



## 2021-22 Basketball Memo #1 – December 1, 2021

December Newsletter  
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### **WELCOME AND THANK YOU!!!**

The basketball season is an extremely busy time for every one of you. It takes hard work to become a great official. We appreciate your investment in time and your time spent away from family. As we enter the 2021-22 SDHSAA basketball season, we would like to give you all a heartfelt thank you for the contributions you make as an official.

Enjoy the season. SDHSAA basketball is important for all that are involved. Every time players, coaches and officials step on the floor, maximum effort is expected. We all work for perfection, but the reality is we will always chase it. Simply focus on progression rather than perfection. We wish you well and we at the SDHSAA are here to help. See you all soon and let's have a great year...

**Thank You – Make a Difference**

### **OFFICIATING RESOURCES LINK**

As we enter the 2021-22 SDHSAA girls' and boys' basketball seasons please refer to the link below where you will find many officiating resources available. By posting documents and other resources we will have a single site to house and locate materials. If you have any materials you feel valuable and worthy of sharing in these memos or on our website please forward to Jo Auch, Marsha Karst or myself for review and publication.

- <https://www.sdhsaa.com/activity/basketball-officials/>

### **VIDEO REVIEW COMING**

The SDHSAA has found that the most effective training tool for promoting consistency and improved officiating is through video review. The SDHSAA is hoping the plays will allow discussion in areas of mechanics, crew communication and rules study with basketball officials on high school mechanics and rules. Any plays used are in no way meant to single out any one official, crew or team. These plays are meant to be a learning tool to help promote what we all want to see from our officials. Take the insights from these plays and apply them to your officiating game. Plays will be posted throughout the season. The most recent plays will be at the top or beginning of the list. This will be coming in the near future.

### **REGION COORDINATORS AND REGION MEETINGS**

Thank you to all our Region Coordinators and all that have and will participate in Region meetings. This is a great opportunity for learning, teaching and open discussion. Attend more than one and offer to

contribute at your Region meetings. If you have topics to discuss or share please bring them to my attention or the attention of your Region Coordinator.

## **BASKETBALL OBSERVERS AND OBSERVATION PROGRAM**

Thank you to all of our basketball observers that will be serving this year. This is a valuable program that is committed to adding value to officiating and growing our officials. This year's observers have prepared by attending and contributing at Region meetings, they are required to watch this year's rules and mechanics meetings just as you do. Also new this year is our observation forms will be completed and available online for better communication and tracking across our observation program. As officials who are being observed, be open to the feedback and insight provided by the observers. This group has great experience and their only purpose is to provide open, candid and constructive feedback as officials grow. Take the feedback and apply it to your game, grow from the insights shared. If you ever have any questions regarding our observation program please reach out to me.

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

If executed within the parameters of the 4.44 traveling rule, each of these moves are legal. If not executed within the rules, each of these moves become 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.

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.**

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 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. Example: A1 is dribbling toward the basket from the left side. Defender B1 is facing A1 when A1 catches the ball and steps with the left foot while faking to the left, then spins (back to the basket), steps with the right foot while spinning and then steps with the left foot again. When beginning the spin move, A1's left foot became the pivot foot and after the spin, when the left foot again touches the floor, A1 has violated. This type of play could originate from in front of the basket or from either side. Due to the speed of the player attempting a spin move and the physical difficulty of facing the basket when one foot touches the floor, then attempting to spin around a defender and release the ball before the pivot foot again touches the floor, the vast majority of spin move attempts are illegal.

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. Many players are taught well and successfully execute legal jump stops. 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). 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 his or her pivot foot touches the floor the second time.

We encourage players, coaches, and officials to study and learn the rules governing these exciting basketball moves as they relate to NFHS rules.

## **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).

For officials, identifying a player’s pivot foot is, by far, the most important aspect of accurately ruling potential traveling violations. Videos, traveling presentations, and practice are effective tools available to officials who want to improve their accuracy of ruling potential traveling plays. Traveling rules are relatively easy to learn and understand but because of the sheer number of potential traveling violations that occur in every game and the speed at which many of these plays occur, making a high percentage of accurate rulings is difficult. In some instances, officials appear to rule on these plays based on what it “looks like,” rather than what rules allow. To improve the teaching, execution, and accurate rulings of potential traveling situations, players, coaches, and officials should review relevant rule descriptions and take advantage of available information ... and practice!

## **REMINDERS AS WE TIP OFF ANOTHER GREAT SEASON**

- Know which defender is yours
- Rotate quickly to get two officials on ball side, look for reason to rotate vs. to stay
- Call the obvious fouls or violations
- Do NOT major in minor – make it be there
- Freedom of movement - call illegal screens, hand-checking, body-bumping & rough post plays
- Bench decorum - no unsportsmanlike behavior will be tolerated - including players and coaches
- Stay in your primary call area (PCA) - be mindful of dual coverage areas situational plays
- Master the basics - know time, scores, foul counts, timeouts, AP arrow and key matchups
- Reward good defense with no calls, “no bail outs”
- Learn to allow the game to develop a flow
- Be consistent with the correct calls with your partners
- Communicate - with partners, table, coaches, players, game administrators
- Hustle - Get every angle necessary to see between players, movement with purpose

- Talk through your whistle to communicate with players during live ball action - communicate potential problems during dead balls with players and coaches
- Run the game - be firm, fair, professional, and courteous, please and thank you are important
- T & C get above the rim plays (i.e., block shots, basket interference, goaltending, hanging on rim, etc.), diagonal drives & curl plays towards them
- Lead has ALL secondary defenders block-charge plays in his/her lap/down the middle of the lane
- Single whistles are GREAT for crew call accuracy...the further away stay away look but don't blow, it's not yours - triple & double whistles create "doubt" within the crew
- During dead balls come alive and listen/watch the players - watch players' body language and listen for trash talking
- Do not get surprised. Watch out for the "Dark Cloud" plays which can destroy our game (i.e., technical fouls, intentional fouls, flagrant fouls, dead ball contact technical, etc.)

### **SDHSAA AND NFHS MECHANICS AND PHILOSOPHIES ARE EXPECTED**

Spend the necessary time in the rule books and mechanic manuals so you can master them. Deviating from the approved mechanics and published rules is simply unacceptable and cannot be defended. Use the approved SDHSAA and NFHS rules and mechanics. The standards are clear and communicated well in our written and provided tools. We all appreciate and will recognize the consistency achieved when we all adhere to the outlined mechanics throughout what will be another competitive season of competition.

We as officials are nothing without integrity. Additionally, officials should maintain the following character traits:

- Have ambition, but also patience. Officials often burn out by being overly concerned about advancement early in their careers.
- Don't be jealous, but instead supportive, of another official's good fortune and opportunities.
- Be receptive and willing to accept advice from any official. Take what you can use and disregard the things that don't apply.
- Be honest with yourself. Set and keep realistic expectations with your skills and abilities in mind.
- Be a leader by example. Adopt a philosophy to help others reach their goals.
- Having passion for officiating will make you a better official because it gives you drive to improve your skills, makes you interested in studying rules and mechanics and inspires comradery with your crewmates.
- Be courageous and have conviction. Do what is right even when it's not easy or popular.
- Show poise and self-control and treat players and coaches like you would like to be treated.