Pursuing Victory With Honor
<http://josephsoninstitute.org/>

Emotions

Competition evokes emotions. Emotion during competition is ok, but it still must be kept in check. When a play or situation occurs that you don't like or agree with an emotional outburst is expected. However, get control of your emotions and **talk** to the official(s) about the situation or call.

How To Work With Officials



Before the game:

- Forget about any past history.
- Greet the officials with a smile.
- Let them know who game site administrator (GSA) will be.
- ***Have competent scorekeepers and timers ready and in place 12 minutes before the start of the game.***
- Have gym setup and everything working properly.
- Get information in the scorebook on time in accordance with the rules.

During the game:

- **Keep your emotions in check and don't let your emotions get the best of you. After the initial emotional outburst, settle down (including bench personnel). If you still don't like the call or have a question, TALK to the official.**
 - Don't make things personal...You may choose to question an official's call, but don't question an official's integrity.
 - Be specific...Inform the official of the specific situation, e.g. "#32 is blasting through screens, could you please take a look."
 - Choose your battles wisely...Try not to argue each and every call. Pick the ones where you feel it has the most impact on your team.
 - Know the rules...Make sure that you are correct when you are questioning a rule. Make sure that you keep updating yourself to the rules. They change each year.
-

Continued on next page

Coaches Working With Officials, *Continued*

How To Work With Officials, *Continued*



- Timing is everything...Try to find a time during the game when there is not a lot of action to discuss your point with an official. It is tough for an official to give you a response when he/she is hustling down the court.
- Don't bark...If you bark or yell at an official, like most people, they will get defensive.
- Golden rule...Treat others as you would like to be treated. If you would like to be respected, you must first give the officials respect.
- Body language and Gestures...If you waive your arms in the air, throw your clip board or show disrespect to an official, even if you haven't said anything, you will probably get a negative response. You may even receive a technical foul.
- Please and thank you...It is amazing how well a simple please will work when asking an official to look at a situation for you.
- Once you have been given a stop sign, **STOP**...When an official puts his/her hand up and gives you an officials **STOP** sign, the next thing that you will receive if you do not stop is a technical foul.
- Language...The use of profanity will not be tolerated by officials and most any time it is used will result in a technical foul.
- Bench Personnel...Keep your assistant coaches and players on the bench under control. **DO NOT** let them make comments to or about the officials.
- Fans ... You as a coach are also responsible for the actions of your fans. If a fan or fans are getting out of line, making inappropriate comments to anyone, you should be the first one to put a stop to it.

The last thing that you might want to remember is: An official changes their call (judgment) less often than the United State Supreme Court overturns their decision.

After the game:

- Win or lose, thank the officials. Make no other comments.
- Make sure the locker room will be opened by the Game Site Administrator.
- Have a cold water waiting for the officials.
- Have a clean shower with hot water available for the officials.

The future:

- Encourage your players to get involved in officiating. It is a great way to make some extra cash while in college.
-

Coaches Complaint Process

Introduction

If you have a complaint about the officials' performance we asking you to wait until the next day to allow "the heat of the moment to pass".

Although the outcome of the game will not change, this process will provide you as a coach to be heard and provide constructive criticism to the officials'.

Reporting Process

First call **Gary Frieders at (707) 975-1141**. If Gary determines further investigation is required, he will direct you to one of the High School Advisory Board Members to investigate your complaint.

The High School Advisory Committee Members are:

- Gary Frieders
 - Ruben Candelaria (707) 483-6039
-

Investigation Process

The investigator will obtain all necessary information with the initial phone call from the coach. The investigator will also contact the officials to obtain their side of the story.

The investigator will request *to view a video of the game* either with the coach, if possible, or alone. Please indicate specific calls or situations you are complaining about.

Investigators Report

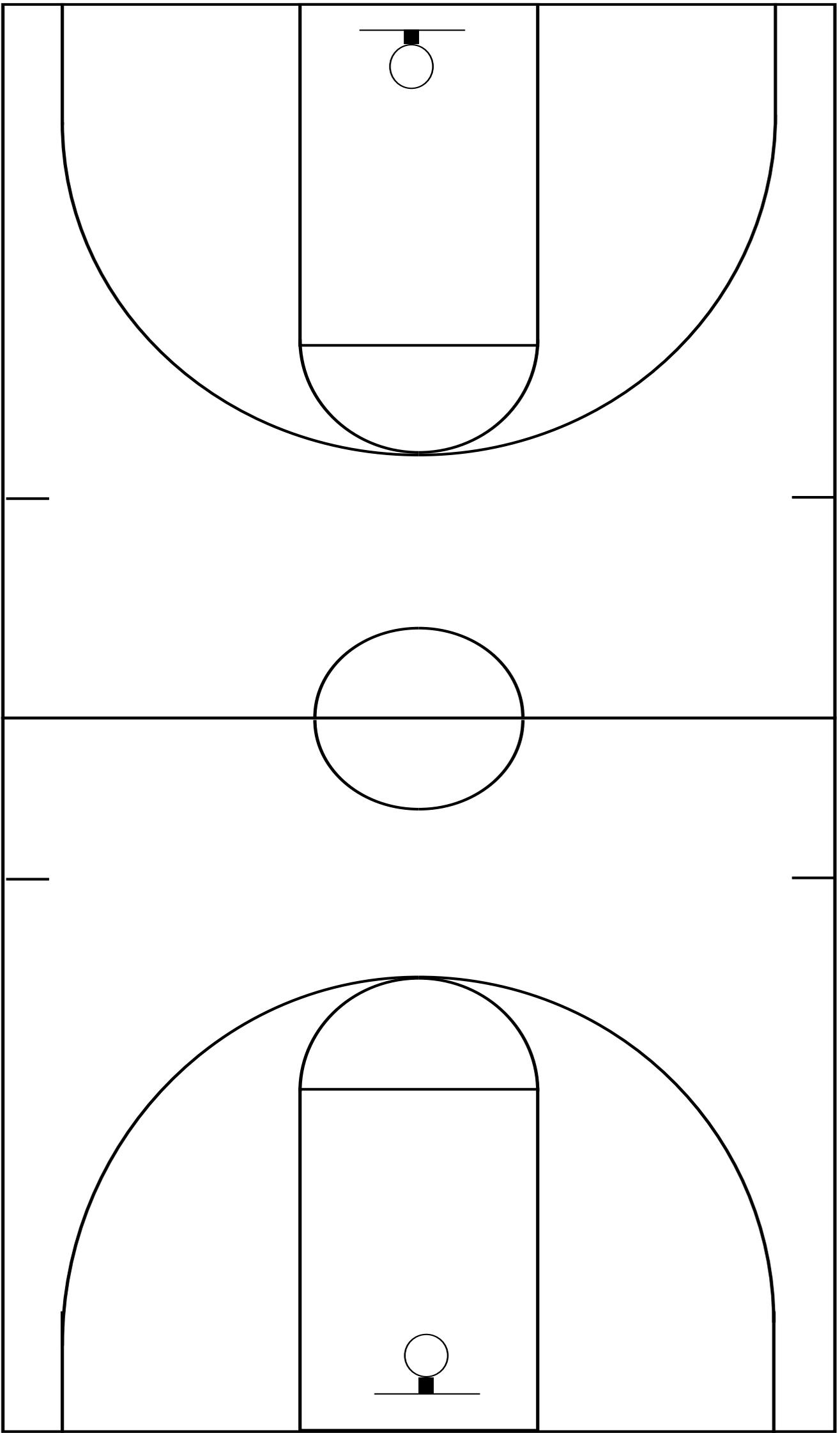
The investigator's report and any recommendations will be provided to the coach(es), officials, Gary Frieders and Ruben Candelaria.

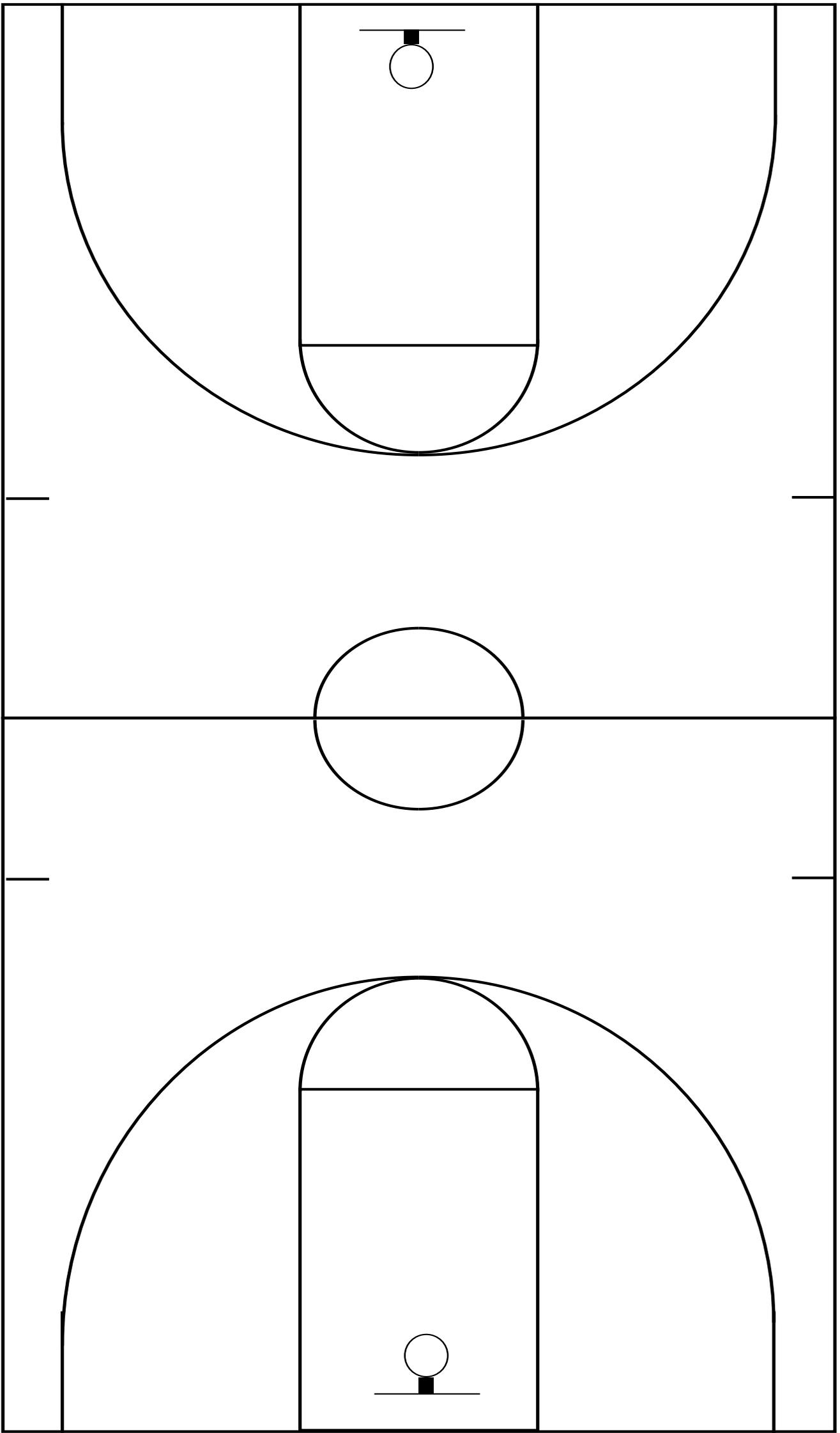
Sounding Board

This process is to be used as a "sounding board" to improve the official(s) not just to complain about every game or situation and make a mockery of the process.

Negative feedback should come in the form of constructive criticism and not a blanket statement. Informing us that an official "cost you the game" or "is a terrible official" will not solve the problem nor improve the official. We would rather hear "the official was out of position on several plays," "the official miss-interpreted a rule(s)," etc.







2017-18 NFHS BASKETBALL UNIFORMS

Front View



National Federation of State
High School Associations



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A. JERSEY COLOR

1. The torso of the jersey must be a single solid color with no designs in the fabric (white for home and a dark color clearly contrasting white for visitor).
2. If gray is a color choice, it must be for the away jersey and must be closer to black at least by 70%.
3. The "torso" is the portion of the jersey from an imaginary horizontal line at the base of the neckline (see D.2. in another slide) extending to each armhole, down to the bottom hem of the jersey and from side seam to side seam.

B. FRONT NUMBER

1. The number on the front shall be at least 4 inches high, not less than $\frac{3}{4}$ inch wide (excluding the border) and centered vertically and horizontally on the portion of the visible part of the jersey.
2. Numbers shall be plain Arabic numerals and must be the same style and color as the number on the back of the jersey.
3. Legal numbers are: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. A team member list shall not have both numbers 0 and 00.
4. No more than three colors may be used in the number. The style must be clearly visible and conform to the provisions of NFHS Rule 3-4-3e.

C. IDENTIFYING NAME

1. Lettering with school name, school's nickname, school logo, player's name and/or abbreviation of the official school may be placed on the front of the jersey.
2. Lettering must be placed horizontally and may be arched. Names may also be on multiple lines.
3. The first and last letters, either above or below the number, must be on the same horizontal plane. When above the number, the plane may not be below a plane extending through the top of the number(s). When below the number, the plane may not be above a plane extending through the bottom of the number(s).
4. Any point on any letter shall not be closer than one inch to any point on any number(s).
5. Any form of decorative accent (i.e., paw, halo, crown, star, etc.) in a name or abbreviation is only permitted above the number.
6. If a tail is used in the lettering of an identifying name or abbreviation, the name or abbreviation must be located below the number.

2017-18 NFHS BASKETBALL UNIFORMS

Front View



D. ABOVE THE NECKLINE

1. There are no restrictions in the area of the jersey from an imaginary horizontal line at the base of the neckline extending to each armhole, up to the shoulder seam, except identifying names.
2. The imaginary line shall not extend beyond $1\frac{1}{2}$ inches from the lowest point of the neckline apex/opening.
3. Different colors and/or designs may be used in this area.
4. By state association adoption, one commemorative/memorial patch (not to exceed 4 square inches), if worn, must be in this area or in the side insert.
5. A school or conference logo/mascot may be located at the apex/opening of the neckline, in the corresponding area on the back of the jersey and/or in either side insert.
6. A single manufacturer's logo/trademark/reference (not to exceed $2\frac{1}{4}$ square inches with no dimension more than $2\frac{1}{4}$ inches long) may be placed in this area no more than 5 inches below the shoulder seam on the front of the jersey; or 2 inches below the neckline on the back of the jersey; or in either side insert.
7. The American flag may be worn anywhere on the team jersey provided it does not exceed 2 x 3 inches and does not interfere with the visibility of the player's number.

E. ARMHOLE TRIM

1. Trim, piping, or an accent color differing from the torso shall not exceed 1 inch around the arm openings.
2. Except in the area above the neckline – where there are no color or design restriction.

National Federation of State
High School Associations



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2017-18 NFHS BASKETBALL UNIFORMS

Back View



A. JERSEY COLOR

1. The back torso of the jersey must be the same single solid color as the front, no designs are allowed in the fabric.
2. The back “torso” is the portion of the jersey from the bottom of the back panel, if used, down to the bottom hem of the jersey and from side seam to side seam.

B. BACK NUMBER

1. The number on the back shall be at least 6 inches high, not less than $\frac{3}{4}$ inch wide (excluding the border) and centered vertically and horizontally on the portion of the jersey that is intended to be visible.
2. The back numbers shall meet all the remaining specifications of the front number as previously noted (Front View, B.2-B.4).

C. IDENTIFYING NAME

1. School name, school’s nickname, school logo, player’s name and/or abbreviation of the official school name may be placed horizontally on the back of the jersey.
2. Lettering on the back of the jersey shall meet all the specifications of the front lettering as previously noted (Front View, C.2-C.6).

D. BACK PANEL

1. There are no color or design restrictions in the corresponding area – base of the neckline to the shoulder seam – on the back of the team jersey, except for identifying names.
2. A single manufacturer’s logo/trademark/reference may be located 2 inches from the neckline on the back of the jersey; or in the shoulder area of the front of the jersey; or in either side seam. (Front View, D.6)

E. ARMHOLE TRIM

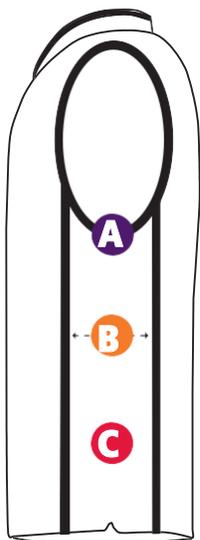
1. Trim shall not exceed 1 inch around the arm openings.
2. Except in the area above the neckline – where there are no color or design restriction.

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2017-18 NFHS BASKETBALL UNIFORMS

Side View



A. LOCATION

Side inserts must be centered vertically below the armpit.

B. WIDTH

Side inserts, including trim/piping/accent color(s), must be a maximum of 4 inches (2 inches on each side of the seam).

C. STYLE/DESIGN

1. Side inserts may be of any color or design.
2. Side inserts must be the same width for all team jerseys.
3. By state association adoption, one commemorative/memorial patch (not to exceed 4 square inches), if worn, must be in this area or in the area above the neckline on the front or back of the jersey.
4. A single manufacturer's logo/trademark/reference may be placed in this area; or on the front of the jersey in the shoulder area, or the back of the jersey in the upper back panel. (Front View, D.6)
5. The American flag may be worn anywhere on the team jersey provided it does not exceed 2 x 3 inches and does not interfere with the visibility of the player's number.

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Instructions For Scorer, Timer and Shot Clock Operator:

Scorer:

- (1) Eye contact with official reporting foul.
- (2) Notify reporting official when:
 - (a) Bonus on 7th team foul.
 - (b) Double Bonus on 10th team foul.
 - (c) 5th player foul (Ts count as personal & team).
- (3) Alternating Possession Arrow:
 - (a) Record in book and maintain arrow.
 - (b) Change arrow after throw-in is complete.
 - (c) Switch arrow at end of first half.
- (4) Time-outs: Record time-of and player number or coach.
 - (a) Three full lengths and two 30-seconds.

Timer:

- (1) Stop clock on whistle.
- (2) Start clock when:
 - (a) Jump ball: Touched by jumpers.
 - (b) Throw-in: Touched by player on court.
 - (c) Free throw: If missed when touched by a player.
- (3) Time-outs:
 - (a) Full Length: Sound horn at 45 & 60 seconds.
 - (b) 30-Seconds: Sound horn at **15 & 30 seconds**.
- (4) Notify teams 3-minutes before end of half time.
- (5) DQ'd Player: Sound horn at **15 seconds**.
- (6) **Substitutes: Sound horn for substitute(s) when official has the ball.**

Shot Clock Operator:

- (1) Boys' Game: 35-seconds.
 - (2) Girls' Game: 30-seconds.
 - (3) Four times shot clock is reset:
 - (a) Shot hits rim.
 - (b) Foul.
 - (c) Change of possession: Defense must be holding or dribbling ball.
 - (d) Bad defensive play violations: Kicking ball, batting ball or cause ball to enter and pass through the basket from below.
 - (4) If you are not sure - **do not** reset the shot clock.
 - (5) Starting shot clock:
 - (a) Throw-ins: When touched on court by any player..
 - (b) Unsuccessful shots that hit rim, free throws and Jump Ball to start the game or OT: When a team gains control.
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