

2023 Annual Tournament Prep Sheet

This is a good refresher to avoid simple rules mistakes. Feel free to share. I am sorry it's gotten a bit long, but after reading this, take a few points and apply to your game.

It's tournament time again and a good time to review some key things to prepare yourselves; especially since you may be working with people you don't normally work with.

Mercy Rule All Classes: The mercy rule shall be used for all regular season, region and SoDak 16 contests. When the point differential reaches 30 or more points in the second half, the clock will continue to run. **Regular timing will be used if the score differential drops back to less than 20 points.**

CONDUCT A THOROUGH PRE-GAME: If you don't want to use a formal pre-game, be sure you cover some main topics. Even if you're not the "R", step up. Ask the "R" if they have a pre-game? If they do, great, if there are things you want to cover when they are completed, discuss them. If all they say is "just don't call anything we have to explain", politely say, "Well there are a few things I would like to cover since we haven't worked together" and cover some of the major things you want to discuss. Discussing some of the online videos or strange plays you've had this year are good openers.

Newer rules:

T-shirts must be the same color as the jersey.

Disqualified player now has 15 seconds to be replaced.

On foul shots, players are not able to cross the foul line or enter the semi-circle, prior to the ball hitting the rim. Violation if they do.

Be sure to make **eye contact with both partners** before putting the ball in play, every time.

Know how to handle double whistles, from trail to lead, or center to lead, who is going to take the primary call? The mechanics book says, if it starts in your area; stay with it all the way through. Just be sure your partners are on the same page. L should be looking for secondary defenders. Be ready to answer, "**What did defender do wrong?**"

Remember the **fumble, dribble, fumble**. Too often we incorrectly call fumbles, double dribbles. A player can fumble the ball all the way down the court as long as you feel it was not intentional. Also, ANY player can pick up a fumbled ball without a violation of a double dribble.

High dribble: It's ugly, but we can't call ugly. A **high dribble** is not illegal.

A dribbler touching an **out of bounds** line is out of bounds even if they are not in contact with the ball. They still have player control.

A player out of bounds, must only **re-establish** in bounds with **one foot** to legally touch the ball, (as long as the other foot is not out of bounds, of course). There is no violation for being **first to touch** in high-school.

Requesting a time out- In NFHS a player in the air or falling into back court may request a time out and be granted, there is no rule in NFHS that a foot must be on the floor.

A player diving for a loose ball has no limit on how far they **can slide**, as long as they don't control the ball before going to the floor and don't roll after securing the ball to avoid a defender.

Know your primary area, as well as secondary responsibilities.

Know where (and advise your partners where) to **bring the ball back in play** on violations and fouls see official's mechanics manual.

SHOT CLOCK FOCUS AREAS

The shot clock should stop/be held but continue **with no reset under** the following circumstances:

- When the ball is deflected out of bounds by a defensive player.
- When a player is injured.
- 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 ball violation occurs and the shot clock is 15 seconds or greater.
- When a double personal foul occurs when a team is in control. Resume at point of interruption.
- When a double technical foul occurs when a team is in control.

Back court violations: Must have team control in the front court, then the, (team IN CONTROL) must be last to touch in the front court and first to touch in the back court, in order to violate. Review exceptions on throw-in, defensive player and jump balls. See rule 9-2.

Throw-ins are tricky be sure to be in position to see and know the exceptions. Front court possession is needed. **The Three Point Rule, only applies to a dribbler.**

On a back court violation, the throw-in spot should be the closest point out of bounds where the violation occurred. This could be all the way to the end line. Many officials bring the ball back to half court. The correct spot is where the violation occurred, which is where it was touched.

Once a team has **team control**, they retain control until the ball becomes dead or is secured by the other team or a shot is taken. Many times there is team control on loose balls. Exceptions are rebounds from shot attempts, or on a jump ball.

Remember the **team control** rules. No shots are to be granted if the team with control, commits a foul. We have team control on throw-ins. The only time there is no team control, is during a shot attempt, dead balls, or a jump ball.

Foul on a **thrower in:** Regardless of which side of the out of bounds line; is now **an intentional foul (2 shots and the ball)**. Reaching over or through the line and touching the ball BEFORE IT IS RELEASED is still a technical foul! If the thrower in, puts the ball through the end line, the defender can legally grab the ball. Once the ball is released **on a spot throw-in** it can legally be touched on either side of the out-of-bounds line. EXCEPTION **After a made shot, the defender may not reach over and touch the ball even after released,** it would be a technical foul.

An intentional foul: Even on a made basket- the penalty is 2 free throw shots and the ball. The throw-in will be at the spot of the foul (point of interruption). The only exception is, if it was on an unsuccessful 3-point attempt. You would then grant the three free throws.

Double fouls, even if one or both are intentional. NO SHOTS, bring the ball back into play at the point of interruption, this is not an alternating possession play. If there was no possession, (during a dead ball or on a shot or jump ball) you then proceed using alternating possession.

Technical fouls are for unsporting behavior, touching the ball through the end line plane on a throw-in; or dead ball illegal contact. **Live ball, illegal contact cannot be a Technical Foul.** It can be a personal foul, intentional or flagrant.

Slapping the backboard cannot be goal-tending nor basket interference. If it was a legitimate attempt to play the ball, it is a legal play. If you judge it was not an attempt to play the ball, it should be called an unsporting technical foul.

It may be a good time to review **correctable errors**. They don't happen often enough to be fresh in our minds:

The amount of time that can transpire before correcting error: As long as the error is caught during the first dead ball after the clock has properly started. (First dead ball may be a made basket)

- Failure to award a free throw
- Awarding unmerited free throw
- Wrong player attempted free throw
- Free throw at wrong basket
- Erroneously counting or canceling a score

Know when the ball is live!

On a loose ball, do not let a player jump on, or push through another player to gain an advantage. There is a misconception that during a loose ball, any contact is legal. ALL illegal contact rules still apply.

Administrative Technical Fouls: (incorrect rosters, starters, wrong #'s; **more than 5 players on the floor**, excessive time outs; delay of game, not having court ready for play) are not assessed to the head coach, directly nor indirectly. They are also not counted as personal foul to the player, only to team foul count. If there are 6 wrong #'s it is still just one technical foul.

Bench Personnel Technical Fouls: (unsporting acts, removing jersey, **dunking during pre-game**; leaving bench during a fight) is an **indirect to the head coach**, counts as team foul and as a personal foul to the player.

Head Coach Technical Fouls (unsporting conduct, not replacing a player within 15 seconds; leaving the bench, playing a disqualified player; illegal jersey or pants, illegal number (not wrong #), team members leaving the court/bench for any unauthorized reason) is a **direct on the coach** and team foul count.

Indirect or direct technical foul to the head coach, coach loses coaching box privileges.

See the nice technical foul chart in back of rules book.

A **substitute** becomes a legal player when the ball becomes live, **even if substitute entered illegally.**

If a player is **injured** and trainer or coach comes onto the court, the player must be removed unless a time out is called to “buy” the player back in.

On a 5th foul, procedure: Notify your officials, then the coach, then advise timer to give you an immediate horn and the second horn should be sounded in 15 seconds, (it is now a 15 second timer). If by the second horn, the coach has not replaced the player it is a technical foul. Know when the player becomes bench personnel. Remember, for the **proper order: Catch The Play! C.T.P. Coach-Table-Player**

Screens: on a stationary opponent out of their visual field, must allow one step; on a moving opponent, must allow time and distance. Screener should be no wider than shoulder width apart; contact may be severe, but legal. A screening player can move, if there is no contact, there can be no foul.

A single flagrant, a second direct technical or third technical of any kind on the coach, results in disqualification for the player and an ejection for the coach.

During play, a player who **runs off the court** with or without the ball (usually to avoid a screen or other players) has committed a violation.

The penalty for a thrower in, **not directly entering the court** is a **technical foul**, not a violation.

Excessively swinging the arms or **elbows** (without contact) is a violation. POE - Elbow contact to the head is an intentional foul or flagrant if you deem it was on with intent.

Free throw violations: If multiple and both occur in **marked** spaces, **only the first is penalized**. If the defense violates in a marked space, and the shooter or other offensive player **NOT in a marked space** violates, (crosses the free throw line, misses the ring, or crosses the three-point line early) **both** violations are enforced. Bring the ball in via the possession arrow if there is not a second attempt.

A defensive free-throw violation is **delayed**, offensive violation is immediate.

A kicking violation is an **intentional** strike with the leg or foot. A pass off a defender's leg is not a kick.

A box out is securing position. **Displacement** is a foul!

There is no such thing as "over the back", it's a push if there is contact and an advantage. A taller player is allowed to reach over (without contact) to rebound.

Review and only use correct signals see signal chart.

Be in proper position for free throws. Trail, **should NOT** be at division line but at 28-foot line during both free throws. Center official should be just above the free throw line, halfway between sideline and marked lanes. Lead official should be off the floor for both free throws, two to three steps off the marked lanes and out of bounds.

The center official has the shooter and top two spaces opposite. Lead official has the remaining players on the marked spaces. Trail official has all players not in marked spaces.

Have a great rest of the season, and good luck with your post season assignments. Call or e-mail any questions.