

# Connecticut State Board of Approved Basketball Officials

## Interpreters Bulletin

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### RULES INTERPRETERS

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#### A message from State Interpreter Charlene Shepard:

Each Connecticut Board Rules Interpreter has been charged with delivering IAABO's message of **"One Rule, One Interpretation, One Set of Approved Mechanics"**. With that in mind, all officials are obligated to enforce the rules as written, points of emphasis, and good sportsmanship throughout every contest. As Interpreters, we strive to provide quality training and education to enhance each official's ability to perform at their best.

#### 2024-25 Rule Changes & Points of Emphasis

1. **Pregame: Addressing Uniform, Equipment & Apparel Issues** – In a Co2, it is recommended that both officials approach the Head Coach. The R would lead the discussion, while the U continues to observe both teams in warmups. This provision was added to help protect officials from misunderstandings that can occur when addressing sensitive issues related to uniforms, equipment and apparel.
2. **Concussion Procedure** – Players who exhibit any sign, symptom or behavior consistent with a concussion SHALL be removed from the game. Return to play shall be allowed upon clearance by an appropriate Healthcare Professional and/or coach. This provision was rewritten to clarify that not all states allow a return to play.
3. **Instructions to Scorer/Timer** – 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.
4. **Signal: Player Leaving the Court** – Two signals have been updated since the rule was changed that allowed players to leave the court. The delayed violation/withheld whistle signal may be used for potential free throw violations. In addition, it should also be used when a player steps out of bounds and could potentially commit a violation if they are the first to touch the ball. The over and back signal, which will also be used when a player is illegally the first to touch the ball after being out of bounds.

5. **Signal: Flopping/Faking being fouled** – the movement is in one direction (down) and 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.
6. **Faking being Fouled** – on the FIRST infraction of the rule, a WARNING is issued to the team. The warning is recorded in the scorebook 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 will result in a TEAM TECHNICAL FOUL.
7. **Electronic devices** – the use of electronic devices for the purposes of recording and tracking stats, reviewing and diagramming plays, or other similar contest related functions is permitted during the game.
8. **Substitutions** – when a player is disqualified or directed to leave the game, BOTH teams may substitute up until it's time to put the ball in play.
9. **Injured Player** – a player who has been injured to the extent that the coach or other bench personnel is beckoned or comes onto the court SHALL be directed to leave the game, unless a time out is requested by and granted to the injured player's team and the situation can be corrected by the end of the time out.
10. **Substitution for a Bleeding Player** – Unless the issue can be resolved within 20 second, a player who is bleeding, has an open wound or any amount of blood on the uniform or body SHALL be directed to leave the game until the bleeding has stopped, the wound is covered, the uniform and body is appropriately cleaned, and/or the uniform is changed before returning to competition UNLESS a timeout is requested by and granted to the player's team and the situation can be corrected by the end of the time out.
11. **Substitution for Bleeding Players (opposing teams)** – If, after 20 seconds, the issue cannot be resolved and players from both teams are directed to leave the game because of injury/blood, each team may request and be granted a timeout in order to keep each respective player in the games, as in Rule 5-11-8.
12. **CT Adoption: Closely Guarded while Dribbling** – with the adoption of the shot clock, it has been determined that a player in possession of the ball will no longer have the closely guarded count applied while dribbling; however, the closely guarded count remains in effect if the player is holding the ball with a defender within 6 feet.
13. **The Shot Clock** – under no circumstances should a VARSITY game be played without a shot clock. It is the responsibility of the home school to ensure that the shot clock is staffed, and the equipment is operational with a backup device on hand.

