

# TO THE NEXT LEVEL ADULT LEAGUE RULES

***Official TTNL Playing Rules will be IHSA rules for the current year with exceptions contained in the items listed below.***

**Game Format:** Two 16-minute halves running clock. Elam Ending and shot clock starts at the first dead ball under four minutes in the second half.

**Running Clock:** Clock will continue to run until shutting off during the Elam-ending period.

**Elam Ending:** Our youth tournament version of the Elam Ending calls for the game clock to be shut off at the first dead ball under four minutes in the second half. A target score is then established by adding five points to the leading team's score. The first team to reach or exceed the target score wins the game. Play shall resume without a game clock but with the shot clock, until one team matches or exceeds the target score. During the untimed portion (the Elam Ending), any foul on the floor (i.e. any non-offensive, non-shooting foul) while in the bonus shall result in one free throw and the fouled team's continued possession of the ball.

- Example: Team A leads Team B 70-63 at the first stoppage under 4:00. The game clock is turned off while the shot clock remains on. The target score is set to 78. The first team that reaches 78 wins the game.

## Shot Clock Rules:

### **Introduction**

Rules governing the use of a shot clock for TTNL youth basketball tournaments are the same rules that govern the shot clock in NCAA.

The shot-clock periods are:

- 35 seconds for Adult Leagues.

The following is guidance for officials, coaches, and spectators to correctly manage and interpret the shot-clock rules.

### **Violation Occurs**

The team in control shall attempt a try for field goal within the allotted shot-clock time.

The try shall leave the player's hand before the expiration of the allotted shot-clock time. Following the release, the try subsequently shall strike the basket ring or enter the basket before or after the expiration of the allotted shot-clock time.

### **Penalty**

The ball becomes dead when the violation occurs. The ball is awarded to the opponent for a throw-in at the out-of-bounds spot nearest the violation.

### **Shot-Clock Operator**

The shot-clock operator shall control a separate timing device with a horn that shall have a sound distinct and different from that of the game clock.

The shot clock is used for the entire game, including overtime periods.

***An alternate timing device shall be available.***

### **Starting the Shot Clock**

When stopped the shot clock will be started when:

- An inbounds player touches the ball following a throw-in.
- A team first gains possession of the ball following a:
  - Jump ball.
  - Rebound on a try that hits the rim.
  - Loose ball.

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**Stopping and Continuing Time** The shot clock will be stopped, and the offensive team shall have the unexpired time remaining on the shot clock to attempt a shot when play continues:

- Following a time-out.
- Following a deflection out-of-bounds by a defensive player.
- Following an official's time-out for an injured player.
- Following an official's time-out for a player who loses a contact lens or glasses.
- Following a held ball and the offensive team retains possession of the ball by the AP arrow procedure.

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**Resetting the Shot Clock** The shot clock will be reset when:



- Team control is established after the opponents lose possession of the ball.
- The mere touching of the ball by an opponent does not reset the shot clock if the same team remains in control of the ball.
- A foul occurs, exception: double foul, double technical, simultaneous foul.
- A held ball occurs, and the defense is awarded the ball through the alternating-possession arrow procedure.
- A try for the goal is attempted and the ball hits the rim.
- A violation occurs.  
*Most violations are by the offensive team causing a change of possession and the shot clock is reset.*
- The defense commits a violation by:
  - Kicking the ball.
  - Striking the ball with a fist.
  - Knocking the ball through the underside of the basket.

**NOTE: New College reset rules in regard to a kicked ball DO NOT apply to high school rules in Illinois.**

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**Expiration of the Shot-Clock Period** The horn shall sound at the expiration of the shot-clock period.

The horn does not stop play unless recognized by an official's whistle.

*If the shot clock shows 00 but the horn has not sounded, time has not expired.*

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**Shot Clock Continues to Run** The shot-clock will continue running:

- During a loose ball situation:
- When the offense regains possession.
- When the ball is thrown at the wrong basket.
- When a try is attempted but does not touch the rim.

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**Turn On the Shot Clock** The shot clock shall be turned on when the play-ending begins in the last 4 mins of the 2<sup>nd</sup> period.

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**Doubt** If there is doubt whether a try for goal was attempted before the horn, the final decision shall be made by the game officials.

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**Shot Clock Official's Signals**



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**Instructions to the Shot-Clock Operator** (1) Boys' High School Game: 35-seconds. Junior High & Elementary Game  
(2) Girls' High School Game: 30-seconds. Junior High & Elementary Game

(3) Four times the shot clock is reset:

- Try for goal hits rim.
- Foul.
- Change of possession: Defense must be holding or dribbling ball.
- Bad defensive play violations: Kicking ball, batting ball or knocking ball through bottom of basket.

(4) If you are not sure - **do not** reset the shot clock.

(5) Starting the shot clock:

- Throw-ins: When the ball is touched on the court.
- Free throws and Jump Ball: When a team gains control.

**Half-time:** Half-time is three minutes but may be changed by referees/ tournament director.

**Time Outs:** Three timeouts per game (1 min). No timeouts in OT.

**Warm-up between games:** Minimum 2-minute warm-up will be provided, 3-5 minutes if games are running on time. If games fall behind schedule TTNL Site Manager or official may adjust warm-up time accordingly.

**Late/Forfeit:** If any team is not present and ready to play at the designated time or five minutes after the conclusion of the previous game, they shall forfeit the game. Exceptions will be handled case by case. A team may play with 4 players if necessary.

**Scorebook and Clock Volunteers:** Each team must supply one person (adult) to keep the official scorebook or run the game clock each game. Coaches must enter their roster in official score book with name and number before each game.

**Basketball Size:** Boys 4<sup>th</sup> & 5<sup>th</sup> grade and all girls divisions will use a 28.5" ball. All others will use regulation size (29.5").

**Fouls:** Bonus on (7<sup>th</sup>) team foul each half. Double bonus at 10 fouls. Two (2) technical fouls on a coach or a player in one game will result in immediate ejection and suspension from next game. A player with 5 fouls is disqualified.

**Technical Fouls:** Technical fouls result in **automatic** two points (no free throws) and possession of the ball.

**Behavior:** Team captains are responsible for their players and fans. Site directors and facility management have the authority to eject any coach, player, or fan that conducts themselves in any unsportsmanlike manner, and to disqualify a team from further tournament activity if necessary. Any ejected coach/player must leave the gym and will be suspended for the next scheduled game. **Profanity will not be tolerated.** Unsportsmanlike conduct, breaking tournament rules, or falsifying data will result in ejection from the tournament without refund.

**Players play for one team:** Players may only play on one team, per grade level, during a league.

**Age Requirements:** Players are only eligible to play at 18. Identification must be provided to TTNL Site Manager upon request.

**Admission Fees:** Daily admission fee is \$7.00 per adult, children 5 and under are free, and families of 4-6 are \$25.00 (Immediate family only). ALL attendees except 5 or under must wear wrist band for entry.

**Coaches Free:** Two coaches per team will be allowed with no admission fee. All coaches are required to sign in **AND** must wear wristband for entry.