



# IAABO BOARD 23

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## **Available & Upcoming Exams**

**Maryland 2017-18 Basketball Exam Part I**

**Maryland 2017-18 Swimming & Diving Exam Part I**

**Maryland 2017-18 Wrestling Exam Part I**

## **Your Exam History**

Available From: 11/09/2017 @ 12:00 AM  
EST

Available Until: 11/29/2017 @ 11:59 PM  
EST



# ROLLING OF GAME SHORTS

# **ROLLING OF GAME SHORTS IS ALLOWED**

- Officials should allow players to 'roll' the waistbands of their game shorts as necessary to adjust the length & fit . This does not violate the spirit of 3-5-5 requiring that equipment be worn as intended. Note that in rolling the waistband, players should not reveal an additional manufacturer's ...



# **35 POINT MERCY RULE**

# 35 POINT MERCY RULE PROCEDURES

- Beginning in the 3<sup>rd</sup> Quarter of the game, if a team is in favor by 35 points or more, the game clock will continue to run.
- The game clock will stop during the Mercy Rule for:
  - Time-Outs
  - Injuries/Blood on Uniforms or Players
  - Technical Fouls
  - Coach Ejections
  - Shooting Fouls (clock starts on release of last shot)
- Once the losing team has reached 34 points or less, the game clock will stop as normal.



# SHOT CLOCK



# **SHOT CLOCK PROCEDURES**

- **Shot clock duration for Girl's is a MD State Adoption  
(30-Seconds)**
- **Shot clock duration for Boy's is a MD State Adoption  
(35-Seconds)**
- **Shot clock shall be used for the entire game, to include any overtime periods**
- **Shot clock malfunction or if only one shot clock is working will result in the game being played with the 10-second backcourt count only**

# SHOT CLOCK PROCEDURES

- The shot clock operator shall use a timing device with a horn different from the game clock.  
**(Referee shall test shot & game clock during pre-game duties)**
- Boys will have a visible 10-second backcourt count with the 35-second shot clock.
- The 10-second count will start once the player has control of the ball. **(This may be after shot clock has started)**
- There will not be a closely-guarded count in the back court for boys or girls.

# START SHOT CLOCK

- **Throw-In:**  
When any in-bounds player legally touches or is touched by the ball
- **Jump Ball:** When a player gains control of the ball
- **Unsuccessful Try:** When a player gains control of the ball
- **Unsuccessful Free Throw:**  
Which remains in play when a player gains control of the ball

# WHEN TO RESET

Girls (30-seconds) Boys (35-seconds)

- There is a single personal foul
- There is a single technical foul
- A Held Ball occurs and there is a change of possession (**Defense**)
- A try or tap strikes the ring and either team gains control
- A try lodges between the backboard and basket support
- A violation occurs (**i.e. Traveling**)
- An inadvertent whistle occurs and neither team is in control
- **The shot clock shall reset to 15-seconds when a kicking or fisting violation occurs with 14 or less seconds remaining on shot clock**

# WHEN NOT TO RESET

*(Be Aware of Time Remaining on Shot Clock)*

- *When the ball is deflected out of bounds by a defensive player*
- When a player is injured/blood/lost of contact lenses or equipment
- When a charged time-out has concluded
- During team control, a defensive player causes a held ball and the arrow favors the offensive team
- When a kicking or fisted violation occurs and the shot clock is 15 seconds or greater
- Try/tap fails to hit ring and is recovered by offensive team
- When a double personal foul occurs and a team is in control
- When a double technical fouls occurs and a team is in control
- Any shot at the **WRONG** basket

# **TURNING OFF THE SHOT CLOCK**

- **When the Game Clock shows less than 30-seconds for Girls and 35-seconds for Boys on a throw-in or free-throws, the shot clock shall be turned off.**

**(All Officials are responsible for having knowledge of remaining time)**

# OFFICIALS' SIGNALS

- **RESET:**

A whirling motion of a pointed index finger above the head

- **VIOLATION:**

Official taps top of head with open palm



**THAT'S ALL FOLKS!**