



## 2021-22 Basketball Memo – December 13, 2021

December 13, 2021 Memo #2  
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### **PLAYERS LEGALLY EQUIPPED**

Coaches and officials as the start of the season begins, it is important everyone takes time to make sure players know what equipment is permitted and what is illegal. If these issues are addressed early in the season, the SDHSAA hopes we don't have to continue to address them throughout the year. Officials have been instructed if a player is not legally equipped, **THEY ARE NOT TO BE ALLOWED TO ENTER THE CONTEST.**

#### **UNDERSHIRTS—RULE 3-5-6**

If worn the undershirt shall be a single solid color similar to the torso of the jersey and shall be hemmed and not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length for the individual player.

**The color restriction black, white, beige or predominate color of jersey DOES NOT PERTAIN TO UNDERSHIRTS.** White undershirts must be worn under home white jerseys. For example, if your team is wearing red jerseys, a white undershirt is not permitted. The undershirt must be red in this case.

South Dakota allows the undershirt garment to have sublimated or printed logos **around the collar of the undershirt.** Oversized logos around collar on undershirt are permitted.

SD also allows multiple manufacturer's logo/trademark/reference on visible undergarments however, the size shall be limited to 2 ¼ square inches and shall not exceed 2 ¼ inches in any dimension on any item except around neck collar.

#### **HEADBANDS AND WRISTBANDS—RULE 3-5-4**

1. If worn, all players must have the same color.
2. Colors permitted are black, white, beige or the predominant color of the jersey.
3. The color worn by all players must be the same color as any sleeves or tights worn. Although they may be a different style/brand.
4. A headband is any item that goes around the entire head. It must be a circular design without extensions. If worn, only one headband is permitted and must be worn on the forehead.
5. **Pre-wrap may be worn as a headband, but must follow the headband rule of being black, white, beige or the predominant color of the jersey AND if worn, all participants wearing one, must be the same color. Keep in mind headbands/pre-wrap/sleeves/tights/compression shorts must all comply with the "color rule" meaning black, white, beige or the predominant color of the jersey and all wearing them must be alike.**
6. Headbands with knots and tails are NOT legal.
7. A headband can be no wider than 3 inches.
8. Only one moisture-absorbing wristband is permitted on each wrist beginning at the base of the thumb and extending no more than four inches toward the elbow. Maximum width for a wristband is 4 inches.

#### **ARM AND LEG SLEEVES—RULE 3-5-3**

Arm sleeves, knee sleeves, lower leg sleeves, compression shorts and tights are permissible.

1. Anything worn on the arm and/or leg is a sleeve, except a knee brace, and shall meet color restrictions.
2. The sleeves/tights and compression shorts shall be black, white, beige or the predominate color of the jersey and the same color sleeves/tights shall be worn by teammates.



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3. All sleeves/tights and compression shorts shall be the same solid color and must be the same color as any headband or wristband worn. Kneepads are considered sleeves.
4. All sleeves/tights must meet the logo requirements in Rule 3-6. One visible logo is permitted on wristbands, headband, compression shorts, and arm/leg compression sleeves.
5. If worn—all leg sleeves, arm sleeves, tights, headbands and wristbands must be the same color for all players choosing to wear them.

### **HAIR CONTROL DEVICES—(RULE 3-4-5d)**

Rubber, cloth or elastic bands may be used to control hair. Hard items including but not limited to, beads, barrettes and bobby pins, are prohibited. A hair-control device goes around the hair only – not the head and is not subject to any color requirements.

### **NEW 2021-22 (Rule 3-4-5e)**

Head coverings for religious reasons shall not be made of abrasive or hard materials and must be attached in such a way that the coverings are highly unlikely to come off during play. Note: the SDHSAA shall be notified, after the contest, if there is a concern about head coverings worn for religious reasons.

### **BRACES**

A brace is defined as anything worn for a medical purpose to increase stability. In general, it is made of neoprene or elastic knit with an insert embedded to support the joint. It may or may not have a hinge and/or straps or an opening over the knee cap. Color restrictions DO NOT apply to braces.

### **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. **Resource Link:** <https://www.sdhsaa.com/activity/basketball-officials/>

### **RESOURCE: A BETTER OFFICIAL – YOUTUBE LINK**

Below is a link for relevant, updated teaching, instructional video and narrative solely focused on NFHS rules and mechanics. Please make it part of your growth and development. I/we have used the tool at various Region Meetings and found the content very beneficial and great for discussion.

**A Better Official:** [https://www.youtube.com/channel/UCLI4T\\_SHvEVdekqAKvW-rxQ](https://www.youtube.com/channel/UCLI4T_SHvEVdekqAKvW-rxQ)

### **AS WE OPEN THE 2021-22 SEASON**

- Don't ever think you're so good you can't get better.
- Be the very best high school basketball official you want to be—You are a high school basketball official.
- Make this season the best—start getting ready now—what areas of your officiating do you need to work on?
- Never think you are as good as you can be – Be A Little Better!
- You as an official have special skills that many people do not have.
- Need to have a passion for the game to get better



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- How you act when nobody is watching is as important as when people are watching.
- Be a good listener to partners, the players, the coaches.
- Respect primary area of coverage.
- Learn the art of managing people—deal with people.
- Ask yourself the question “How hard do I have to work to be the best?”
- Preparation gets you there!
- Criticism comes with officiating. Plan on it. You must learn to love it when they BOO!

### **GOALTENDING AND BASKET INTERFERENCE**

Goaltending occurs when a player touches the ball during a field-goal try and the ball is in its downward flight, is entirely above the level of the ring with the possibility of entering the goal and is not touching the cylinder. It is best to judge the arc of the ball to correctly rule on goaltending. If the ball is going up, it's a no-call. If the ball is going down, it is goaltending. Basket interference occurs when a player touches the ball or any part of the goal while the ball is on or within the goal (but not the backboard). Basket interference rules apply to both the offense and defense. No goal can be scored when an offensive player commits basket interference. When a defensive player commits basket interference the offense is awarded points based on the value of the try.

#### **Mechanics for Goaltending and Basket Interference**

- Three-person mechanics allow the trail and center official to effectively cover basket interference and goaltending, freeing the lead to officiate the paint during and after a try. The lead official, in three-person mechanics, should never call goaltending or basket interference. The center and trail officials should take a step or two toward the end line as a shot goes up. The mechanic is primarily meant to keep the officials from “bailing out” on the play and leaving the lead to officiate all rebounding action. The habit of stepping down creates better angles for seeing goaltending and basket interference. The trail and center get a great view of the cylinder, greatly improving the chances of spotting an illegally touched ball.

### **PASS AND CRASH**

When a fast-moving dribbler passes the ball up the court then proceeds to “run over” a defender, we have to have a call. Often this play results in players on the floor and we often don't have a whistle. The trail official often leaves the passer too soon to follow the ball and fails to see the contact. The trail has to be disciplined to stay with the passer. In the three-person system the Center official can often come and get this play as well. Discuss during your pregame how pass-and-crash plays will be handled to avoid having no officials watching the crash and multiple officials watching the ball.

When the pass is towards the lead, the common phrase that sums up responsibilities is, “Lead takes the pass, trail takes the crash.” Referee the defense to see if the defender obtained legal guarding position. Be especially wary of dribblers who leave their feet to make a pass. Don't bail out an out-of-control player by making a no-call. Remember, a pass-and-crash foul on the offensive player is a team-control foul and will mean the defender will not shoot free throws if his/her team is in the bonus situation.

### **SHOT CLOCK STATUS – OFFICIAL MUST BE AWARE**

Officials should be aware of the shot clock status. Has the shot clock been reset properly? Has the shot clock been properly started? The off-ball official may have a better chance to glance more quickly since that official is not involved with action around the ball or if ball is being advanced from back court to front court the new lead would have opportunity to see status of shot clock! If a correction needs to be made with the shot clock, it needs to be done immediately. There have been situations during the season where the trail official's backcourt count was nearing ten-seconds when it was noticed that the shot clock was not



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running. When the whistle is blown to check with the table personal as to why the shot clock was not running, it also ends the ten-second count.

**SITUATION:** Team A scores a basket. Team A is applying defensive pressure as Team B is trying to advance the ball to the frontcourt. The shot clock is NOT running. The trail official's ten-second count is at seven when he notices the shot clock is NOT running. The trail official blows his whistle to talk to the shot clock operator. It is determined the shot clock operator failed to start the shot clock.

**RULING:** In this situation, the trail official should wait until Team B advances the ball to the frontcourt and then stop play to talk to the shot clock operator. When the trail official stopped play while ball is in the backcourt he has put the Team A, the defensive team, at a disadvantage, as Team B will get a new 10-second count. The trail official will NOT start 10-second count at seven. A new 10-second count will always start at one.

Early In the Game—Officials Need To:

1. Get a feel for the timer's and shot clock operator's skill.
2. Check on the timer's and shot clock operator's performance.

### **SHOT VIOLATIONS – ENSUING THROW-IN SPOT**

The question has been asked where to spot the ball when you have a shot clock violation. The offensive team is in control of the ball: when a player of the team is in control, while a live ball is being passed among teammates or during an interrupted dribble. When you have a shot clock violation while the offensive team is in control, the spot of the throw-in would be nearest spot of team control. Team control continues until the ball is in flight during a try or tap for goal. If a shot clock violation occurs while ball is in flight (no team control) for a shot attempt and the try/tap FAILS to hit ring, the spot of the throw-in would be on the end line.

NOTE: The shot clock horn shall not stop play unless recognized by an official's whistle.

### **MERCY RULE**

**For Class A and Class B basketball games only:** Mercy rule shall be used for all regular season, Region, and SoDak 16 contests.

1. When the point differential reaches 30 or more points in the third or fourth quarter, the clock will continue to run.
2. The clock will only be stopped for free throws, and time outs (team and official).
3. Regular timing rules will be used if score differential drops back to less than 20 points.

**Class AA Mercy Rule Interpretation:** For Class AA vs. Class A or Class B schools - By mutual agreement prior to the start of the contest, by both teams, the mercy rule may be used.

Any time a foul is called that will result in free throws the clock should stop. If the clock continues to run following a foul call, as soon as it is determined you will be shooting free throws, the clock should be stopped and shoot the free throws. Officials will not put time back on the clock that may have run off prior to recognizing free throws are to be shot. The clock will resume upon the touching of the last missed free throw or when the last free throw is made, when the ball is legally touched following the throw-in.