

## 2022-2023 MPSSAA BOYS AND GIRLS BASKETBALL RULES/CLOCK PROCEDURES

MPSSAA Boys and Girls Basketball will be governed by the rules of the National Federation of State High School Associations (NFHS). However, the rules will be modified as follows:

1. Boys and Girls will use a 30-second shot clock.
2. Girls will not have a 10-second backcourt count.
3. Mercy Rule: Beginning in the 3<sup>rd</sup> quarter, a lead of 35 points or more results in.
  - Game Clock runs continuously (if the lead dips to 34, normal clock rules apply)
  - Shot Clock is turned off (if the lead dips to 34, normal clock rules apply)

### 10-Second Backcourt Violation Guidelines - Boys

1. Teams have 10 seconds to bring ball from backcourt to frontcourt
  - a. The shot clock may be used: When the shot clock shows 20 seconds a 10 second violation has occurred
  - b. During an existing count, if a pass is airborne from backcourt to frontcourt and the 10 second count occurs, a 10 backcourt violation has occurred because the ball still has backcourt status.
2. A new 10 second backcourt count is awarded on all stoppages of play. Such as if any violation or held ball occurs (such as an out of bounds violation caused by the defense), a new 10-second count is awarded.
  - a. Ex. The shot clock shows 25 seconds when a timeout is called, a backcourt violation then would occur at 15 seconds
3. If there is no shot clock present or if there is less than 30 seconds remaining in the period, a manual 10 second will be used

### Shot Clock Guidelines – Boys/Girls

1. A try for a field goal is defined as the ball having left the player's hand(s) before the sounding of the shot clock horn and subsequently striking the basket ring/flange or entering the basket.
2. The team in control shall attempt a try or tap for goal within 30 seconds after gaining team control (Boys and Girls).
3. The shot clock shall be used the entire game, including overtime.
4. Officials must test both horns prior to the game to make themselves aware of the horns' different sounds – game clock and shot clock. Typically, the shot clock horn should be different from the game clock horn.
5. The shot clock shall be set to go blank/turn-off/ or freeze, when the game clock has less than the time remaining on the shot clock. (Note: Since the shot clock should have a 'front-loaded second', there are limited times when the shot clock will show a higher number than the game clock. For example, [GC=22.8; SC=23] or [GC=7.2; SC=8] Explanation: When a shot clock shows 15, the actual possible range of time to the tenths on the shot clock is 14.1 – 15.0.
6. Shot Clock **START** guidelines:
  - On a throw-in ... when the ball is legally touched by any player.
  - On a jump ball ... when control/possession is established by any player. (The game clock starts when the ball is touched during a jump ball and free throw)
  - On an unsuccessful try ... when control/possession is established by any player.
  - On an unsuccessful free throw ... when control/possession is established by any player.
7. The shot clock **RESETS TO 30** seconds:
  - Following any score (When the ball contacts the ring and/or clears the bottom of the net, operator should **click and hold** the 30 second reset button until the ball is **touched** in play).
  - When a change of control/possession occurs and the ball remains live.
  - When a held ball occurs and the AP favors the defense.
  - When a try or tap strikes the ring or flange. (When the ball strikes the ring or flange, operator should **click and hold** the 30 second reset button.
    - During the rebound, when the ball is then controlled **by either team**, operator should release the button for a 30 second reset.
  - When a defensive personal foul occurs.
  - When a violation occurs.
  - On all single technical fouls regardless of ball location. (NF)
  - When an inadvertent whistle occurs and neither team is in control.

8. The shot clock **RESETS TO 15** seconds:
  - When a ball is illegally touched (kicked/fisted) by the defense with 15 seconds or less remaining in the offense's possession. {When a ball is illegally touched (kicked/fisted) by the defense with 15 seconds or greater remaining, the shot clock stays where it is.]
  
9. The shot clock **DOES NOT RESET** due to:
  - Ball caused to be out of bounds by the defensive team
  - Try or Tap not touching the Ring or Flange
  - A pass hitting the Ring
  - A Held Ball and the AP Arrow favors the Offensive Team when the Offensive Team did not lose Team Control
  - Time Outs
  - Double Personal Fouls
  - Double Technical Fouls
  - Injury, Blood Scenarios, Loss of Contact lenses
  - Inadvertent whistle and a team retains control of the ball
  - As above, when a ball is illegally touched (kicked/fisted) by the defense with 15 seconds or greater remaining, the shot clock stays.