

ARTICLE 17A
National Division Basketball

17.12 SHOT CLOCK

17.12.1 Boys Basketball: 30 - second shot clock

17.12.2 Girls Basketball: 30 - second shot clock

17.12.3 The shot clock will be reset to 20 seconds when one team fouls, a live ball (inbounds) lodges between the backboard and ring or comes to rest on the flange, or if a try, or tap hits the ring. On free throws if Offense retains the rebound, the new 20 second shot clock shall begin.

17.12.4 The shot clock will reset to 20 seconds if there is 20 seconds or less and a defensive player intentionally kicks the ball or intentionally leaves the court. The penalty for intentionally leaving the court is a violation and a throw-in awarded to the offended team at the spot of the violation. The officials will signal the numbers "one" (using the index finger on the right hand) and "five" (using the four fingers and thumb on the left hand) alerting the shot clock operator to set the shot clock to 20 seconds when it is at 20 seconds or less.

17.12.5 The shot clock will not get reset if there is 20 seconds or more and a defensive player intentionally kicks the ball or intentionally leaves the court. The penalty for intentionally leaving the court is a violation and a throw-in awarded to the offended team at the spot of the violation.

17.12.6 The shot clock will not get reset when a double foul occurs and one team is in control of the ball. Play shall be resumed by a throw-in to the team that was in control at the spot nearest to where the ball was located when the stoppage occurred. The point of interruption.

17.12.7 During team control, the shot clock will not get reset if a defensive player causes a held ball and the alternating possession arrow favors the offensive team.

17.12.8 If one shot clock is not working, play the game with the remaining shot clock. If neither shot clock is working, play the game with a timing device at the table.

17.12.9 If there is no timing device at the table, ask the coaches if they want to play the game without a shot clock. If one or both coaches do not want to play without a shot clock, no game will be played.

17.12.10 The game will consist of 4 quarters with an 8:00 minute stop clock. Teams will shoot 2 shots when team fouls reach 5 in the quarter and will reset each quarter. There is no 1 & 1. The Overtime period is an extension of the 4th quarter. Overtime will be 4:00 minutes.

17.12.11 The clock will run in the 2nd half when the team is up by 30 points and will not stop unless there is a timeout, injury, or technical foul of the team behind either ties the game or goes ahead

17.13 BACKCOURT COURT REMINDER

17.14 TIMEOUTS

17.14.1 Three - 60-second time-outs

17.14.2 Two - 30-second time-outs

17.14.3 One additional Full Time each overtime period all remainder timeout will carry over

17.15. COACHING BOX

17.15.1 The coaching box will be from the nearer end line up to the 28-foot hash mark. It will also include the area immediately in front and behind the team bench. The head coach maintains the coach's area privileges for the entire game. If no line is on the floor indicating the coach's area, tape should be applied marking the area. Do not allow coaches to stand or coach in front of the scorer's table. They must be made to stay in their coaching area.

17.16 ENTANGLED NET

17.16.1 If the net gets entangled during the course of play, allow play to continue until there is an opportunity to have the net attended to (e.g. dead ball period).

17.17 Student Eligibility (National Division)

This division is focused on student athletes who have committed to the sport of basketball as a potential career. The bylaws listed below in this section assists the student athlete in this pursuit but sets limits that support member schools who compete in this division.

17.17.1 Must be enrolled in high school.

17.17.2 Student Athlete Hardship Mandatory Reporting

17.17.2.1 Member schools must report student eligibility bylaw appeals.

17.17.2.2 Maximum participation

17.16.2.3 Age rule

17.16.2.4 Transfer rule

17.17.3 Students who have received a high school diploma are ineligible.

17.17.4 A student athlete transfer that enrolls after Quarter 2 that played the previous season, must sit out 50% of the mandatory schedule.

17.17.5 A “National” student athlete transfer that enrolls after Quarter 3 starts (Jan 1) that played the previous season, must sit out 50% of the mandatory schedule.

17.18 Rosters

17.18.1 National Team student athletes - Players ranked by the program - # 9,# 10,#11 or #12 are eligible to compete on the Open Division Team

17.18.1.1 A player must play in 50 % of the CAA mandatory schedule to be eligible for. postseason play.

17.18.2 24 hours prior to a team's first game, rosters must be posted and national team student athletes must be declared.

17.18.3 Teams may compete in unlimited amounts of games during the season and enter as many tournaments as the program determines.

17.18.3.1 Teams must complete the minimum 16 game schedule to be postseason eligible.

17.18.3.2 Open / National Rostered student athletes are ineligible to compete on any other divisional teams a school may offer.

17.18.3.2.1 If the association receives a report of this, the school will be required to submit all requested documentation prior to the next game.

17.18.3.2.2 Failure to follow this rule will remove the team from the season.

17.19 NFHS Exemptions:

17.19.1 Student athletes are allowed to dunk during warmups and at halftime intermission.

17.19.2 Illegal numbers are allowed.

Review: Any school program whose primary focus is basketball only will compete in the Open/National division before offering a team at the Varsity level in CAA. Teams that strictly have JV players may compete in JV only.