



2023-2024 MINNESOTA STATE HIGH SCHOOL LEAGUE

New Signals and Mechanics

(updated 11/10/2023)

Signals

Violations

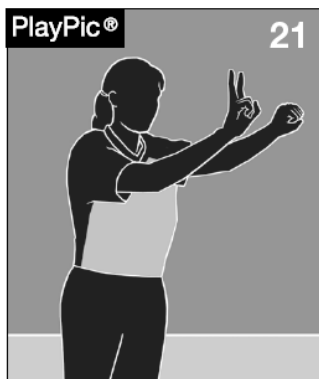


Shot Clock Violation

Information



Shot Clock Reset



**Set Shot Clock to
20 Seconds**



**Shot Clock
Near Expiration**



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Mechanics

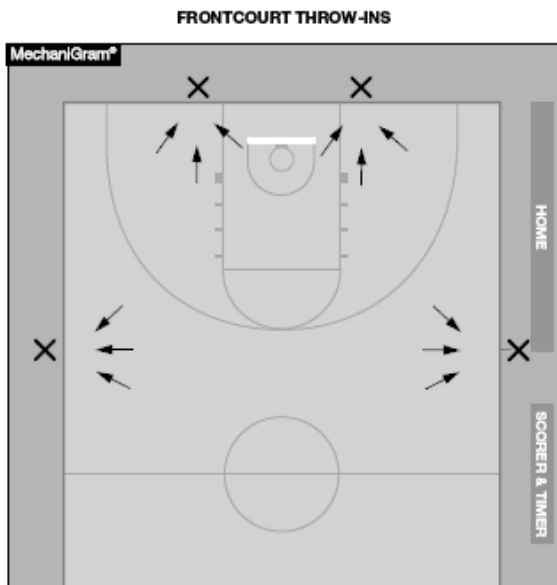
Closely Guarded Situations:

Officials will use the visible 5 second count only when a player is closely guarded while holding the ball in the front court.

Backcourt Count

1. Use the shot clock to administer the 10-second backcourt count (9-8). The 10 second count (and shot clock) shall begin when the ball touches or is legally touched by a player on the court on a throw in or on player control on a defensive rebound, front court change of possession or jump ball secured in the backcourt. If the ball in control of the offensive team doesn't gain front court status by the time the shot clock reads 25 seconds, a 10-second violation has occurred.
2. When there is no visible shot clock, officials shall use a silent, visual 10- second count to administer the backcourt count.
3. The offensive team will be given a new 10 second count on a Time Out (the shot clock will not change). (e.g.: The offensive team call a TO in the backcourt with 27 seconds remaining on the shot clock. When the game resumes, they will have a new 10 seconds in the backcourt or until the shot clock hits 17 seconds.) Officials should communicated this with their partners using the "Shot Clock Near Expiration Signal" noting the time on the shot clock. It is also beneficial to communicate this to coaches and players.

Front Court Throw Ins





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When a team gains or retains possession in their frontcourt after the opponent commits a violation (i.e., kicked ball), a common foul prior to the bonus, or the ball becomes dead (i.e., inadvertent whistle or a held ball), the throw in will be from one of the four throw-in spots (the nearest 28-foot mark along each sideline or the nearest spot 3-feet outside the lane line on the end line). This procedure will be used when a team gains or retains possession for situations other than a ball batted out of bounds.

Shot Clock

Shot Clock Violation - Defined

1. The team in control must attempt a try for a field goal within the 35-second shot clock period.
2. A try for goal during the shot clock period 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.
3. It is a violation when a try for field goal does not leave the shooter's hand(s) before the expiration of the shot clock period (as indicated by the sounding of the shot clock horn) or when it does leave the shooter's hand(s) before the expiration of the shot clock period and the try does not subsequently strike the ring or flange or enter the basket.

Shot Clock Mechanics

1. In 3-person mechanics, when the shot clock is nearing 10 seconds, the center or trail, whichever is the off-ball official, should point to the shot clock (Signal 22) indicating that the shot clock is nearing expiration. The signal will aid the crew as they prepare to officiate "shot clock release" plays. In 2 person, the trail should signal this.
2. In 3-person, the center or trail will be responsible for the flight of the ball on a try. The off official (C or T) will determine when a violation occurs. When necessary, move to a position to more effectively cover the area of responsibility. In 2 person, the trail is responsible.
3. To indicate a shot clock violation, the official will give the stop clock signal followed by the tapping of the head (Signal 40), give a directional signal and designate the throw in spot (nearest spot to the ball at the time of the violation).
4. To indicate a shot clock reset, the official will use a rolling motion of a pointed index finger above the head. (Signal 20)
5. On a kicking violation in the front court by the defense, stop the clock and show (Signal 21) to the scorer's table if the shot clock is below 20 seconds. If the shot clock is 20 seconds or greater, the time remaining will be left on the shot clock.



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Shot Clock Timing Errors

1. The officials shall 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.
2. When an obvious mistake by the shot clock operator has occurred (failing to start, stop, set or reset the shot clock) or when a shot clock has malfunctioned, the mistake or the result of the malfunction may be corrected during the shot clock period in which it occurred and only when the official has definite information relative to the mistake or malfunction and the time involved.

Clock Awareness

1. Be aware of the clocks at all times
2. Work to look at clocks on any whistle to ensure that the clocks are properly stopped.
3. Similarly, when the ball is put back in play, all officials should ensure that the clocks are properly started.