

CHAPTER 1

CIF BYLAWS

The following modifications to the NFHS Basketball Rules have been adopted by the California Interscholastic Federation (CIF):

ARTICLE 160 BASKETBALL

1600. GIRLS MODIFICATION

- » The National Federation Basketball Rules shall be modified for girls basketball as follows:
- » A. Utilization of 30-second shot clock.
- » B. No 10-second rule in backcourt.
- » C. Utilization of five (5)-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.

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.

1606. MERCY RULE

- » At the conclusion of the third quarter or any point thereafter, if there is a point differential of 40 or more points, a running clock shall be instituted for the remainder of the game regardless of the score. This Bylaw applies to all levels of play.

CHAPTER 2

CALIFORNIA RULE MODIFICATIONS

CRM2.1 NFHS RULES PLUS SHOT CLOCK

- » The NFHS basketball rulebook is, and shall be, the official rulebook for boys' and girls' play.
- » The exception is with the use of a shot clock for boys' and girls' play.
- » The use of a shot clock has been adopted by the State CIF Federated Council.

CRM2.2 SHOT-CLOCK RULES

- » The rules governing the shot clock for high school basketball games in California are similar to those in NCAA Men's and Women's games.
- » One exception is that a kicked ball results in a full shot-clock reset.

CRM2.3 BACKCOURT COUNT

- » **Boys:** There IS a 10-second backcourt count.
- » **Girls:** There is NO 10-second backcourt count.

CRM2.4 CLOSELY GUARDED IN BACKCOURT

- » **Boys:** There is NO five-second count while being closely guarded in the backcourt when holding or dribbling the ball.
- » **Girls:** A violation occurs when a player holds the ball for five seconds while being closely guarded in the backcourt.

CRM2.5 CLOSELY GUARDED IN FRONT COURT

- » **Boys:** A violation occurs when a player holds or dribbles the ball for five seconds while being closely guarded.
- » **Girls:** A violation occurs when a player holds the ball for five seconds while being closely guarded anywhere on the floor. There is NO closely guarded count while a player is dribbling.

CRM2.6 SHOT-CLOCK RULES

- » More information can be found in the CBOA Mechanics Illustrated book.
- » Shot-clock caseplays (or rules) are not found in the NFHS rulebook.

CRM2.7 RULE 1 - COURT AND EQUIPMENT

- » SECTION 20 - Shot-Clock Displays
- » ART 1 - A visible shot clock is required for high school boys' and girls' basketball games.

When two visible shot-clock floor displays are used, they should be placed six feet beyond the endlines intersecting the sidelines extended and shall be positioned in the corner of each frontcourt to the right of the basket. The two visible clocks may also be displayed above or behind each backboard, or on scoreboards located at the ends of the court. If this is not possible, an alternative timing device must be available and operated at the scorers table. This may be in the form of a stop watch or stop/start clock, etc.

CRM2.8 RULE 2 - OFFICIALS AND THEIR-DUTIES

SECTION 14 - Shot-clock Time Period

A 35-second shot clock is used in the boys' game and a 30-second shot clock is used in girls' basketball. The shot clock is used for the entire game, including overtime periods.

CRM2.9 SECTION 15 - DUTIES OF THE SHOT-CLOCK OPERATOR

- » The shot-clock operator shall control a separate timing device which should have a horn with a different sound from that of the game clock. An alternative timing device shall be available. In addition, the shot-clock operator shall:
 - » **ART 1 - Start the timing device when:**
 - » An inbounds player legally touches the ball on a throw-in.
 - » A team initially gains possession of the ball after a:
 - » 1) Jump Ball.
 - » 2) Rebound.
 - » 3) Loose Ball.
 - » **ART 2 - Stop the timing device and fully reset the shot clock when play continues when:**
 - » The defense gains possession of the ball.
 - » A foul occurs (by either team except double and simultaneous fouls).
 - » A held ball occurs and the defense is awarded the ball through the alternating-possession procedure.
 - » A try for goal is attempted and hits the rim or enters the basket.
 - » A violation occurs (most violations are by the offensive team which becomes a change of possession and the shot clock is reset).

LESSON PLAN: CALIFORNIA RULE MODIFICATIONS

- » The defense commits a violation by:
 - » 1) Kicking the ball.
 - » 2) Striking the ball with a fist.
 - » 3) Causing the ball to pass through the basket from below.
- » **ART 3** - Stop the timing device and restart the shot clock, without a reset, when play begins under the following circumstances:
 - » The ball is deflected out-of-bounds by a defensive player.
 - » A timeout is called.
 - » A player becomes injured or displaces eyeglasses or a contact lens.
 - » A held ball or other jump ball situation occurs and the offensive team retains possession of the ball through the alternating-possession procedure.
 - » After a double personal foul, a double technical, or simultaneous fouls when there is team control; play shall resume at the point of interruption.
- » **ART 4** - Sound the horn at the expiration of the shot clock period (This does not stop play unless recognized by the official's whistle).
- » **ART 5** - Allow the timing device to continue:
 - » During a loose-ball situation if the offense retains possession.
 - » When a field goal is attempted at the wrong basket.
 - » A field-goal try does not hit the rim or enter the basket.
- » **ART 6** - Turn off the timing device when the game clock has less time than the shot clock after a reset.

CRM2.10 RULE 9 - VIOLATIONS & PENALTIES

- » **SECTION 8 - TEN SECONDS**
- » (BOYS ONLY) A player shall not be, nor may his team be, in continuous control of a ball which is in his backcourt for 10 seconds.

CRM2.11 SECTION 10 - CLOSELY GUARDED

- » **ART 1** - A player shall not while closely guarded-
 - » (BOYS ONLY) In his frontcourt holds the ball for five seconds or dribble the ball for five seconds.
 - » (BOYS ONLY) In his frontcourt control the ball for five seconds in an area enclosed by screening teammates.
 - » (GIRLS ONLY) Hold the ball without dribbling for five seconds anywhere on the court.
 - » (GIRLS ONLY) Control the ball for five seconds in an area enclosed by screening teammates anywhere on the court.

- » **ART 2 - (BOYS ONLY)** A closely guarded count shall not be started during an interrupted dribble.
- » **ART 3 - (BOYS ONLY)** A closely guarded count shall be terminated during an interrupted dribble.
- » **PENALTY:** (Section 10) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

CRM2.12 SECTION 14

- » **ART 1** - The team in control shall attempt a try for goal within 35 seconds for boys and within 30 seconds for girls after gaining team control. The try shall leave the shooter's hand before the expiration of the allotted shot-clock period, and subsequently strike the basket ring or enter the basket before or after the allotted shot-clock period.
- » **PENALTY:** The ball becomes dead or remains dead when the violation occurs. The ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.