

2009 & 10 NFHS NYS RULES MODIFICATIONS

SHOT CLOCK

- 35 – second shot clock: Will be used for **varsity** and **junior varsity** levels only.
- 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, tap or thrown ball 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 15 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. (Point of Interruption)
- 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.
- 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.

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. Remember the change that the Head Coach will be assessed one direct technical for illegal uniforms