



2024-25 Basketball Memo – #1

Anticipate the play and not the call

FOCUS AREAS

Positioning puts officials in the best position(s) to officiate the game. Having officials in the right position improve the odds of making the correct call on any given play.

Traveling – Once a player has established a pivot foot, they may lift the pivot foot (e.g., by jumping), only to shoot, pass or request a time-out. If the pivot foot returns to the floor before the ball is released, a traveling violation has occurred.

Jump Stop – If a player has one foot on the floor, the player may execute a jump stop by jumping of that foot and landing on both feet simultaneously. Neither foot can become a pivot foot after the jump stop though. If a player catches the ball with both feet off the floor and lands: simultaneously on both feet, in that case, either foot can become the pivot foot.

When a player is holding the ball, no part of their body may contact the floor other than their hands and feet. If a player gains control of the ball while any part of their body, other than a hand or foot, is in contact with the floor, they may not intentionally roll over or attempt to get up. It is however, legal for the player to sit up. They also can start a dribble while on the floor and stand up while continuing to dribble.

Spin Move – To officiate this move, find the pivot foot and know and understand when the dribble ends. Once you know the pivot foot, if it is lifted and is placed back on the floor before a try or pass, it is traveling.

Violations – Three seconds in the lane occurs when a team in control of the ball in their frontcourt has a player remain in the lane for 3 seconds.

1. Only one foot is required to be considered in the lane.
2. Count ends when the player leaves the lane or loss of team control.
3. Count is suspended when the offensive player is making a move to score.

Players lying on the floor are not in a legal position on the court. If they impede the progress of an opponent, we must have a foul. Just because it isn't on purpose, does not waive the rule of legal guarding position.

10-2-7 (NEW), 10-5-1i: Changes the penalty for dunking or attempting to dunk or stuff a **dead ball** from a bench technical to a team technical.

Rationale: Continues to penalize the offending team with a team technical foul (2 free-throws to the offended team and the ball to start the period, a foul IS added to the team foul count). The coach does not lose the coaching or receive an indirect Technical Foul for this act. The player that dunks does not receive a personal/technical foul. This is for all dead-ball actions and not just during the pre-game warm-up.

Faking being fouled (FBF)

Stop the clock signals for FBF - When you call a FBF stop the clock. If it is the First Offense (warning) signal open hand. If it is the Subsequent Offense(s) (Team Technical) signal with closed fist. Use the new flopping signal. The arms only extend one time and only downward. When reporting it to the table, only say the color of the player since it is a team foul and not a player foul.



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Look at the following scenarios:

Scenario #1

Team B was previously warned

Team B-1 flops in the lane on Team A-1's unsuccessful try

Team A secures a rebound and is fouled by Team B. (Team A is in the Bonus)

Penalty:

1. Charge Team B-4 with a personal foul
2. Charge Team B with a technical foul
3. Team A-4 is awarded two free throws (Lane cleared)
4. Team A awarded two free throws for the flop (Lane cleared)
5. Team A awarded the ball at division line for a throw-in

Scenario #2

Team B was previously warned

Team B-1 flops in the lane on Team A-1's unsuccessful try

Team A-4 secures a rebound and fouls (Player Control Foul by Team A-4) Team B-4

Penalty:

1. Charge A-4 with a player control foul
2. Charge Team B with a technical foul
3. Team A awarded two free throws for the flop (Lane cleared)
4. Team A awarded the ball at division line for a throw-in

Scenario #3

Team B was previously warned

Team B-1 flops in the lane on Team A-1's unsuccessful try

Team A-4 fouls Team B-4 while the ball is in flight (Team B is in the bonus)

Penalty:

1. Charge Team A-4 with a personal foul
2. Charge Team B with a technical foul
3. Award Team B-4 two free throws (lane Cleared)
4. Team A awarded two free throws for the flop (Lane cleared)
5. Team A awarded the ball at division line for a throw-in

Take your time with this one and explain to the coaches



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Scenario #4

Team B was previously warned

Team B-1 flops in the lane on Team A-1's unsuccessful try

Team B-4 fouls Team A-4 in the act of shooting

Penalty:

1. Charge Team B-4 with a personal foul
2. Charge Team B with a technical foul
3. Award Team A-4 two free throws if in the bonus (lane Cleared)
4. Team A awarded two free throws for the flop (Lane cleared)
5. Team A awarded the ball at division line for a throw-in

Scenario #5

Team A has no previous warnings for faking being fouled. They are losing 77-74 with only a few seconds left on the clock. Three-point shooter A-1 deliberately flops after releasing the try. The try is unsuccessful. Team A has the arrow and flops in case they miss the shot to get the ball back. **In the situation below with the clock running and five seconds or less are left in the game we will ignore this flop.**

Double Whistles

If one official signals a blocking foul and one official signals a player control – Administration: Double foul

If one official signals blocking and one official signals a player control and one official signals a FBF signal (1st infraction)—Administration: get together and determine the correct ruling.

If one official signals blocking and one official signals a FBF signal (2nd infraction) – Administration: get together and determine the correct ruling. Determine if it was a block or a flop. Penalize the correct one.

If one official signals player control and one official signals a FBF signal on the defender (2nd infraction) – Administration: Double foul get together and determine the correct ruling.

Crews must work together to get plays right!

Master the Point of Interruption rule

Ask questions / share your experiences / learn from mistakes!



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OFFICIATING RESOURCES LINK

As we enter the 2024-25 SDHSAA girls' and boys' basketball season, 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 Kristine Sage, Marsha Karst, Larry Osborne or myself for review and publication. Resources = <https://www.sdhsaa.com/activity/basketball-officials/>

Reminder = NFHS/SDHSAA POINTS of EMPHASIS - 2024-25

Warnings may be issued for the following:

- Throw-in plane violations.
- Huddle by either team or contact with the free thrower that delays the administration of the free throw.
- Interfering with the ball following a goal.
- Failure to have the court ready, following a time-out.
- New in 2024-25, failure to immediately pass the ball to the nearer official.
- Using and applying only approved NFHS and SDHSAA Mechanics
- Traveling, identifying the pivot foot and correctly calling the traveling violation

Any two delay warnings will result in a team technical foul. The warnings do not have to be issued for the same reason or to the same player or team member to escalate to a team technical foul.

For suggestions, feedback, and comments, please feel free to contact.

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