

CIAC BOYS BASKETBALL COMMITTEE MEETING
October 17, 2023

Agenda

1. Review and Approval of the September 13, 2023 Committee Minutes
2. CIAC Play Technical Foul “Sit a Tick” Policy
3. Dedication Sub-committee Recommendations
 - Tournament Dedication – Gregg Simon
 - Merit Award – Boys Coach – Duane Witter
 - Merit Award – Girls Coach – Kelly Maher
 - Merit Award – Officials – TBD
 - Merit Award – Officials – TBD
 - Special Merit Award – Joe Zone
 - Special Merit Award – Shaun Russell / Tim Kohs
 - Special Merit Award – Rick Wilson
 - Special Merit Award – VJ Sarullo
4. Update on Shot Clock
 - Shot Clock Operator Instructions Document
 - Shot Clock Operator Training
 - Protocol If a Shot Clock Fails
5. Establishment of Divisions for the 2023-24 Season

	22	23
Division One	22/22	16/16
Division Two	25/34	33/39
Division Three	26/39	21/38
Division Four	23/39	28/41
Division Five	28/47	24/47
6. Review and Updating of the 2023-24 Packet
7. Future Agenda Items

CIAC Boys and Girls Basketball Committees

Minutes

9/13/23

1. WELCOME - This was a joint meeting of both committees. The members of both committees introduced themselves.
2. CIAC COMMITTEE GUIDELINES - Mr. Simon shared the guidelines with the committee members who had the opportunity to read the document and ask questions.
3. FINANCIAL REPORT - The committee received the report from 2022-2023.
4. SHOWCASE - Joe Canzanella and Chris Lindwall, reported that the showcase had 44 teams and 32 college coaches participate. The event was a great success.
5. SHOT CLOCK - Dan Scavone reported that there have been many meetings on this, identifying shot clock operators. A written document on operating the shot clock was developed and distributed. A video on implementing the shot clock has been distributed to schools. It is important to practice operating the clock.
 - 5.1. What is the protocol should one shot clock fail? (This will be discussed at the next meeting.)
6. JIGGS CECCHINI HOLIDAY BASKETBALL CHALLENGE - Dec 14, 2023 at Mohegan Sun. The schedule was distributed.
7. DEDICATION MEETING - The date for the dedication subcommittee meeting is set for Thursday, October 12, 1:00 pm.
8. CHSCA PROPOSAL - Motion made to approve the rule by Joe Canzenella, and seconded by Chris Lindwall passed unanimously. There will be a committee put together by Mr. Simon to write clarifying language.
9. Discussion on not using the 20-21 data to seed tournaments in the boys ranking formula. The committee agreed unanimously to seed the tournament without the 20-21 data

Next Meeting: Girls committee on Wednesday, October 4.

Next Meeting: Boys committee on Thursday, October 5



CIAC Player Technical Foul “Sit a Tick” Policy



To: CT AD's, Coaches, and Officials

From: Dan Scavone, CMAA, CIAC Executive Staff, Director - CIAC Officials Association
Charley Harbach, CIAC and CT IAABO State Rules Interpreter

Re: Important Memo to be shared and reviewed with all AD's, coaches, and officials.

PLAYER TECHNICAL FOUL

Pursuant to the approval of the CIAC Boys and Girls Basketball Committees, beginning with the 23-24 basketball season, a player that receives a technical foul will be directed to leave the game. The administration of this CIAC policy will be modeled after NFHS rule 3-3-4, which states in part that "... a player directed to leave the game shall not re-enter before the next opportunity to substitute after the clock has started properly following the player's replacement." In other words, a player that receives a technical foul must leave the game and cannot return until time has run off the clock. A coach will have the normal 15 seconds to replace the player who received the technical foul.

A few 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 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.
- 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 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.

Best of luck for a great 23-24 basketball season to each and every one of us!!



SHOT CLOCK OPERATOR INSTRUCTIONS



Prepared by the International Association of Approved Basketball Officials, Inc.

- The **35-second** shot-clock period must be controlled by a visible shot clock – one at each end of the court.
- The shot-clock operator must be seated with the crew at the scorer's table.
- An alternate-timing device or procedure must be available when a visible shot clock malfunctions.

START SHOT CLOCK when:

- A throw-in pass has been legally touched by a player inbounds.
- A team gains possession following a:
 - Rebound from a try that hits the rim.
 - Jump ball.
 - Loose ball after a jump ball or a rebound from a try that hits the rim.



**Shot Clock
Violation**



**Shot Clock
Reset**

STOP SHOT CLOCK when an official's whistle sounds.

SOUND THE SHOT CLOCK HORN at the expiration of the shot clock period.

- This shot clock horn does not stop play unless recognized by an official's whistle.
- When the shot clock indicates zeroes, the shot clock time has expired. A shot clock try for field goal is defined as the ball having left the shooter's hand(s) before the sounding of the shot clock horn and the try striking the ring, flange, or entering the basket.
- Allow the game officials to 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.

STOP SHOT CLOCK AND FULL RESET following:

- A change in team control. (When an opponent simply touches the ball, this does not trigger a shot-clock reset if the same team remains in control of the ball during the same shot-clock period.)
- A single personal foul is charged.
- A single technical foul is charged.
- There is a held ball and the defensive team has the possession arrow.
- A try hits the rim or flange and is controlled by a player on either team.
- When the ball is released on a try and becomes lodged between the backboard and rim (regardless of which direction the AP arrow is pointing).
- Any violation occurs.
- There is a held ball during a throw-in, and the non-throwing team is entitled to the next AP throw-in.
- A ball goes out of bounds after being simultaneously touched by two opponents, or there is uncertainty about which player caused the ball to be out of bounds, and the AP arrow is pointing toward the defensive team's basket.
- There is an inadvertent whistle when there was no player or team control.

NOTE: If at any time, the shot clock operator is not sure if there should be a reset, **DO NOT** reset. It is easier to hit the reset button than to have the shot clock put back to the unexpired time.

STOP SHOT CLOCK AND NO RESET following:

- A deflection out-of-bounds by a defensive player.
- A held ball and the offensive team retains possession of the ball by the AP arrow procedure.
- A time-out.
- An official's time-out for an injured player, lost glasses or contact lens.
- A ball goes out of bounds after being simultaneously touched by two opponents or there is uncertainty about which player caused the ball to be out of bounds, and the offensive team retains possession of the ball by the AP arrow procedure.
- An inadvertent whistle when there is team control.

ALLOW CLOCK TO RUN:

- During loose-ball situations when the offense retains control.
- When a field goal try is attempted at the wrong basket.
- When a field goal try has failed to hit the rim or flange.

TURN OFF 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.