2021 LAKOTA NATION INVITATIONAL BASKETBALL TOURNAMENT

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RULES CHANGE PROPOSAL

- Proposal can come from coaches, officials, state associations, rules committee member.
- Proposals are submitted online – the link for proposals can be obtained from state association staff.
- State Association staff must approve proposals before they are submitted to the NFHS.
- Once a proposal is approved by the state association it will be added to the list for consideration by the Rules Committee.
- Rules committee meets once a year to review and consider all rules proposals.

HOW LONG DOES IT TAKE

- Rules passed must be approved by NFHS Rules Review Committee before being moved on to NFHS Board of Directors.
- Major rules changes generally get submitted multiple times and may never pass. (Shot Clock – 20 years – 2002)
- Safety issues are dealt with quickly.
- Trying to balance offense and defense.
- Boys and Girls use the same rules – other than size of ball.
  - Collegiate and Professional are different and don't use the same rules for both genders.

RULE 4-48
BEHAVIORAL WARNING

- Warning for Coach/Team Conduct
- A warning to a coach/team for misconduct is an administrative procedure by an official, which is recorded in the scorebook by the scorer and reported to the Head Coach:
- Art. 1 . . . For conduct, such as that described in rule 10-5-1a,b,d,e,f; 10-5-2; 10-5-4 the official shall warn the head coach unless the offense is judged to be major, in which case a technical foul shall be assessed. Note: A warning is not required prior to calling a technical foul.
- Art. 2 . . . For the first violation of rule 10-6-1, the official shall warn the head coach unless the offense is judged to be major, in which case a technical foul shall be assessed. Note: A warning is not required prior to calling a technical foul.

THE MANUAL- PART 3 - SIGNALS 36 & 37

- Eliminate signal #37 (Team Control Foul)

- Maintain use of signal #36 for Player Control and Team Control Foul
  - Preceded by stop clock (Signal 4). The same hand used to stop the clock is placed at the back of the head (Signal 36). The directional signal (Signal 6) shall be given and then indicate the ensuing throw in spot (Signal 7).
  - A common foul committed by a player while that player is in control of the ball or by an airborne shooter.
  - A common foul committed by a member of the team that has control.

ELIMINATION OF TEAM CONTROL SIGNAL

The player-control foul signal (hand behind the head) will be used to indicate a player-control foul as well as a team-control foul. The punch signal used in the past to indicate a team-control foul was confusing and often used inappropriately.

OFFICIATING MECHANICS AND SIGNALS

The NFHS Rules Committee expects officials to adhere to the approved mechanics and signals. By using only approved mechanics and signals it adds to the professional image of the officials and shows greater respect for the game. Officials at the High School level are part of an education-based activity and the use of proper mechanics and the avoidance of "personal style" is essential.

USE OF PROPER SIGNALS AND THE REPORTING AREA

One of the most important tenets of good officiating is good communication. The easiest and quickest way for officials to establish credibility is to effectively communicate with players, coaches, spectators, and the scorer's table during a basketball game. When officials properly and effectively communicate with all stakeholders during a contest, their judgement is questioned less, their confidence is heightened, and their overall game management is improved.

USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

Good communication
- Centers on the use of proper signals and mechanics.
- Signals are verbal and non-verbal means of communication by officials and are required by rule.
- Each time the whistle is sounded in a basketball game, there is an accompanying signal.
- Mechanics are the methods or procedures used by officials while officiating the game that help put the official in the best possible position to provide proper court coverage and to provide effective communication to the table officials.

# USE OF PROPER SIGNALS AND THE REPORTING AREA

Count and Start Clock
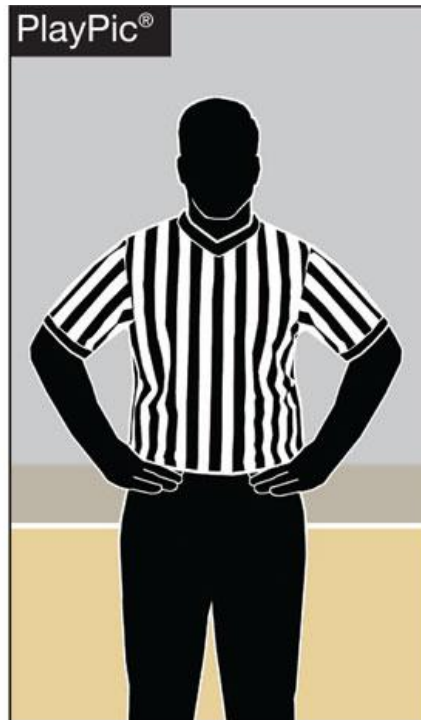
Blocking Foul

- Officials are to be professional and consistent in the use of NFHS-approved signals and mechanics.

- Officials should not attempt to draw attention to themselves by using unapproved, emphatic or theatrical signals.

USE OF PROPER SIGNALS AND THE REPORTING AREA

PlayPic® 2

Stop Clock

PlayPic® 4
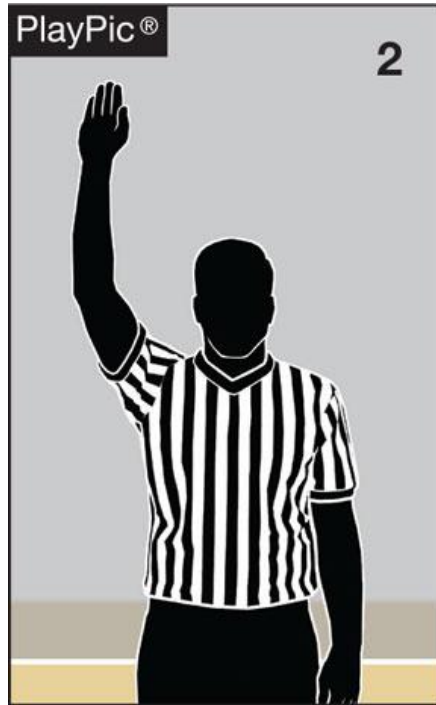
Stop Clock for Foul

- If you put air in the whistle an arm goes up – elbow to ear.
- Don't "blow and go".
- If a violation is being called, the official will extend one arm above the head with an open palm/fingers extended
- If a foul is being called, the official will raise one arm high above the head with the fist clenched.

USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

When a violation is observed, an official shall complete the following after blowing his/her whistle and stopping the clock:

- Move towards the area of the violation.
- Signal the nature of the violation.
- Signal the direction for the throw-in and the team to make the throw-in by stating the jersey color.
- Indicate the throw-in spot.

OFFICIATING MECHANICS AND SIGNALS
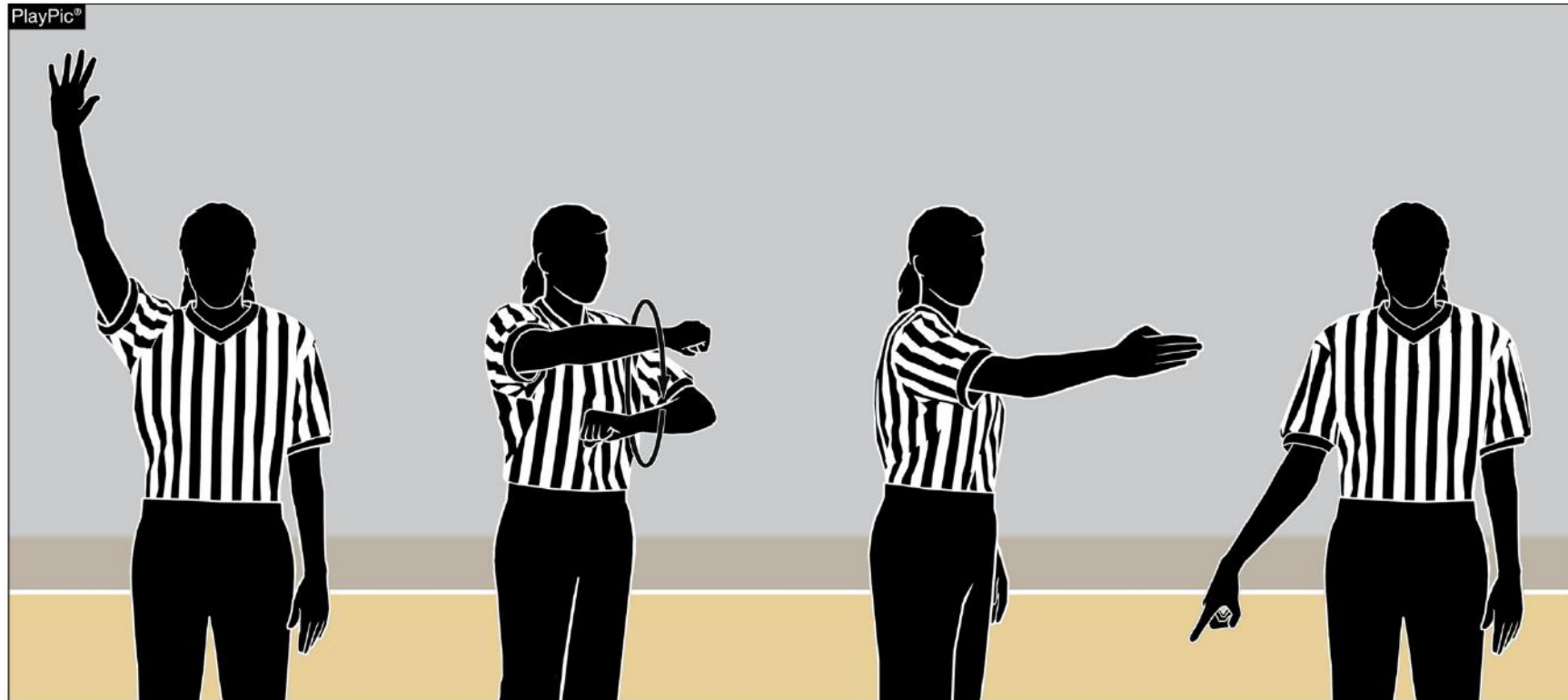
Signals are used to communicate to players, coaches, table personnel, fans and other officials on the floor what has occurred.

TELL THE STORY

All officials are responsible for contact rulings and all fouls. It is imperative that the following procedure be used in this order after an official blows his/her whistle and raising his/her arm to stop the clock:

- While holding the foul signal, move toward the play and fouling player, stop, and verbally inform the player he/she fouled by stating the jersey color and number.
- Lower the foul signal and indicate the nature of the foul by giving a preliminary signal using the approved NFHS signal.

KEEP TELLING THE STORY

- Indicate what will follow as a result of the foul (throw-in, free throws, made basket, etc.).
- After signaling what will result, wait for players to separate, particularly if they are in close proximity to one another, and then move to the reporting area to announce the foul to the scorer.
- In general, the reporting area is a rectangular area that runs from the middle of the top of the free throw circle on each end of the floor to an area approximately 10' towards the scorer's table.
- Once in the reporting area, the official will come to a complete stop before communicating with the official scorer.

USE OF PROPER SIGNALS AND THE REPORTING AREA

MechaniGram®

HOME   SCORER & TIMER   VISITOR

FOUL REPORTING AREA
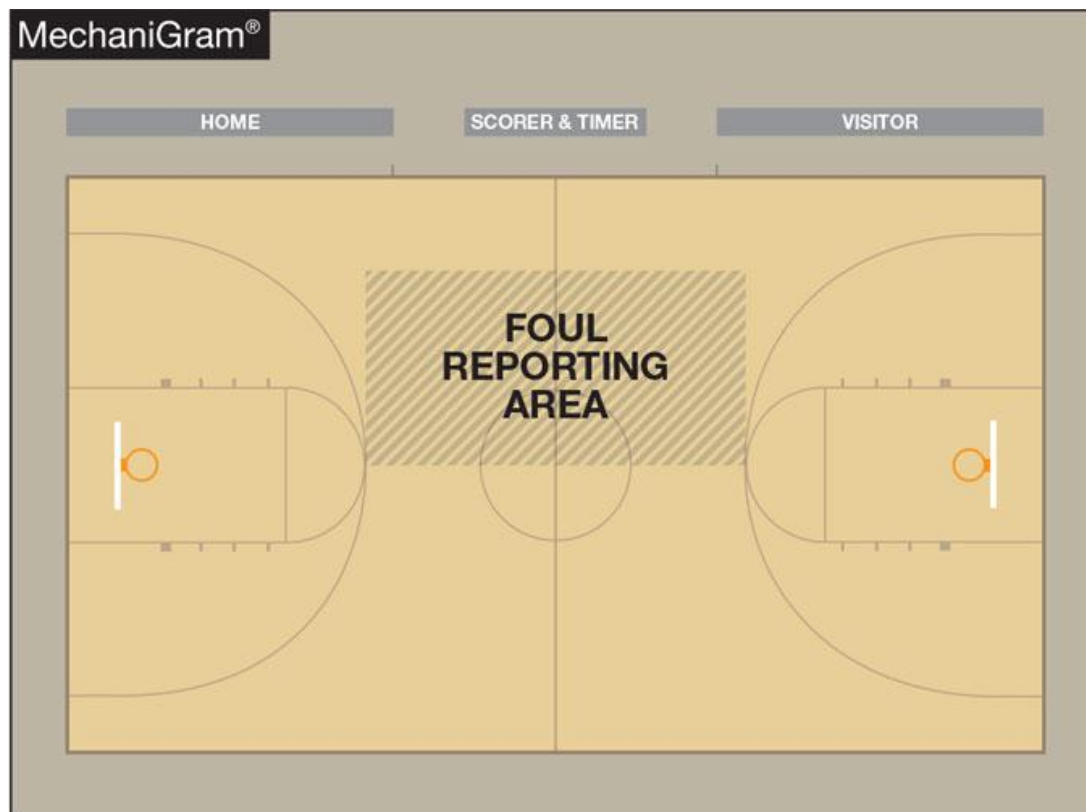
In the case of foul reporting, officials shall wait for players to separate and then move to the reporting area in the middle of the playing court, approximately 10 feet away from the scorer's table. Officials should come to a complete stop before communicating with the official scorer.

REPEAT THE STORY AT TABLE

- Slowly state the color of the jersey of the player who fouled. Visually indicate the number of the player who fouled using a two-handed signal (right hand shows the ten's digit and the left hand shows the single's digit) while verbalizing the number to the scorer.
- Indicate the type of foul committed.
- Indicate what activity should follow (throw-in, free throws, etc.)

For a complete description of all 2-person and 3-person mechanics, please refer to the NFHS Basketball Officials Manual.
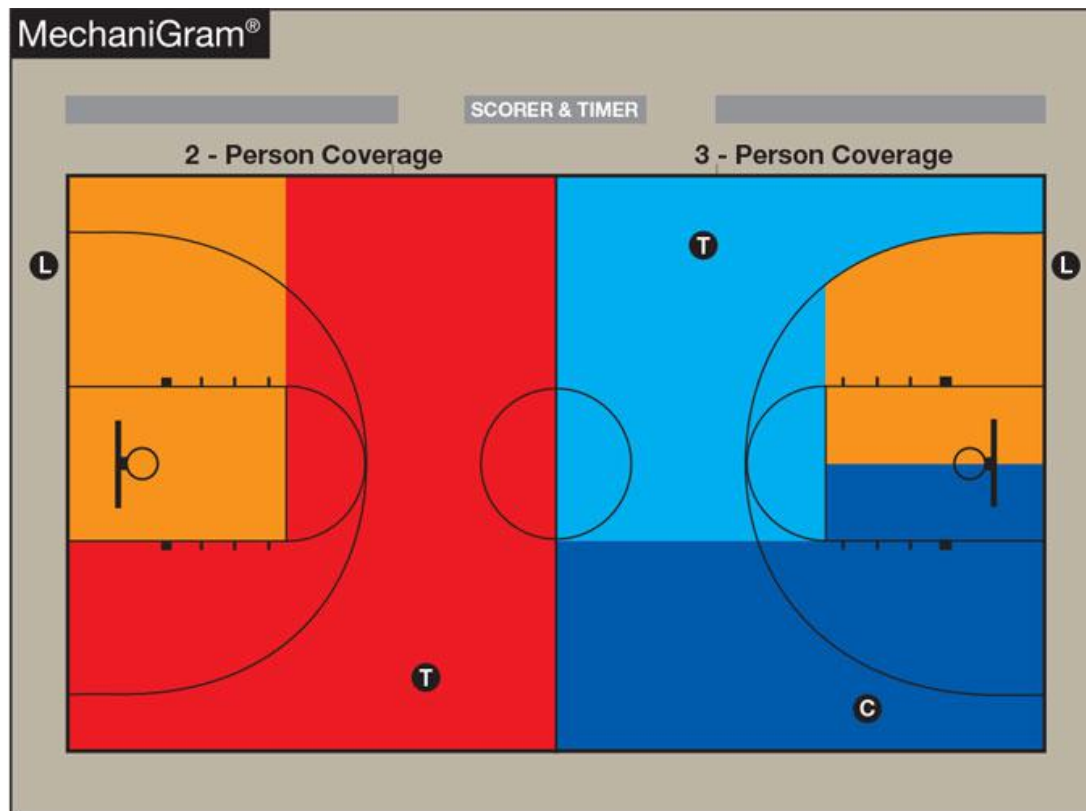
MECHANICS

- It's the little things:
  - Appearance
- Position on Free Throws
- Home base: Lead, Center, Trail,
- Move to Improve
- Rotate – Flex – when the ball moves you should be moving.
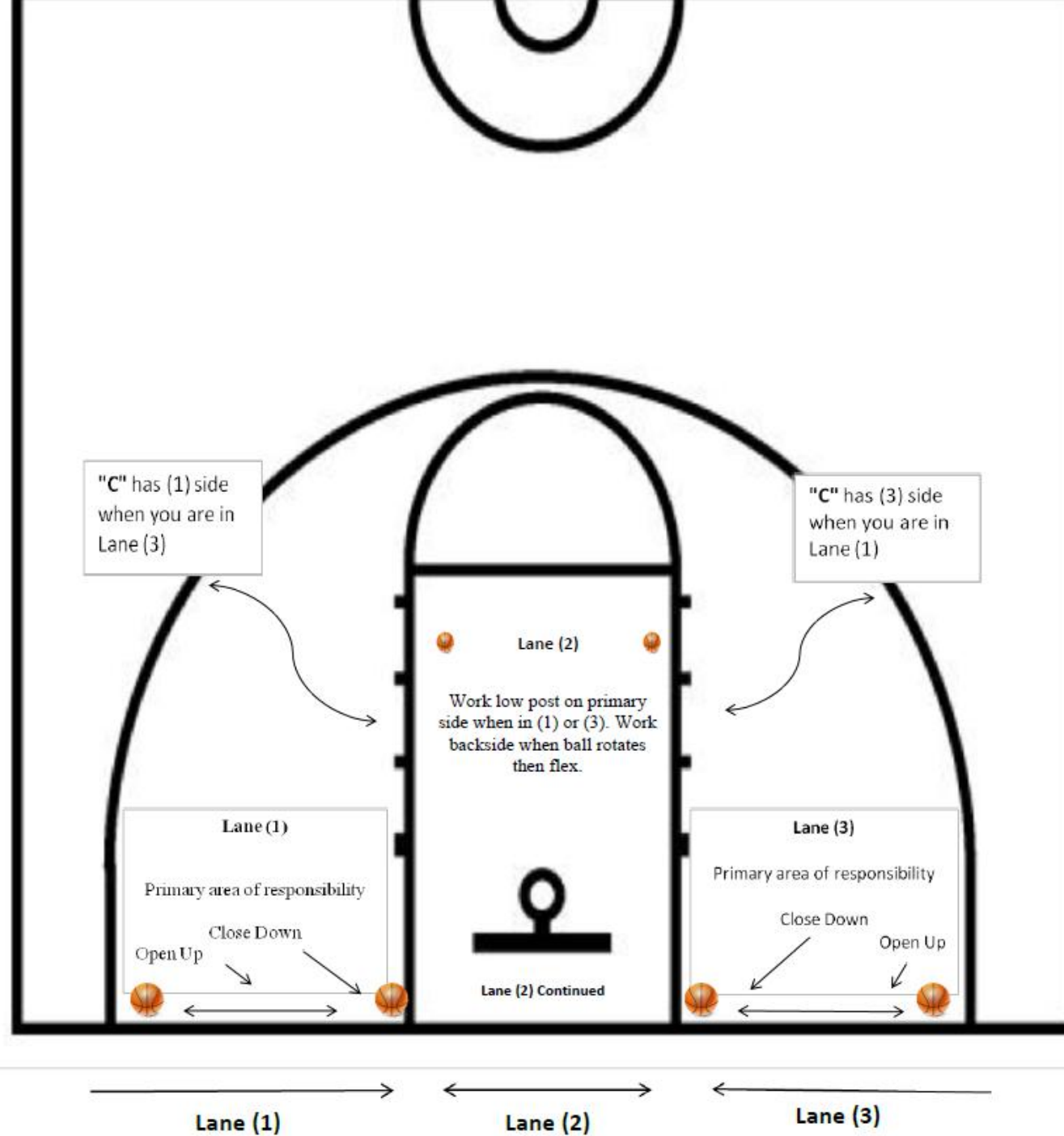- Don't walk and talk.

COURT COVERAGE AREAS

MechaniGram®

SCORER & TIMER

2 - Person Coverage

3 - Person Coverage

In both two-person officiating mechanics (left side of the court) and three-person officiating mechanics (right side of the court), the lead (L), trail (T) and center (C) officials each have primary coverage areas for which they are responsible.

Lead official mirrors the ball on the baseline.

"C" has (1) side when you are in Lane (3)

"C" has (3) side when you are in Lane (1)

Lane (2)

Work low post on primary side when in (1) or (3). Work backside when ball rotates then flex.

Lane (1)

Primary area of responsibility

Close Down

Open Up

Lane (3)

Primary area of responsibility

Close Down

Open Up

Lane (2) Continued

Lane (1)

Lane (2)

Lane (3)

Lane (1)

The lane that you usually start at is (1), the free throw lane is (2) and the opposite side is (3).
If the ball settles in lane (1), start wide, almost to the three point ark but do not yet close down.
If the ball comes into your primary in lane (1) then you need to open up.

Lane (2)

This applies to low and high post
If the ball moves to lane (2) then you need to mirror the ball and close down.
If you are in close down & the ball goes back into Lane (1), you need to open up.
Feel as if you are tied to the ball by a rubber band.

Lane (3)

Flex from Lane (1) to Lane (3)
If the ball rotates to lane (3) and personnel allows, then flex to (3). *Keep your eyes fixed on your competitive matchup as you flex.*
After the flex, position yourself to closedown until the status of the ball changes. Then you may open up.

When not to flex

If you are flexing and a shot goes up, a dribble drive occurs, or there is a turnover, stay put or go back.
You will have a better look with your original position when any of these three occur.
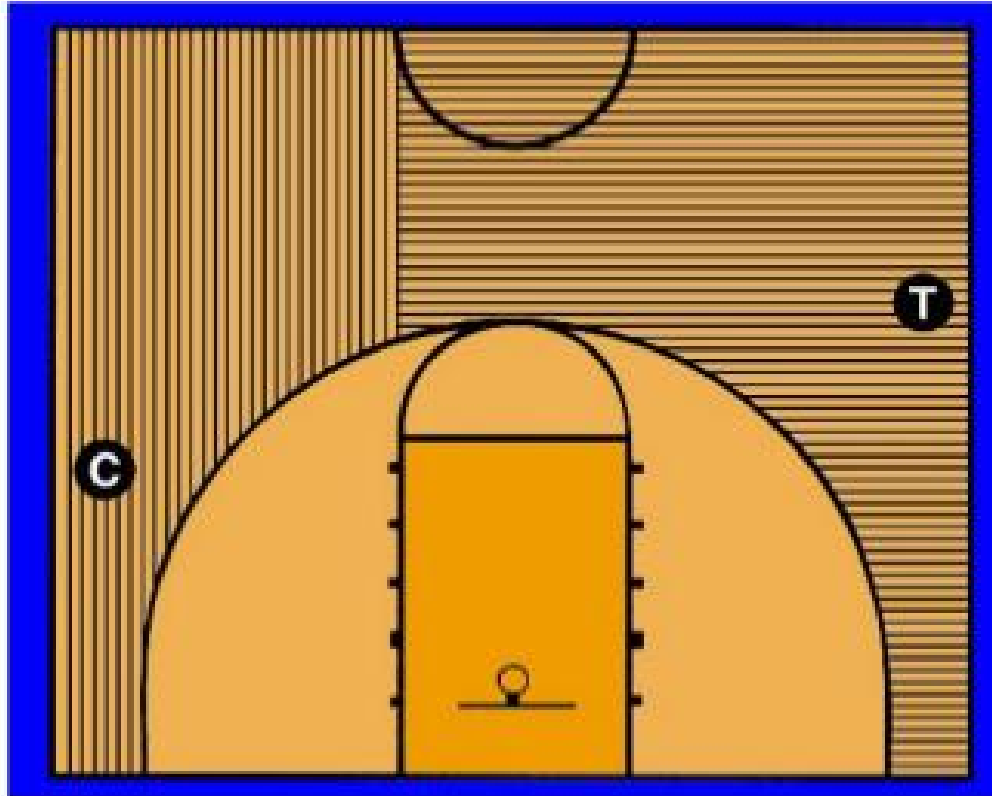
Find Competitive Matchups

When you are watching a competitive matchup, make sure you are watching the defender. By watching the defender, you will be able to officiate their legality and know which player initiates contact.

Out of Bounds Spots

Remember the Out Of Bounds Spots & Take the Ball Out At The Proper Location
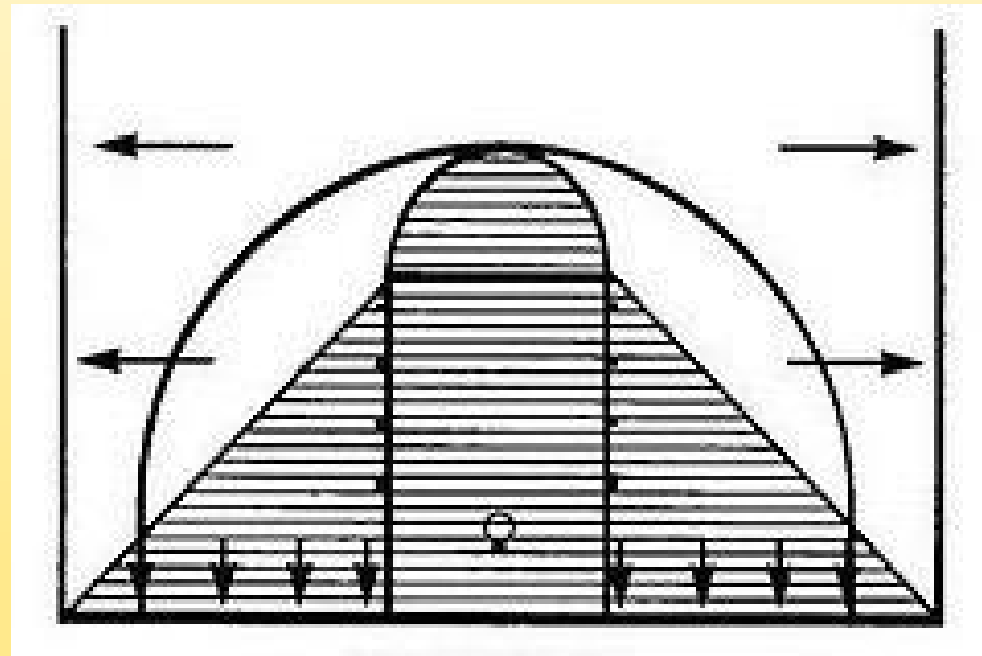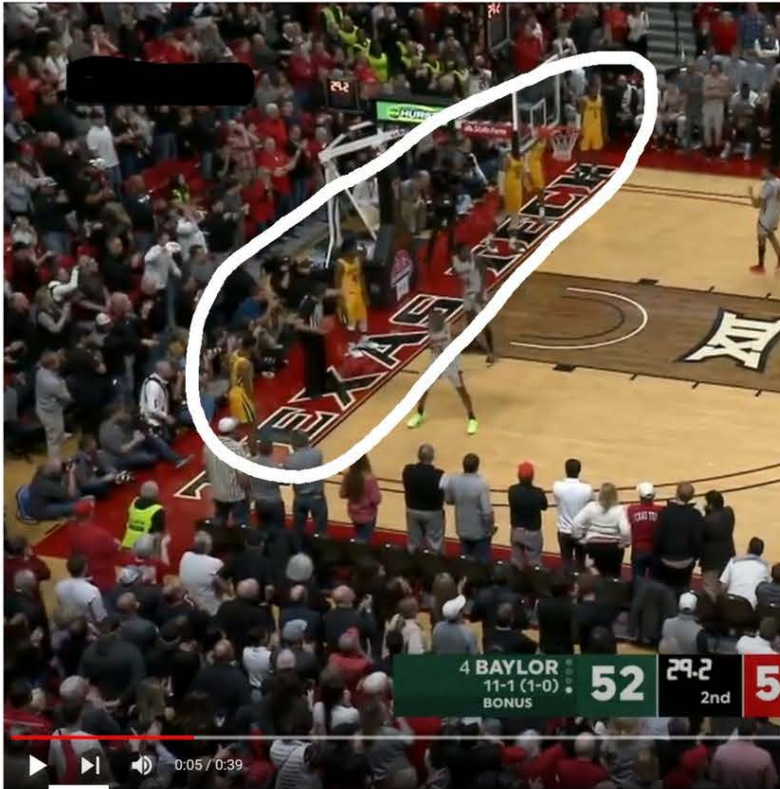
Three-Point Shot Coverage

If both C and T indicate the 3-pt attempt, T referees defense on shooter and stays with shot; C releases and covers rebounding

C/T should mirror the other official's "good" signal

When, if ever, is this legal?

0%	0%	0%	0%
A. After an opponent's made basket	B. During a "designated spot" throw-in	Both A and B	Never

org

IF the defender touches or strips the ball from the inbounder, what would be the result in this play?

0%	0%	0%	0%
Delay of game warning against defensive team	Technical foul on defender	Intentional foul on defender	No violation has occurred and play continues.

SCREENING

Screening is a legal action to delay a player while touching the floor, without causing contact to prevent an opponent from reaching a desired position.

- **Legal screening** is when the player who is screening an opponent:

  – Is stationary (within the vertical plane) when contact occurs.

  – Has both feet on the floor when contact occurs.

  – Time and distance are relevant.

  – The screener shall be stationary, except when both the screener and opponent are moving in the same path and the same direction.

SCREENING (CONT.)

- **Illegal screening** is when the player who is screening an opponent:

  o Is moving when contact occurred.

  o Does not give sufficient distance in setting a screen outside the field of vision of a stationary opponent when contact occurred.

  o Does not respect the elements of time and distance of an opponent in motion when contact occurred.

  o A player may not use arms, hands, hips, or shoulders to force movement through a screen or hold the screener and then push the screener aside in order to maintain legal guarding position.

SCREENING (CONT.)

o If the screen is set within the field of vision of a stationary opponent (front or lateral), the screener may establish the screen as close to the opponent as desired, provided there is no contact.

o If the screen is set outside the field of vision of a stationary opponent, the screener must permit the opponent to take 1 normal step towards the screen without making contact.

o If the opponent is in motion, the elements of time and distance shall apply. The screener must leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction.
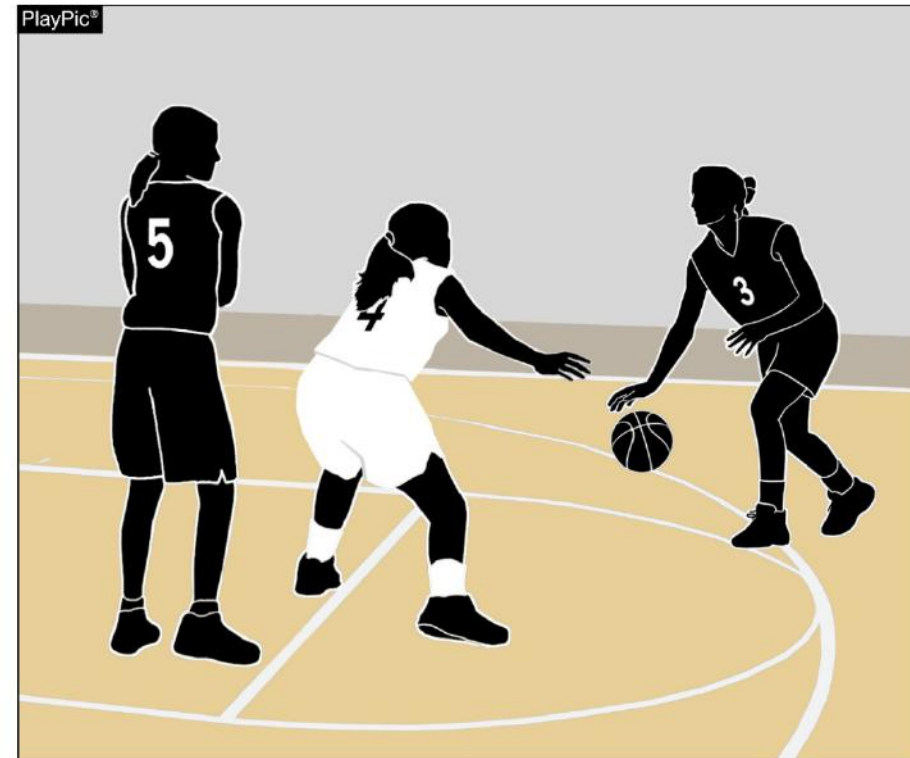
SCREENING (CONT.)

o The distance required is never less than 1 and never more than 2 normal steps.

o A player who is legally screened is responsible for any contact with the player who has set the screen.

SCREENING

Screening is a legal action to delay a player while touching the playing court, without causing contact delays or to prevent an opponent from reaching a desired position.

SCREEN PLAYS

Play 1 – Screen
Play 2 – Screen & Roll
Play 3 – Screen & Roll

TRAVELING - BASIC FUNDAMENTALS

- When beginning a dribble, a player must release the ball before lifting his or her pivot foot. A player who lifts the pivot foot before releasing the ball to begin a dribble has committed a traveling violation.

- It is always legal for a player to lift the pivot foot, but the player must pass, shoot, or be granted a time-out before the pivot foot touches the floor again.

- It is not possible for a player to travel while dribbling the ball, bouncing the ball while out-of-   bounds during a throw-in or prior to attempting free throw(s).

TRAVELING: BASIC FUNDAMENTALS
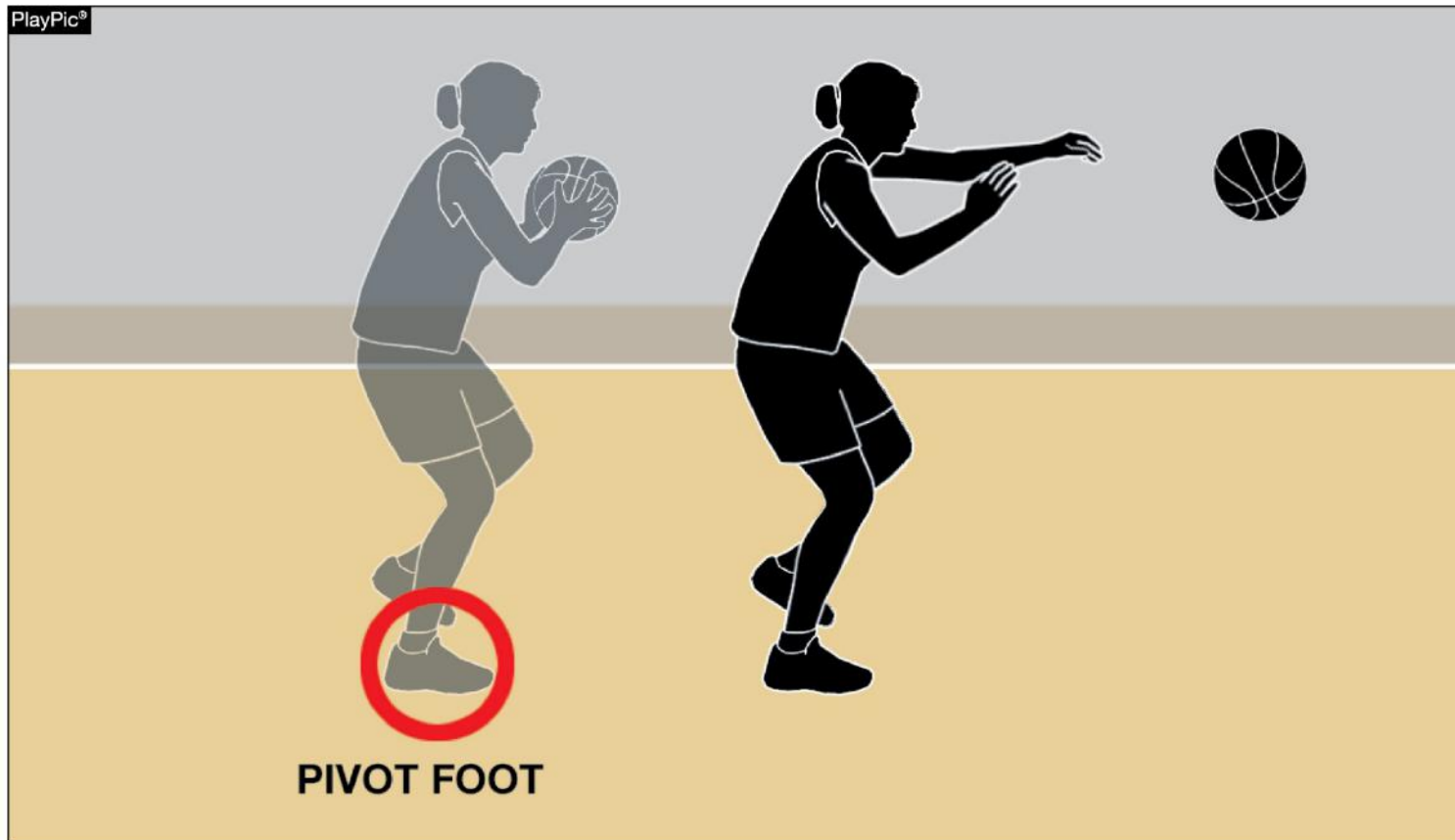
Identifying a player's pivot foot is key to accurately ruling on potential traveling violations.

EURO-STEPS, SPIN MOVES, AND JUMP STOPS – LEGAL OR ILLEGAL?

- If executed within the parameters of the 4.44 traveling rule, each of these plays is legal. If not executed within the rules, each of these plays is illegal. High school players often attempt to emulate players they watch at higher levels but because collegiate and professional rules, interpretations, and directives vary, what is legal at one level may not be legal at another.

EURO-STEPS, SPIN MOVES, AND JUMP STOPS – LEGAL OR ILLEGAL?

- What is referred to as a **Euro Step** most often occurs when a player who is dribbling toward the basket stops dribbling, catches the ball while both feet are off the floor, lands on one foot and steps laterally with the other foot, often to step around a defender, all while facing the basket.

- The first foot to land on the floor is the pivot foot and if the player releases the ball on a try for goal or pass before the pivot foot touches the floor again, it is legal.

- If the player's pivot foot touches the floor a second time before the player releases the ball, it is illegal.

EURO-STEPS, SPIN MOVES, AND JUMP STOPS – LEGAL OR ILLEGAL? (CONT.)

- What is often referred to as a **Spin Move** most often occurs when a player who dribbles toward the basket, catches the ball while faking to one side of the basket, plants a foot (becomes the pivot foot), while facing the basket, turns his or her back to the basket in an attempt to "spin" around a defender, then steps with the other foot.
- This would be legal but most often when the player's back is to the basket during the spin, to again face the basket and get into position to release the ball on a try, the player must step again.
- This means the player's pivot foot returns to the floor a second time, thus causing a traveling violation.

EURO-STEPS, SPIN MOVES, AND JUMP STOPS – LEGAL OR ILLEGAL? (CONT.)

- What is often referred to as a **Jump Stop** is, by rule, an exception to the traveling rules.
- A legal jump stop occurs when a player who **catches the ball with both feet off the floor, lands on one foot, jumps off that foot and lands with both feet touching the floor simultaneously.**
- There are two situations that most often cause attempts at legal jump stops to become illegal.
  - The first: After the player jumps off one foot, the player lands on one foot followed by the other (illegal "stutter step"), instead of landing simultaneously on both feet (legal).

EURO-STEPS, SPIN MOVES, AND JUMP STOPS – LEGAL OR ILLEGAL? (CONT.)

- The second: After the player completes a legal jump stop, the player pivots. A legal jump stop is already an exception to the travel rule and a player who pivots with either foot after a jump stop is completed gains a huge advantage and has committed a traveling violation.

  - Landing on both feet, under NFHS rules the player violates when the pivot foot touches the floor the second time.

JUMP STOP

- Play #4 – Euro Step
- Play #5 – Spin
- Play #6 – Jump Stop
- Play #7 - Travel

TIME-OUT ADMINISTRATION

▪ **During a "dead" ball, EITHER team may be granted a time out**. During a live ball, only the team in control of the ball may be granted a timeout. It is important officials verify there is PLAYER control prior to granting the request.

- **Head Coach requesting:** Coaches must understand that just because they have requested a timeout does not guarantee it will be granted. Only the head coach or a player of the team in control of the ball may legally request a timeout. Officials must be sure the head coach is making the request. This request may be oral or visual.

TIMEOUT ADMINISTRATION
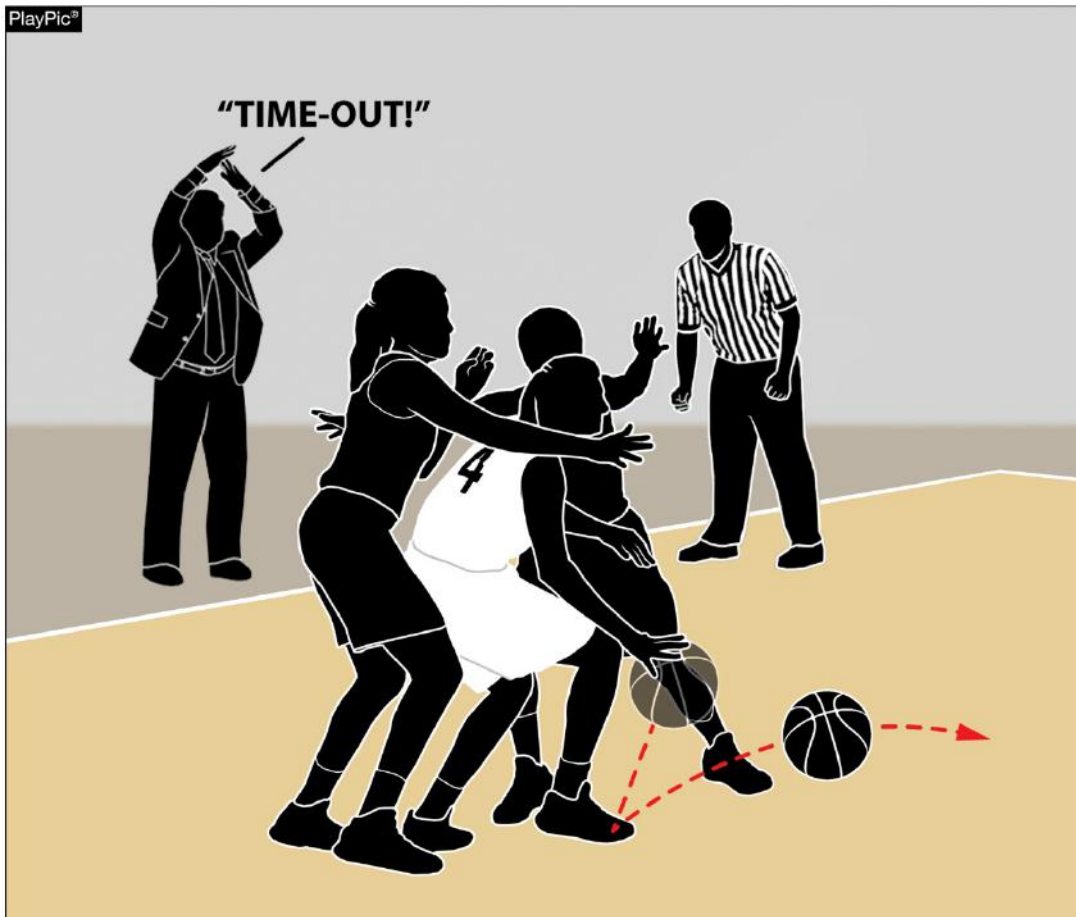
A player must be in possession of the ball for the coach of that team or a player of that team to call a timeout. When in doubt, do not grant the timeout. Additionally, do not hesitate to charge fouls for players "jumping on" another player. "Going for the ball" does not justify this rough play.

UNSPORTING CONDUCT

Unsporting conduct. The committee is concerned about inappropriate conduct by players, bench personnel, coaches, officials, and spectators. Programs are educationally based and conduct that is not tolerated in other educational settings shall not be accepted. Therefore, each group has the responsibility to demonstrate civility and citizenship.

- To this effect:

   Game management needs to pay particular attention to spectators. Game Management should intervene when spectator behavior becomes unacceptable. This should be done prior to an official having to make such a request.

   When game management fails to address spectator behavior on their own, officials should remind game management to hold spectators accountable for their actions. A game ticket is not a license to abuse.

UNSPORTING CONDUCT (CONT.)

Officials should not tolerate inappropriate conduct from coaches and/or players. The rules allow for a "warning" to be given to coaches and it should be utilized when appropriate.

The team huddle is not a safe haven for coaches' bad language. Just as a classroom teacher should not verbally abuse students, neither should coaches use bad language when addressing their players.

Players are not permitted to "let off steam" by using profanity, even if it is not directed at an opponent or official. Being angry at oneself is no excuse.

Officials are not exempt from unsporting conduct. Inappropriate references to players, coaches or other officials is not acceptable. Inappropriate behavior before, during or after the game should be reported to the official's association /assignor.

UNSPORTING CONDUCT

Spectators should be held accountable for their inappropriate behavior. Officials are not to make comments to fans or speak directly to them about their actions. Get school administration, tell them the issue and let them deal with the fan. If it continues, then get school administration again and tell them the issue isn't solved.

LEGAL GUARDING
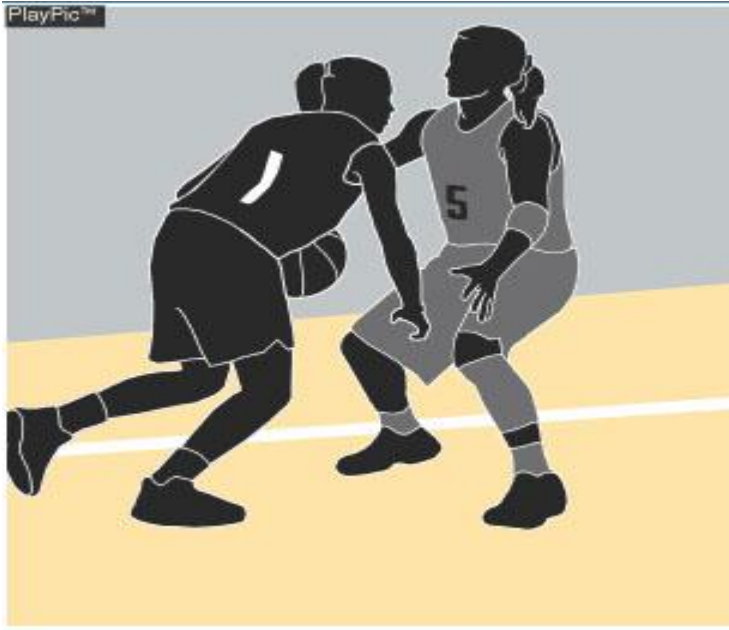
Every player is entitled to a spot on the floor provided such player gets there first without illegally contacting an opponent.

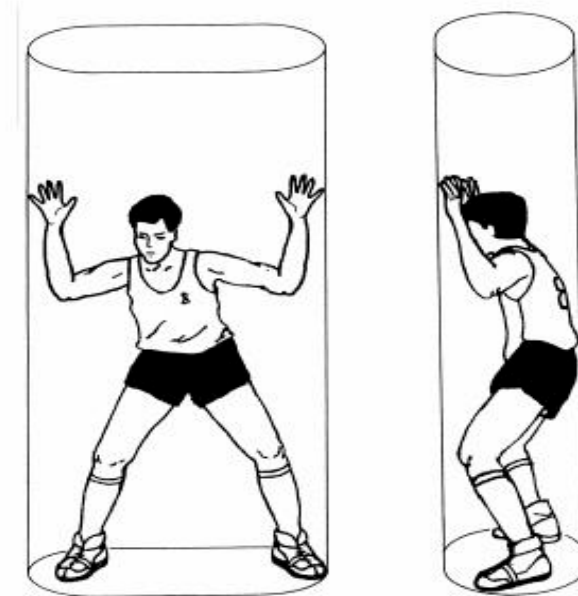GUARDING:
is the act of legally placing a body in the path of an offensive opponent.

Obtaining a legal guarding position:

- **The guard must have both feet touching the floor**

- **The front of the guard's torso must be facing the opponent.**

PRINCIPLE OF VERTICALITY

- Applies to being in a legal guarding position.

- Player must remain in their "vertical plane"
  - Arms must be STRAIGHT UP
  - Player can jump vertically, but not out of the vertical plane

- Player must avoid contact with their lower body outside of their vertical plane

- Offensive player may not "intrude" a defensive player's vertical plane in an attempt to clear them out.

A player that sticks out an arm, shoulder, hip or leg, into the path of an opponent is NOT considered to be in legal guarding position – and is responsible for that contact.

WATCH VIDEO

- A Better Official – abetterofficial.com
- Referee.com
- Facebook – NFHS basketball Officials
- Phillyref.com

HOW TO BE SUCCESSFUL AS AN OFFICIAL

▶ There is no substitute for knowing the rules – you must study the rule book.

▶ Officials must have mechanics knowledge.

▶ Be in condition to keep up with the game you are working.

▶ Communicate

  ▶ Administrators

  ▶ Assigners

  ▶ Other Officials

  ▶ Coaches

  ▶ Players

HOW TO BE SUCCESSFUL AS AN OFFICIAL

- Communication
  - Deal with of coach behavior first
  - Don't react – Just respond – "speak when spoken to"
    - Body language speaks volumes
    - Respond to questions, not statements
    - Keep answers brief & simple. Rulebook language.
  - Be Authentic & Approachable
    - Listen first
    - Acknowledge
    - What did you see?
    - Don't raise voice or use profanity.

LIVE BALL/ DEAD BALL

- There are two active states during the game: live ball state and dead ball state.
  - The ball is either **live** or **dead**.
- The state of the ball helps determine the types of fouls and the status of personnel.

LIVE BALL

- The ball becomes live when:
  - On a jump ball, the tossed ball leaves the referee's hand(s).
  - On a throw-in, it is at the disposal of the thrower.
  - On a free throw, it is at the disposal of the free thrower.
- The game begins with a jump ball.
  - All other quarters begin with a throw-in.
  - Overtime periods begin with a jump ball.

DEAD BALL

- The ball becomes dead when:
  - A goal is scored, i.e. ball goes through the net
  - It is apparent a free throw shot will not be successful and is to be:
    - Followed by another free throw
    - Followed by a throw-in
  - A held ball occurs
  - A player-control or team-control foul occurs
  - An official's whistle is blown (see exceptions)
  - Time expires for quarter or extra period
  - A common foul occurs
  - A free-throw violation by the throwing team

DEAD BALL

- The ball DOES NOT become dead when:
  - While the ball is in flight for a try or tap or free throw and:
    - If the defensive team fouls or violates
    - Time expires for a quarter or extra period
    - An official's whistle is blown

PLAYER AND TEAM CONTROL

- Player
  - **A player is in control of the ball when he/she is holding or dribbling a live ball inbounds.**
  - During a jump ball, there is no player control if a jumper catches the ball prior to the ball touching the floor or a non-jumper, or during an interrupted dribble.
  - *Must have player control to call timeout.*

PLAYER AND TEAM CONTROL

- Team
  - A team is in control
    - **When a player of the team is in control**
    - While a live ball is being passed among teammates
    - During an interrupted dribble or interrupted pass
  - A team loses control when:
    - The ball is in flight during a try or tap for goal
    - An opponent secures control
    - The ball becomes dead
  - *Neither team control nor player control exists during a dead ball, a jump ball or when the ball is in flight during a try or tap for goal.*

BALL AND PLAYER STATUS

- A ball is in the backcourt if either the ball or a player with the ball is touching the backcourt.

- A ball is in the frontcourt if neither the ball nor a player with the ball is touching the backcourt.
  - "Three Points"
    - Foot
    - Foot
    - Ball

BALL AND PLAYER STATUS

- A ball in flight retains the same location as when it was last in contact with a player or the court.
- A ball that contacts an official or player is the same as the ball touching the floor at that individual's location.
- A player's status when airborne remains the same until they contact the ground again
  - "You are where you were"

HELD BALL AND FUMBLE

- A held ball occurs when:
  - **Two opponents have a firm tie up with hands on the ball.**
  - An opponent causes a jump shooter to return to the floor by tie up with both players' hands on the ball.
- A fumble is the <u>accidental</u> loss of player control when the ball unintentionally drops or slips from a player's grasp.

QUESTIONS FROM THE REGION

- Talk about the recruitment and retention of officials.
- Technical Fouls- why at division line vs. point of interruption location?
- Where are we with the elimination of the one and one and resetting fouls at the end of the quarter?
- Slapping of the backboard penalties seem harsh, maybe if lighter penalty it would get called more?

RECRUITMENT OF OFFICIALS

- Issue in every state.
- Look around your work place – who has qualities to be a good official.
- Take them to a game, let them sit in on pre-game?
- Why did you start?
- As an association make a list of "why officiate" vs. the burdens of officiating.
- Survey those who have left profession. We survey officials that didn't re-register every 3 years for the reasons why.
  - Family/Job change
  - Poor Sportsmanship
  - Low pay/assigner politics

TECHNICAL FOULS – DIVISION LINE VS. POI – THROW IN LOCATION

- Proposal to change this rule has not been proposed to the NFHS.
- What are the advantages and disadvantages of this change?

ELIMINATION OF 1 AND 1 AND RESETTING FOULS AT THE END OF QUARTER

- Discussed for at least the two last years – not enough support yet.
- This proposal came close to passing last year.   (5-6)
- **a. Two free throws are awarded for each common foul (except a player control or team control foul), beginning with a team's fifth (5th) foul of each quarter.**
  b. Team fouls shall be reset to zero (0) at the end of each quarter (except following the fourth quarter if overtime(s) is necessary).

SLAPPING OF BACKBOARD PENALTIES

- There has been no discussion on changing the current rule at the NFHS Basketball Committee level.

THANK YOU

Remember when players-play, coaches-coach; officials adjudicate the rules, and fans support their teams things go pretty well. When one of these groups tries to do the job of another – that is when we have challenges. The game is for the kids!!

Have a GREAT SEASON