



# 2024-2025 NFHS RULE CHANGES AND POINTS OF EMPHASIS

National Federation of State  
High School Associations

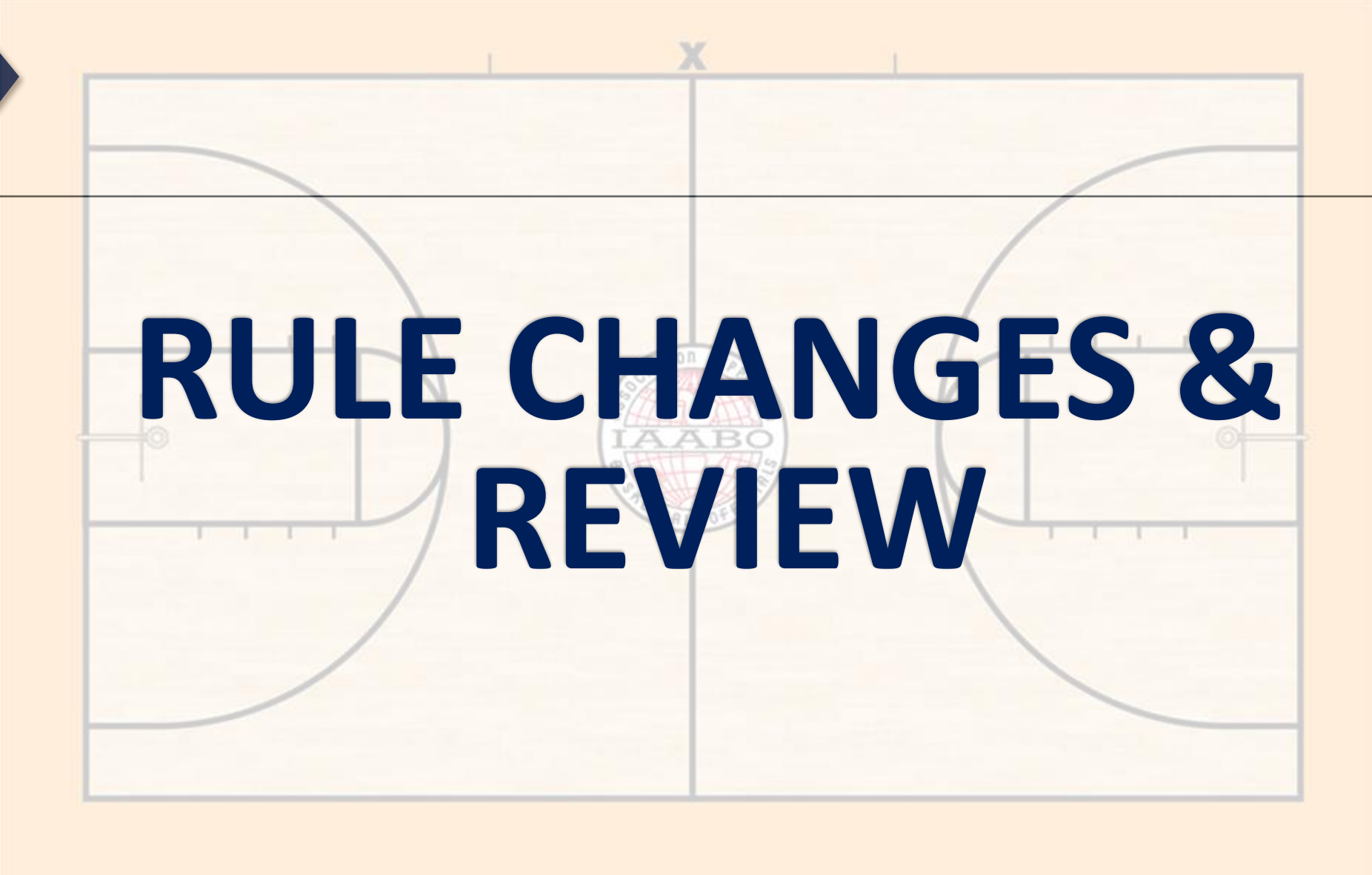


## Welcome CT Basketball Officials



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# POINT OF EMPHASIS

## FAKING BEING FOULED PROCEDURE

When a player commits the first Faking Being Fouled infraction, a warning is issued to the team.

The warning is an administrative procedure by an official that is recorded in the scorebook by the scorer and **reported to the head coach.**

After receiving an official warning for Faking Being Fouled, any subsequent faking or flopping infractions by a player on the same team result in a team technical foul

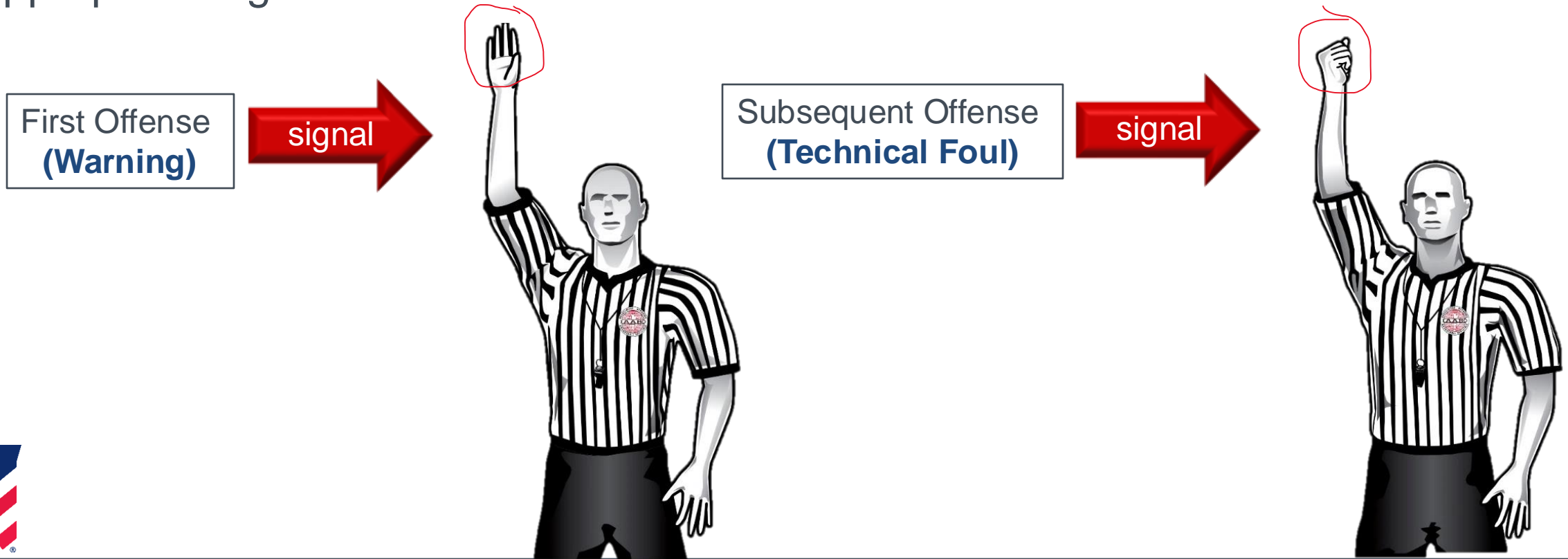




# FAKING BEING FOULED

## STOPPING PLAY

When the officials sounds the whistle to stop play, they should use the appropriate signal for the infraction that has occurred.

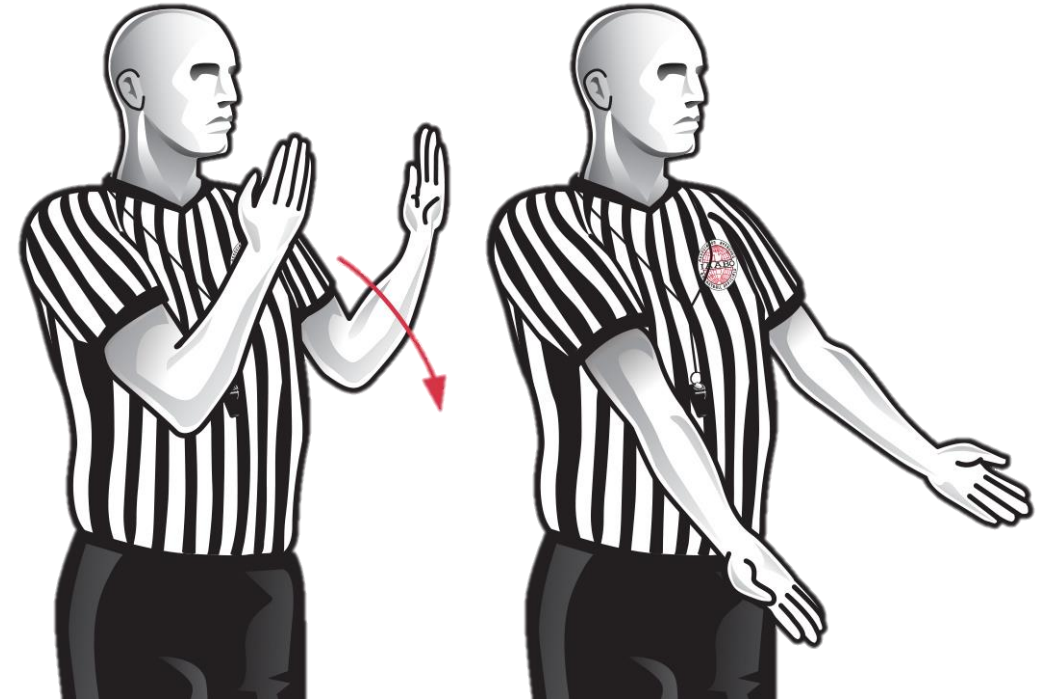




# SIGNALS

This is the new signal for Faking Being Fouled or “flopping.”

- Note that the arrow only goes one direction downward. This signal is intended to be displayed one time.
- If the signal is done repeatedly, it will give the appearance that we are telling the player to “get up” which is not the case.



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Due to the added rule of the warning for "flopping", an accompanying signal also needed to be added.





# FAKING BEING FOULED

The following are guidelines for officials to follow to have support for when play should be stopped and how the rule should be enforced. These guidelines do not cover every situation where an infraction could occur. There will be times when officials will need to exercise good judgment when to stop play. The goal is to stop play at a time that does not benefit the offending team.

The NFHS has outlined three specific play situations and how the rule should be adjudicated.

- 1) Faking by a Dribbler
- 2) Faking by a Shooter
- 3) Faking by a Defender.

The guideline for each scenario is as follows:





# FAKING BEING FOULED BY A DRIBBLER

When a ball handler uses the tactic known as a “head bob,” the team that is faking is on offense and has control of the ball.

When an infraction occurs:

- The official should sound the whistle immediately and display the faking signal.
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption.
- If the ball was in the frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.
- If the ball was in the backcourt, the throw-in is from the nearest spot.

NFHS







# FAKING BEING FOULED BY A DRIBBLER

Subsequent infractions:

- A team technical foul is charged.
- The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.





# FAKING BEING FOULED BY A SHOOTER





# FAKING BEING FOULED BY A SHOOTER

- When a jump shooter fakes being fouled **after the release** of a try, there is NO TEAM CONTROL when the infraction occurs.
- When an infraction occurs:

- 1.The official should sound the whistle immediately and display the faking signal

If the try is SUCCESSFUL,

1. the goal COUNTS
2. The official reports the infraction to the scorer AND the head coach
3. Play is resumed at the Point of Interruption. The opponents are awarded a throw-in with the privilege to move along the endline.





# FAKING BEING FOULED BY A SHOOTER

If the **try is unsuccessful**:

- There is no team control, and the ball becomes dead when the try ends.
- The ball is awarded to the team entitled to the next throw-in under the alternating-possession procedure.
- The official reports the warning to the scorer and the head coach.
- If the shooting team is awarded the throw-in, it is from the nearest of the four designated frontcourt throw-in spots.
- If the defensive team is awarded the throw-in, it is a backcourt throw-in from the spot nearest to where the infraction occurred.





# FAKING BEING FOULED BY A SHOOTER

Subsequent infractions:

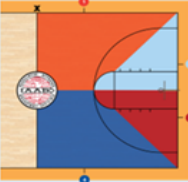

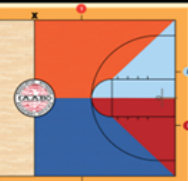
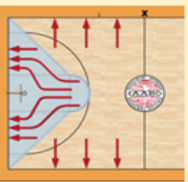
- A team technical foul is charged.
- The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.







# OFFENSIVE PLAYER FAKING BEING FOULED – WARNING

Player	Stopping Play	Play is Resumed	Ensuing Throw-In Location
Ball Handler	Immediately	POI	If the ball was in the frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots. 
			If the ball was in the backcourt, the throw-in is from the nearest spot. 
Shooter – Try is <b>successful</b>	Immediately	POI	The opponents are awarded a throw-in with the privilege of moving along the end line.
Shooter – Try is <b>not successful</b>	Immediately	AP Arrow	If the shooting team is awarded the throw-in, it is from the nearest of the four designated frontcourt throw-in spots. 
			If the defensive team is awarded the throw-in, it is a backcourt throw-in from the spot nearest to where the infraction occurred. 





# FAKING BEING FOULED BY A DEFENDER

When a defensive player fakes when their opponents are in control of the ball, **officials will need to determine when to stop play so that the offensive team is not penalized for the defensive team's actions.**





# FAKING BEING FOULED BY A DEFENDER

When an infraction occurs:

- The official **withholds** the whistle until the offensive team **scores** (which could include repeated attempts at the basket) OR until the **offending team gains control** of the ball.
- The **faking signal should be displayed as soon as the infraction occurs** so both teams know what has occurred.
- When play is stopped, the official sounds the whistle and **displays the faking signal once again.**
- The ruling official **reports** the warning to the **scorer** and the **head coach.**
- If a goal was scored, play resumes with a throw-in for the opponents, with the privilege of moving along the endline.
- If no goal was scored, the game will continue from the point of interruption.





# FAKING BEING FOULED BY A DEFENDER

Subsequent infractions:

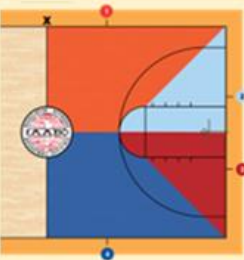
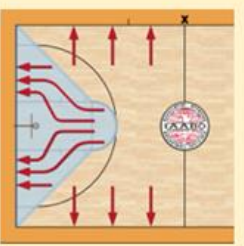
- The official withholds the whistle until the offensive team scores (which could include repeated attempts at the basket) OR until the offending team gains control of the ball.
- The faking signal should be displayed as soon as the infraction occurs so both teams know what has occurred.
- When play is stopped, the official sounds the whistle and displays the faking signal once again.
- A team technical foul is charged to the offending team.
- The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.







# DEFENSIVE PLAYER FAKING BEING FOULED – WARNING

Player	Stopping Play	Play is Resumed	Ensuing Throw-In Location
Defensive Player	<p>Withhold the whistle until the offensive team scores (which could include repeated attempts at the basket)</p>	POI	<p><u>If a goal is scored:</u> The opponents are awarded a throw-in with the privilege of moving along the end line.</p>
	<p style="text-align: center;"><b>OR</b></p> <p>until the offending team gains control of the ball or the ball becomes dead.</p>	POI	<p><u>If no goal was scored:</u> If the ball was in the offending team's frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.</p> 
			<p>If the ball was in the offending team's backcourt, the throw-in is from the nearest spot.</p> 



Note: There will be times when it is appropriate for officials to stop play immediately. (e.g. No scoring play in progress, flop was in backcourt, etc.)





# FAKING BEING FOULED BY A DEFENDER

- What if there is a foul that occurs while the officials are withholding the whistle to rule a technical foul for faking being fouled?
- Three scenarios:
  - Play 1 – Defensive Foul during the act of shooting
  - Play 2 - Player (or Team Control) Foul
  - Play 3 – Foul by the Shooting team with no control





# FAKING BEING FOULED

## BY A DEFENDER

- Subsequent infractions:
  - When officials are withholding the whistle and allowing the offense to complete a play after a faking infraction, **there is the possibility of another foul causing the stoppage in play.**
  - The penalties should be administered in the order the fouls will be reported.
  - The first foul that will be reported is the foul that caused the stoppage in play.
  - The second foul reported will be the technical foul charged to the offending team for faking being fouled.





# FAKING BEING FOULED

## PLAY 1

Team B received a warning for faking being fouled in the first quarter. In the fourth quarter, defender B-1 fakes being fouled on A-1's unsuccessful try. **A-4 secures the rebound and then is fouled in the act of shooting by B-4.**

### Penalty:

- The official who ruled the personal foul on B-4 reports that foul.
- The official who ruled the faking-being-fouled infraction then reports the technical foul on Team B.
- Both fouls count toward the bonus.
- A-4 attempts the two free throws for being fouled in the act of shooting.
- Team A is awarded two free throws for the technical foul charged to Team B.
- Team A is then awarded the ball for a division-line throw-in, opposite the table.



**Note: The lane spaces are cleared for all free throws attempted.**



# FAKING BEING FOULED

## PLAY 2

Team B received a warning for faking being fouled in the first quarter. In the fourth quarter, defender B-1 fakes being fouled on A-1's unsuccessful try. **A-4 rebounds A-1's unsuccessful try and then commits a player-control (or team-control) foul.**

### Penalty:

- The official who ruled the personal foul on A-4 reports that foul.
- The official who ruled the faking-being-fouled infraction then reports the technical foul on Team B.
- Both fouls count toward the bonus.
- Team A is awarded two free throws for the technical foul charged to Team B.
- Team A is then awarded the ball for a division-line throw-in, opposite the table.

**Note: The lane spaces are cleared for all free throws attempted.**





# FAKING BEING FOULED

## PLAY 3

Team B received a warning for faking being fouled in the first quarter. In the fourth quarter, defender B-1 fakes being fouled on A-1's unsuccessful try. **A-4 commits a foul while the ball is bouncing on the rim, when there is therefore no team control.**

### Penalty:

- The official who ruled the personal foul on A-4 reports that foul.
- The official who ruled the faking-being-fouled infraction then reports the technical foul on Team B.
- Both fouls count toward the bonus.
- If Team B is in the bonus, the offended player is awarded two free throws.
- Team A is awarded two free throws for the technical foul charged to Team B.
- Team A is then awarded the ball for a division-line throw-in, opposite the table.



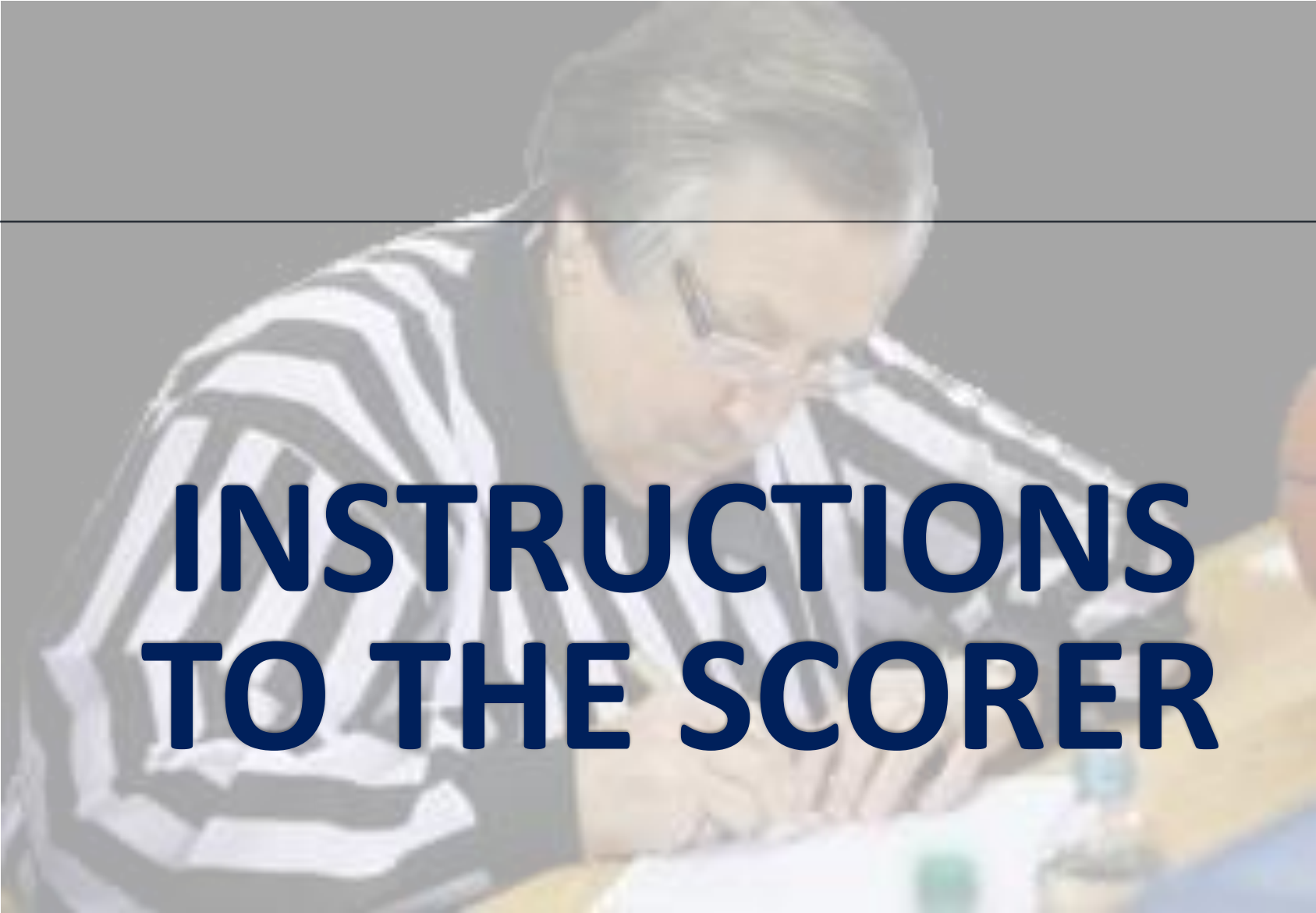
**Note: The lane spaces are cleared for all free throws attempted.**





# TERMINOLOGY UPDATE





# INSTRUCTIONS TO THE SCORER





# INSTRUCTIONS TO THE SCORER

## Instructions to Scorer and Timer

### 1. Introductions

- a. Request their assistance as members of the officiating team.

### 2. Scorer

- a. Designate the official scorer.
- b. Verify the accuracy of rosters in the scorebook.
- c. Inform the closest official when there is an issue with the roster.

Note: The scorer should wait until the next dead ball to communicate with officials, unless the team in question has control.

- d. Request eye contact whenever an official reports to the table.
- e. **It is the responsibility of the non-official scorer(s) to compare records with the official scorer.** The official scorer will notify the referee immediately of any discrepancy between the records.

# INSTRUCTIONS TO THE SCORER

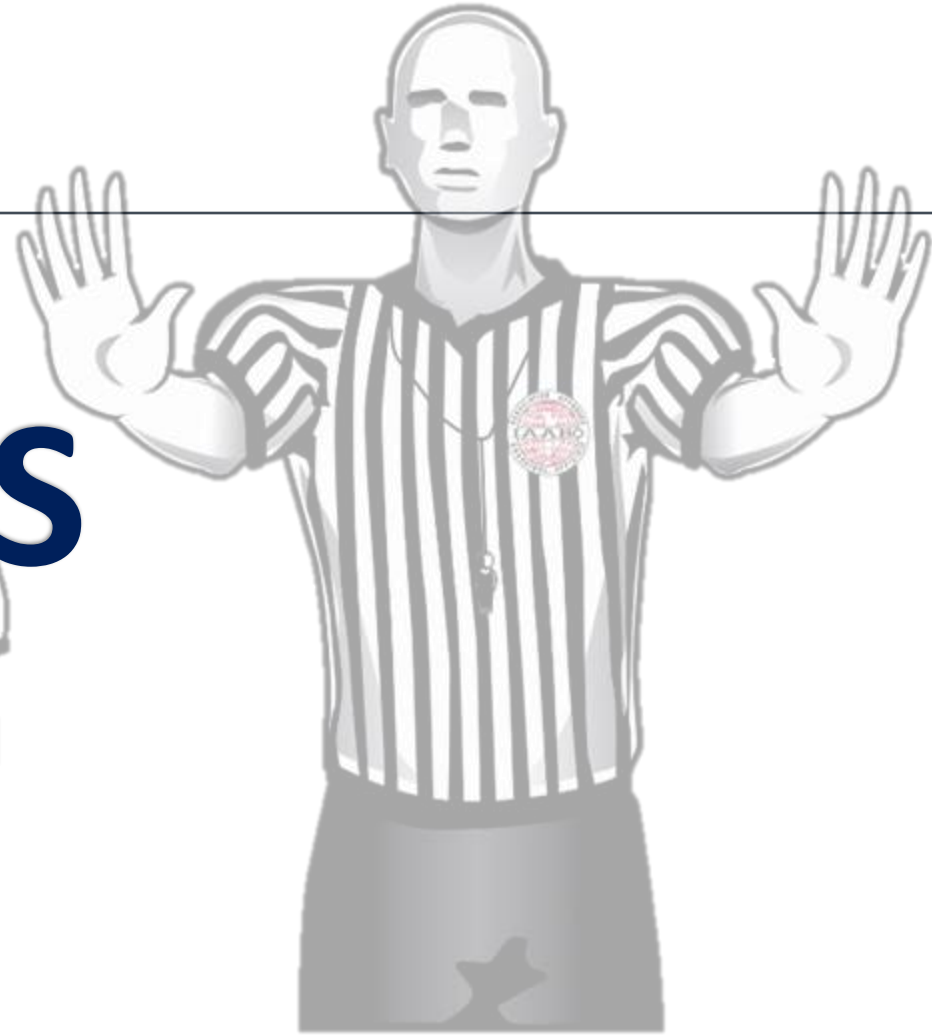


**This change was made to align with the 2024-25 NFHS Rules change that now puts the onus on non-official scorers to review potential bookkeeping issues.**





# SIGNALS



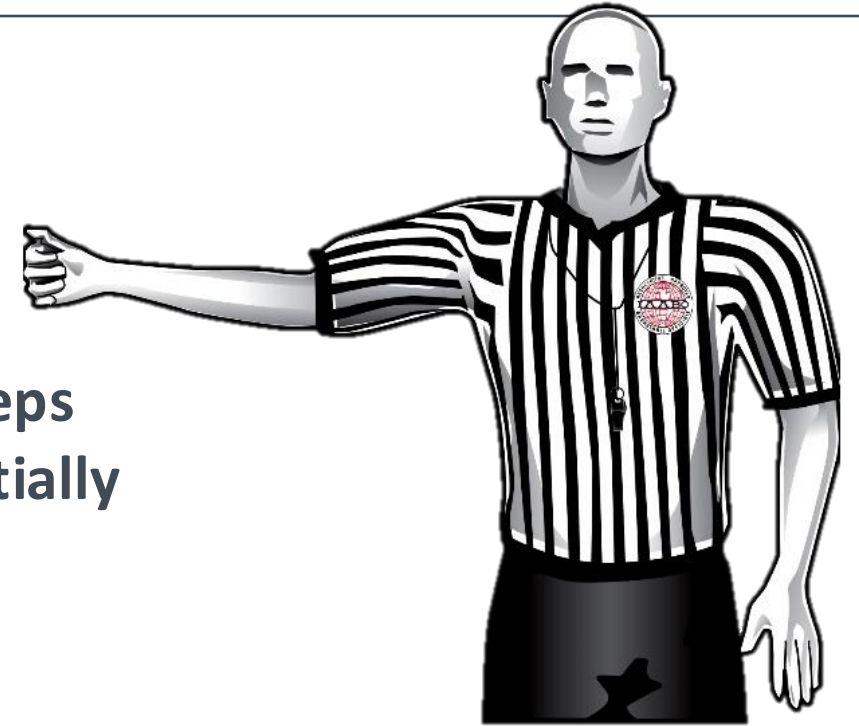




# SIGNALS

This signal is now the “delayed violation/withheld whistle signal.”

- This signal may be used for potential **free throw violations.**
- This signal should also be used when a player steps out of bounds (on their own volition) and potentially commit a violation if they are “first to touch.”

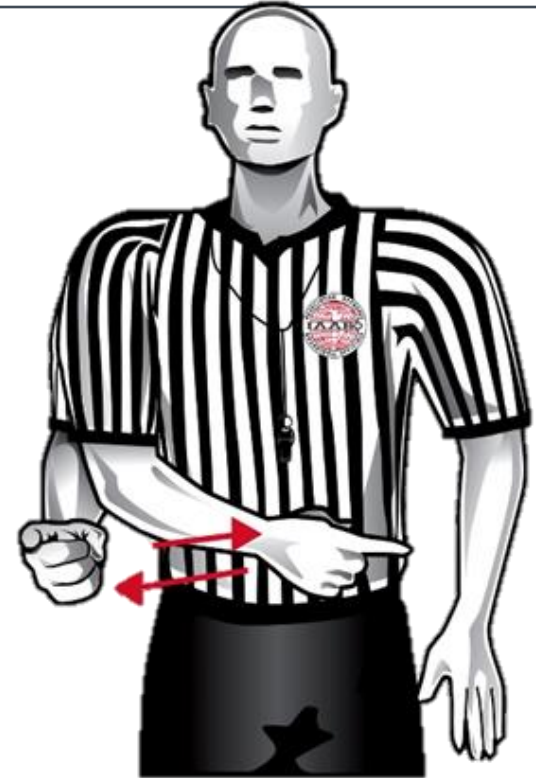




# SIGNALS

This signal is now the “over and back/first to touch” signal.

- This signal is still the “over and back” signal
- This signal will also be used when a player is illegally the “first to touch” the ball after being out of bounds.





# UNIFORM, EQUIPMENT AND APPAREL ISSUES



NFHS



# UNIFORM, EQUIPMENT AND APPAREL ISSUES

Pregame on the Court

Page 11

## Pregame: On the Court

- A. Arrival, Warmup, Observation, Table Instruction
  1. Crew arrives on the court at least 15 minutes prior to game time
    - a. Umpire proceeds to pregame warmup position
    - b. Referee secures and approves game ball
    - c. Referee secures pregame ceremony format
    - d. Referee proceeds to pregame warmup position
  2. Pregame positions are located on sideline opposite the scorer's table and in line with the 28 foot mark or edge of the coaching box line (see diagram pg.13):
    - a. Officials may engage in light cardiovascular activities and active stretching to warm up before the contest
  3. Referee's position is opposite the home team's bench where they observe and count visiting team members
  4. Umpire's position is opposite the visiting team's bench where they observe and count home team members and conveys the information to the Referee.
  5. Responsibilities include:
    - a. Check court and equipment
    - b. Prohibit further participation in warm-ups if there is a safety concern. If any illegal apparel/equipment is observed, team members can continue to warm up, but will not be able to participate in the game unless the situation is resolved. If officials observe an issue with illegal uniforms, equipment, or adornments, the issue should be promptly addressed directly with the head coach and not the players. It is recommended that 2 crew members meet with the head coach. During this time, one official should continue to observe both teams during warmups.
    - c. Enforce pregame dunking rules
    - d. Enforce sportsmanship rules





# UNIFORM, EQUIPMENT AND APPAREL ISSUES

**This provision was added to help protect officials from misunderstandings that can occur when addressing sensitive issues related to uniforms, equipment, and/or apparel.**





# APPAREL REMINDERS

- The cloth headband that is tied in the back is **ILLEGAL**.
- The fact that the extensions are tucked in **DOES NOT** make it legal.
- The inconsistencies in enforcement across boards and across our membership caused many problems in previous years.
- Let's **PLEASE** be more vigilant together in enforcing this rule consistently across the state.



## **ILLEGAL APPAREL**

Headbands may not be knotted or have extensions, even if the extensions are tucked in.







# APPAREL REMINDERS

- Tucking the bottom of the basketball shorts under the bottom of the compression shorts is **ILLEGAL**.





# 2024-2025 – Summary of Uniforms, Equipment and Apparel Items



(IAABO Chapter 2, NFHS 3-4, 3-5, 3-6)

Rule changes highlighted in yellow

## HEAD DECORATION

Adornments made of hard material are permitted provide they are securely fastened close to the head and do not present an increased risk to the player, teammates or opponents.



LEGAL



LEGAL



LEGAL



ILLEGAL

## HEAD COVERINGS

- Head coverings worn for religious reasons shall not be made of abrasive or hard materials.
- Must fit securely so it is highly unlikely to come off during play.



LEGAL

## HEADBANDS

- May not be knotted or have extensions, even if extensions are tucked in.
- May only have one logo.
- May be up to 3 inches wide.



## HEADWEAR

If a participant is required by a licensed medical physician to cover the head with a covering or wrap, the physician's statement is required before the state association can approve a



## LEGAL



## HAIR CONTROL DEVICES

- Item that goes around hair only.
- No color restrictions.
- Must be of soft



### HEADBANDS

- May not be knotted or have extensions, even if extensions are tucked in.
- May only have one logo.
- May be up to 3 inches wide.



ILLEGAL



ILLEGAL



LEGAL

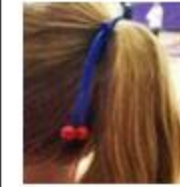
### HEADWEAR

If a participant is required by a licensed medical physician to cover the head with a covering or wrap, the physician's statement is required before the state association can approve a covering or wrap.



LEGAL  
with approval from  
State Association

### LEGAL



ILLEGAL

### HAIR CONTROL DEVICES

- Item that goes around hair only.
- No color restrictions.
- Must be of soft material.
- Beads are prohibited.

### UNDERSHIRTS

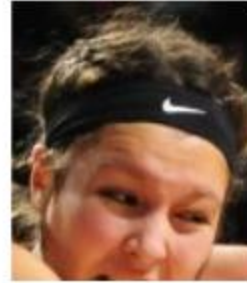
- **All teammates** must have the **same color** undershirt.
- One teammate may have short sleeves, another may have long sleeves.
- Sleeves' edges may not be frayed and must be the same length per player.
- The undershirt may have only one visible logo.

### HEADBANDS, WRISTBANDS, ARM/LEG SLEEVES, COMPRESSION SHORTS and TIGHTS

- Must be a single solid color: white, black, beige, or the predominant color of the jersey.
- May only have one visible logo.



LEGAL



LEGAL



LEGAL



LEGAL

- All such articles for all teammates must be the same color



# UNIFORMS, EQUIPMENT AND APPAREL

## Light Jerseys



LEGAL



ILLEGAL - color

- Undershirts worn under the team's light jerseys must be a single solid color similar to the torso of the jersey.

MUST BE THE SAME COLOR.

## Dark Jerseys



LEGAL



LEGAL



ILLEGAL - color

- Undershirts worn under the team's **dark** jerseys may be black or a single solid color similar to the torso of the jersey.



# UNIFORMS, EQUIPMENT AND APPAREL

## MEMORIAL PATCH

- Only one patch allowed.
- Not a number.
- Above neckline or in side insert.
- No more than 4 in<sup>2</sup>



LEGAL

## JERSEY MANUFACTURER'S LOGO

May be worn anywhere on the jersey provided it does not exceed 2¼ in<sup>2</sup> or interfere with visibility of number.



LEGAL

## UNIFORMS

A school logo/mascot may be centered directly above the number in place of identifying name(s).



LEGAL

## LOGOS

One visible manufacturer's logo is permitted on any apparel item, limited to 2¼ in<sup>2</sup>.



## BOTTOMS

- Multiple styles of uniform bottoms may be worn by teammates, but they must all be like-colored and adhere to uniform rules regarding logos and trademarks.
- May be folded or rolled at the natural waistband seam



# UNIFORMS, EQUIPMENT AND APPAREL

## RELIGIOUS ITEMS and MEDICAL ALERT

- Not considered jewelry.
- Religious item must be taped and worn under the uniform.
- A medical alert must be taped and may be visible.



## JEWELRY

- A player is **not** allowed to enter the game wearing jewelry.
- May **not** be taped.



## BRACES

- Manufactured knee and ankle braces **do not** need to meet any color restrictions.
- A brace is defined as anything **worn for a medical purpose** to increase stability.



## SHOES AND SOCKS

No color or logo restrictions.



## WRISTBANDS

- Must be made of absorbent material.
- Must be worn below elbow.
- Only one per arm.







# UNIFORMS, EQUIPMENT AND APPAREL

## SHOES AND SOCKS

No color or logo restrictions.



## WRISTBANDS

- Must be made of absorbent material.
- Must be worn below elbow.
- Only one per arm.



← **ILLEGAL**

Color of headband and leg sleeves do not match.



← **ILLEGAL**

Logo is too big.



↑ **ILLEGAL** ↓

Sleeves must be a single solid color.



Silicone bands  
**ILLEGAL** ↓



**LEGAL** →

Color of headband and leg sleeves match.





**REMINDERS – JERSEY NUMBERS**





UNIFORM JERSEY  
NUMBERS MUST  
CONTRAST THE  
COLOR OF THE  
JERSEY





**REMINDERS – WIDE STANCE FOR  
SCREENING**







# WIDE STANCE ON SCREENS

- To establish a legal screening position, a player must meet the following requirements:
  1. May be facing ANY direction
  2. Must be STATIONARY (except when moving in the same path as the player being screened)
  3. Must stay within their vertical plane
  4. Must ensure their feet are no more than shoulder-width apart

If the contact is **ON** the screener's **torso**, the screen is **LEGAL**  
Contact **below** the torso that impedes an opponent is a **FOUL**



TITANS  
State of the State of 1991

NORTH



Concord

14

Nashua North

3

2nd

7:03



# ILLEGAL SCREEN – CONTACT IMPEDES OPPONENT





# POINTS OF EMPHASIS

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- **Warning For Delay**
- Throw-in plane violations;
- Huddle by either team or contact with the free thrower that delays the administration of the free throw;
- Interfering with the ball following a goal;
- Failure to have the court ready, following a time-out; or
- ***New in 2024-25, failure to immediately pass the ball to the nearer official.***





## NEW BLOOD RULE

- A new rule provides a team with 20 seconds to address a player(s) who is bleeding or has blood on the uniform without being charged a time-out. Officials should allow the player(s) to report to the sideline near the team bench before signaling the timer to begin the 20-second timer. If resolved within the 20-second time limit, the player will be permitted to remain in the game. If the issue is not resolved within 20 seconds, a coach may request a time-out to allow the player to remain in the game, if the situation can be corrected by the end of the time-out.
- Coaches and bench personnel (i.e. athletic trainers) should review the General Guidelines for Sports Hygiene, Skin Infections and Communicable Diseases found in the appendices before administering first aid.





**REMINDERS – PLAYER STEPPING  
OUT OF BOUNDS**

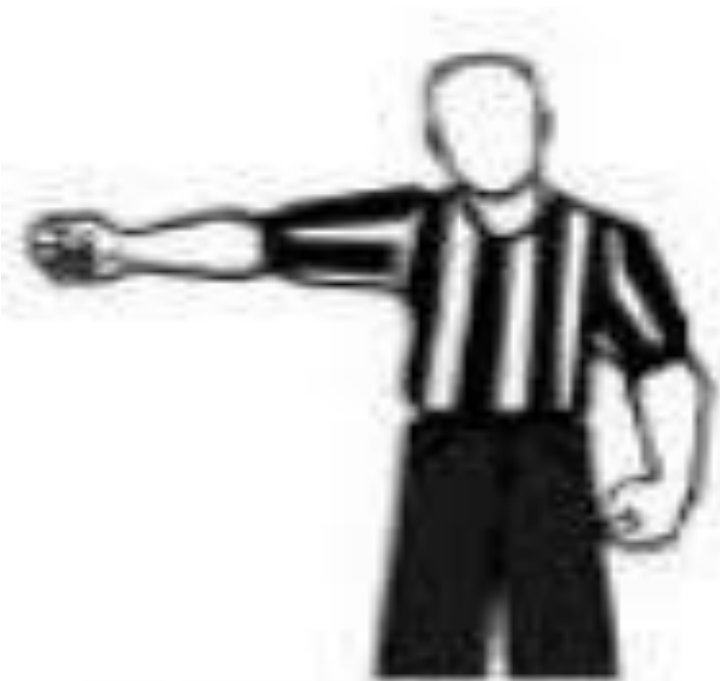


# SUMMARY – PLAYERS STEPPING OUT OF BOUNDS



- A player can step out of bounds **WITHOUT PENALTY** as long as they are **NOT** the first to touch the ball when returning inbounds
- A player has committed a violation if they leave the court to avoid a violation

# SUMMARY – PLAYER STEPPING OUT OF BOUNDS





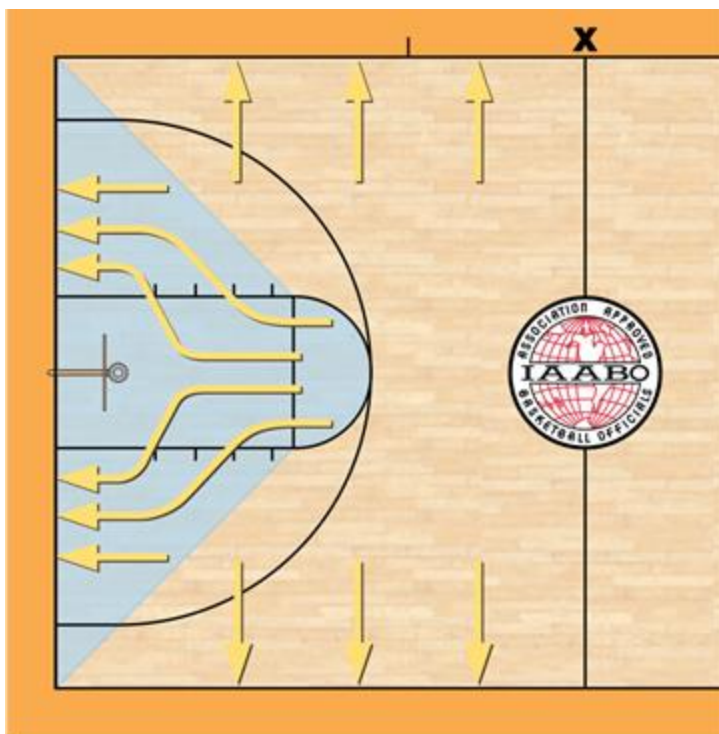


**REMINDERS – FRONTCOURT  
THROW-IN SPOTS**

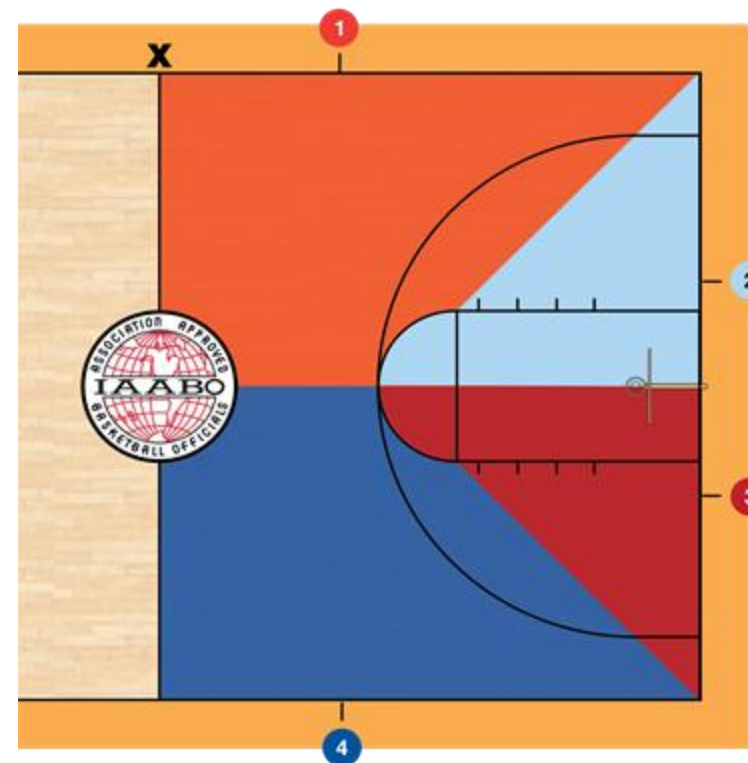




# NEW THROW – IN LOCATION REMINDER



All throw-ins in the backcourt and throw-ins for all out-of-bounds violations will be at the nearest spot.



Throw-ins in the frontcourt will be from one of the four designated spots except for throw-ins that result from out-of-bounds violations.





**REMINDERS – SIT A TICK**





## NEWS FLASH – CIAC “SIT A TICK” POLICY

Some situations to consider:

- After a player is directed to leave the game for receiving a technical foul, a timeout does not nullify the penalty of “sitting a tick” for the player. The clock must start before the player can return.
- If a player receives a technical foul prior to or during the dead ball period that an injured player is being attended to, the time it takes for the injured player to be safely moved from the playing court does not nullify the penalty of “sitting a tick” for the player. The clock must start before the player can return.





## NEWS FLASH – CIAC “SIT A TICK” POLICY

Some more situations to consider:

- If a player receives a technical foul after the expiration of time to end a quarter, half, or extra period, the dead ball period between the **end** of the quarter, half, or extra period and the **beginning** of the next quarter, half, or extra period does not nullify the penalty of “sitting a tick” for the player. The player may not start the next quarter or extra period because the clock must start before the player can return.
- If a player receives a technical foul during the dead ball period prior to or during the administration of free throws, the free throws do not nullify the penalty of “sitting a tick” for the player. The clock must start before the player can return.





## NEWS FLASH – CIAC “SIT A TICK” POLICY

If a technical occurs at the end of a game, there is **NO** carryover to the next game.







**REMINDERS - THE SHOT CLOCK**





# NEWS FLASH – THE SHOT CLOCK

The 35-second shot clock **MUST** be **visible** and on **BOTH** ends of the court

The shot clock operator **MUST** be seated at the scorer's table with the table crew (official scorer & timer)

An alternate timing device **MUST** be available in case of malfunction





# THE SHOT CLOCK SIGNALS (IAABO MANUAL, P. 158)



# SOUNDING THE SHOT CLOCK HORN



- **Sounding the shot clock horn**
  - The shot clock try for goal is defined as the ball having **LEFT** the shooter's hands before the sounding of the shot clock horn **AND** the try striking the ring, flange or entering the basket.
  - Game officials are to make the final decision when there is doubt as to whether or not the goal was made within the shot clock period, or contacted the ring or flange



# TURNING OFF THE SHOT CLOCK

- Turn off the shot clock when there is a reset situation and there is **LESS** time remaining on the game clock than that of the shot clock period
- A manual 10 second backcourt count will **ONLY** be used in situations where the shot clock is turned off as there is less time remaining on the game clock than that of the shot clock period





# SHOT CLOCK ERROR RECOGNITION

- When an obvious mistake by the shot clock operator has occurred in failing to set or reset the shot clock, the mistake **MAY BE CORRECTED** in the shot clock period in which it occurred only when the officials have **DEFINITIVE KNOWLEDGE** relative to the mistake and time involved
- Example – ball goes out of bounds and the offense will be retaining the ball, but the shot clock was reset. We should have definitive knowledge of where the clock was at the whistle for the out of bounds







## SHOT CLOCK RESPONSIBILITY – CREW OF 2

- Who has the primary shot clock responsibility in the Crew of 2: the LEAD or the TRAIL?
- Generally, it's the **TRAIL**, but it really depends on the ball location
- Example – if A1 has the ball in the LEAD'S PCA for a shot, the TRAIL should glance at the shot clock. If A1 has the ball at the top of the 3-point arc for a shot, the LEAD can see the shot clock on the opposite end of the court, as the TRAIL would be staying with the shooter (UP, DOWN, REBOUND)





# SHOT CLOCK MALFUNCTIONS

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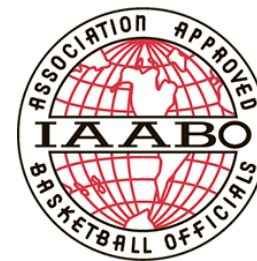
- If **ONE** or **BOTH** clocks malfunction:
  - One shot clock: we continue to play
  - Both shot clocks: **ALL** schools are **REQUIRED** to have a backup timing device and sounding device at the table (cannot sound like game clock or be a referee whistle)





# CT ADOPTIONS



A photograph of a basketball player lying on their back on a light-colored floor. The player is wearing a white jersey with yellow accents and white sneakers with yellow soles. They have a pained expression, with their hands clutching their head and eyes closed. The background is a plain, light-colored wall.

# CT ADOPTED CONCUSSION PROCEDURE





# CONCUSSION PROCEDURE

## 24. Concussion Procedure:

- a. Players who exhibit any sign, symptom, or behavior consistent with a concussion shall be removed from the game. Return to play, **if permitted by law**, shall be allowed upon clearance by an Appropriate Health Care Professional as designated by state association policy.  
**Note:** All states have laws that address sports-related concussions and established protocols that may differ from the rule. Officials must become familiar with the protocols established in their states.

**This provision was re-written to clarify that not all states allow a return to play. Officials are encouraged to learn the applicable return to play laws in the state(s) where they officiate.**



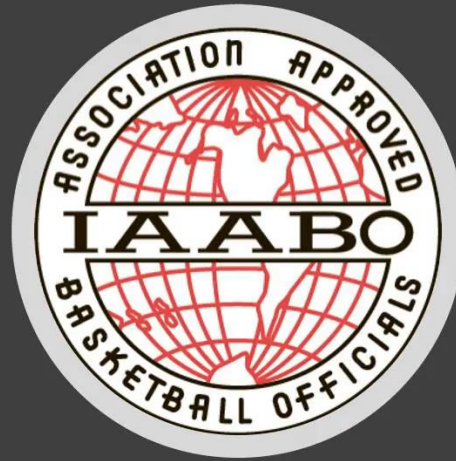




# Concussion Management *Official's Role*

- **Observe** and be more cognizant of athletes displaying signs, symptoms & behaviors consistent with a concussion.
- **Advise** coach that - *“the player should be checked out”*, similar to injury or bleeding rule.
- **Do Not** say - *“the athlete has a concussion”*.
- **Review** the concussion protocol in the IAABO manual, 16:9, on pp. 167-168.





# Concussion Management

CB+ 2.8.5





**CT ADOPTIONS – CLOSELY GUARDED**





## CONNECTICUT ADOPTED MECHANICS



- IAABO Rules Guide 15:4
- The closely guarded count while DRIBBLING has been discontinued
- Officials should continue to display a visible count, during closely guarded situations, while the player is HOLDING the ball
- This applies to games with a shot clock only!





**CT ADOPTED MECHANICS**







## CONNECTICUT ADOPTED MECHANICS



Coaching Box must be marked. IRG 1:5:B,C

-CIAC directive - If home coach and/or home management refuse to designate unmarked coaching box with tape, the home team will not be permitted the use of a coaching box for that game.

-However, the visiting team will be allowed the use of a coaching box.

-Notify your Interpreter or Secretary the next day, who will notify CIAC.





## CONNECTICUT ADOPTED MECHANICS



Captains-Head Coaches-Officials pre-game meeting should held 12 minutes prior to start of game or as soon after the Referee meets with table personnel as is possible.

If the head coach refuses to attend the meeting, notify your Interpreter or Secretary, who will notify the school Athletic Director and CIAC.



## CONNECTICUT ADOPTED MECHANICS



Point to the floor with “one” finger to indicate foot touching “3” point line (i.e. 2-point field goal is being attempted).

Team members are not allowed to congregate at division line or on school logo during introductions. Coaches and officials will direct players to free throw line area in front of respective benches.





What Questions do you have?



**HAVE A GREAT SEASON!!**

