

2017-2018 Basketball

Newsletter No. 1

December 6, 2017

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Finally, Game Day Has Come Make The Most Of It

As officials and coaches it is important to start the year off correctly: this means making sure players are properly equipped. Ensuring players are properly equipped is the responsibility of the coach to handle before the game starts. Officials are asked to watch players and look for proper uniforms and legal equipment during the pre-game warm up. If players are wearing something illegal or are not in compliance, they must have fix the issue before the game, or officials shall not allow the player to participate.

Officials: please talk to coaches before the game to address any concerns you have prior to those players entering the game. If issues are discovered during the contest, the game must be stopped and the player removed from the game to correct the illegal equipment.

Consistent Enforcement

It is important that we all consistently enforce the rules as written. We are not to make up our own rules and enforcements based upon situations in an attempt to not upset someone. In doing so, you may think you are solving a problem; but the reality is you are probably creating two or three other problems, especially for those officials who follow you and are enforcing the rules as written. Selective enforcement of any rule compromises the integrity of the officials and must be eliminated.

The simple solution is to follow the rules, enforce them consistently and fairly and each team will respect your efforts. They may not like it, but they will respect it, because they know the rule is the rule.

Do it right---Be consistent and all our games will be better for it.

PRESEASON GUIDE CORRECTION

The preseason guide has an error on page 6. The fourth paragraph should read "Conversely in a second scenario, A5's throw-in pass is immediately deflected by B5 and travels to A4 who jumps from frontcourt to catch the ball in the air and then lands in the backcourt."

When the throw-in ends the throw-in exception ends for the throw-in team to land anywhere on the playing court. When the defensive player deflects the throw-in pass and ends the throw-in then player established player and team control in Team A's frontcourt when catching the ball in the air after last having been in contact with the court in the front court. Once player lands in the backcourt a backcourt violation occurs.

This is the only case where over and back is applied to a throw in. It has to be a clean throw in pass to be able to legally jump from the front court, catch in the air and land in the back court.

SOUTH DAKOTA MODIFICATIONS TO NFHS RULES

Correction from Pre-Season Memo

- Classics may choose to play contests in 16- or 18-minute halves

Two-Hand Foul Reporting

Following the proper stop-clock signals for a foul, officials must now use two hands to report the foul to the scorer.

When reporting, and double-digit numbers are involved, the officials shall display both numbers at the same time. Double digit should be announced. For example, announce 32 as “thirty-two” not “3-2.”

As per NFHS and SDHSAA standard, single digit numbers should be reported with the right-hand.

HEADBANDS

Headbands with knots and tails are not legal. Below is an example of an illegal headband.



A HEADBAND CAN BE NO WIDER THAN 2 INCHES

Coaches please inform your players these headbands are not legal and if worn will need to be removed prior to the player entering the contest.

SUBSTITUTIONS DURING FREETHROWS

When players report to the score-table to check in they are to wait at the table until beckoned on the court by the officials. During a two shot free throw, substitutes will not be beckoned on until after the first free throw is attempted. If a player is at the table to come in for the shooter they will wait until after the second free throw is attempted. If the free throw is good, the player at the table must come in for the free-throw shooter. They cannot come in for a different player.

Substitutions

Coaches remind your entering substitutes they need to report to the scorer at the location of the “**X**” on the floor in front of the scorer. Substitutes also need to wait at table until being beckoned onto the playing court by the basketball official.

In past years, basketball officials have seen a number of substitutes just slapping the corner of the scorer’s table as they run past and onto the playing court.

OFFICIALS MUST READ

2017-18 Preseason Guide Basketball

Officials—the SDHSAA strongly recommends you read the information in the 2017-18 Preseason Guide Basketball before officiating your first game.

The Preseason Guide contains information, illustrations and game plays/rulings on the following that have been part of region basketball officials meetings.

- **Rule Change: Warning Signs**
 - Administrative behavior warning
- **Two-Hand Reporting**
 - Two-Hand Reporting Steps
- **Rule Change: 28-Foot Coaching Box**
- **Rule Change: Team Control, Throw-in**
- **NFHS Fouls**
 - NFHS Foul Chart
- **Point of Emphasis: Intentional Fouls**
- **Point of Emphasis: Guarding**
- **Traveling: Easy as 1-2-3 to Identify Traveling**

Basketball Jackets

Jacket – Black, SDHSAA logo Jacket or “College Style” jacket may be worn. All crew members must match style or jacket, with college style or the traditional SDHSAA style would be acceptable.

Shot Clock

For the 2017-18 basketball season, a 35-second shot clock is to be used for all SDHSAA basketball games.

Basketball officials and coaches will need to review the Shot Clock Training PowerPoint found on the SDHSAA web page. This presentation is for officials, coaches and for those who will be operating the shot clock on the procedures of using the shot clock. The information can be found on the SDHSAA Officials Page— Basketball.

Notice the Clock and Shot Clock

With all three classes using the shot clock during the 2017-18 basketball season there will be a number of first time shot clock operators.

Each time a whistle blows to stop the clock, quickly glance at the clock to see the time. Before glancing, however, make sure players’ actions are under control; you don’t want to look away from the players if there’s a potential problem among them. The off-ball official(s) may have a better chance to glance more quickly since that official is not involved with action around the ball. Officials should also check the shot clock. By gathering clock information, you are fully prepared if the clock malfunctions or if time is run off the clock — accidentally or intentionally. It takes some discipline to develop this good habit, but once accomplished, glancing at the clock becomes second-nature. Your efforts will pay off the first time you confidently — and correctly — handle a clock problem.

2017-19 Basketball Officials Manual

The diagrams for the intentional foul and double foul on Page 30 of the 2017-19 Officials Manual are transposed. Please review all the officials signals on Pages 20-30 of the Officials Manual.

Officials need to use proper NFHS signals exclusively. Be sharp, be crisp with signals. Poorly executed signals only tend to confuse. If you are lazy with signals, that is the impression officials give—you are a lazy officials—take your time—be sharp!

Give signals in a manner that is calm, under control, unhurried and professional. During the signaling sequence, keep your head up to watch for additional player activity and ensure dead-ball officiating.

Free-Throw Semicircle

Players in marked lane spaces may not enter the free-throw semicircle until the ball strikes the ring or the free throw ends. An unfair advantage occurs if a free thrower's opponents are allowed to enter the semicircle while the free-throw shooter is restricted from leaving the semicircle until the ball strikes the ring or the free throw ends. A defender is in the semicircle when a foot touches the free throw line or when their foot touches inside the semicircle.

The six players on the lane line are allowed to move into the lane upon release of the free throw. The players behind the three point line may not enter the lane or free throw semicircle until the ball hits the ring or until the free throw ends.

PLAY 1: B11 is in a marked lane space after free thrower A1 releases a final free-throw attempt. B11 enters the free-throw semicircle before the ball strikes the ring, contacting A1, whose free-throw attempt is unsuccessful. The officials rule a foul on B11 and award A1 bonus free throws as B11's foul is the eighth team foul.

RULING 1: The officials were correct to rule a foul on B11—illegal contact occurred. However, they were incorrect to only award bonus free throws. B11 committed a delayed free-throw violation and A1 should have been given a substitute free throw with the lane cleared prior to the administration of the bonus free throws. After the delayed free-throw the players will take spots in marked lane spaces. Play resumes with the result of A1's bonus free throws.

TEAM CONTROL DURING THROW IN

Team control during a throw in exists ONLY for the purpose of eliminating free throws when the offensive team commits a foul prior to player control existing on the court. The "over and back" backcourt rule and the three second rule do not apply until there is player control in-bounds. There must be player control on the court in order to have a backcourt violation occur.

Team control during a throw-in is NOT intended to be the same as player control/team control inbounds.

Basketball Preseason Guide 2017—basketball officials must study the information and illustrations on Pages 5 and 6 before you officiate your first game.

Officials Quiz

Question 1: A1 has the ball for a throw-in. The throw-in pass deflects off of A2. As A2 and B2 are attempting to retrieve the loose throw-in pass, A2 illegally pushes B2 from behind and is called for a foul. Team B is in the bonus. Do you shoot free throws?

Question 2: A1 has the ball for a throw-in. A1 rolls the ball to A2 who stops the ball by putting his/her foot on of it, then bends over and picks up the ball. Legal play?

Question 3: Team A is inbounding under their own basket. A1, in an attempt to throw the ball to A3 all the way back into the backcourt, tosses the ball and it caroms off the side of Team A's backboard falling to the floor directly in front of A1. A1 steps inbounds with both feet touching the floor and picks up the ball and passes to A5. Is this a legal play?

Question 4: Players CAN "buy" their way into a game wearing illegal equipment with a technical foul. TRUE or FALSE

Question 5: After A1's successful goal falls through the net, but prior to Team B retrieving the ball for the throw-in, A2 intentionally bats the ball away from Team B. This is the first time such an action has occurred. What is the result?

Question 6: A1 drives to the basket, jumps, releases the ball on a try for goal, and then charges into legally established defender B2 prior to returning to the floor. After the A1's illegal contact against B2 occurs, defender B5 goal tends A1's try for goal. Shall the goaltending be penalized?

Question 7: A3 has the ball out of bounds for a throw-in with 3.2 seconds left in the game. A3 throws the ball inbounds and it is kicked by B3 defending the throw-in. The clock starts and the officials re-administer a new throw-in with 2.8 seconds left. Should of clock started?

Question 8: A1 has the ball for an alternating possession throw-in. After A1 releases the ball, B2 tips it, and the ball begins rolling on the floor. A3 and B4 chase the ball and A3 pushes B4 out of the way and is called for a foul. Team B is in the bonus. Do you shoot free throws?

Question 9: A2 has an open path to the bucket for an easy layup. B1 bear-hugs A2 from behind as he attempted the shot, but somehow the basket goes in anyway. The lead official scored the two points plus called an intentional foul. How is the penalty administered?

Question 10: A1 is dribbling the ball in his/her front court when the ball strikes his/her foot and is rolling toward the out-of-bounds line. He/she requests a time-out to prevent the ball from going out-of-bounds. Is the time out granted?

Officials or Coaches

If you have a question about a rule interpretation, a play situation or a mechanic question that officials/coaches statewide should know about or the SDHSAA should know about to help make the game of basketball better for everyone involved in the game of basketball—please send your concerns to be included in the weekly bulletins.

Send your concerns to Buck Timmins at

- buck.timmins@k12.sd.us
- Cell Phone: 605-933-1493
- Home Phone: 605-996-1486

Rule 1: NO--Team control foul on A2 and team B is administered a throw-in closest to where the foul occurred. Team A is now in team control on a throw-in, therefore, a team control foul has been committed.

Rule 2: Kicking violation on A2 for intentionally striking the ball with his/her foot.

Rule 3: No, this play is NOT LEGAL. The player throwing the ball inbounds may NOT be the FIRST TO TOUCH the ball on the court—this is a violation. The ball remained live, as it caromed off the side of the backboard but one of the other nine players on the court would have to touch (or be touched) by the ball for this play to be legal.

Rule 4: False-- players cannot buy their way into a game wearing illegal equipment with a technical

Rule 5: A delay-of-game warning is assessed to Team A. In situations with the clock running and five or less seconds left in the game, a throw-in plane violation or interfering with the ball following a goal should be ignored if its only purpose is to stop the clock. However, if the tactic in any way interferes with the thrower's efforts to make a throw-in, a technical foul for delay shall be called even though no previous warning had been issued. In this situation, if the official stopped the clock and issued a team warning, it would allow the team to benefit from the tactic

Rule 6: The try ends and the ball becomes dead immediately when a player-control foul occurs. Therefore, the goaltending shall be ignored since the ball is dead, the try has ended, and you cannot goal tend a dead ball that is no longer a try. No points are awarded to team A, and team B shall receive a throw-in at the spot nearest A1's foul.

Rule 7: The officials were correct to re-administer the throw-in but should have corrected the clock. The clock should not start on a kicked throw-in pass since the throw-in was not legally touched. If a non-designated spot throw-in, team A would not lose the right to move along the end line for the ensuing throw-in.

Rule 8: Team A has team control during the throw-in and maintains team control even after B2's tip. When A3 pushed B4, the foul is a team-control foul, and B4 shall not receive free throws. Instead, team B shall receive a throw-in at the spot nearest the foul. When B2 tipped the ball, that caused the alternating possession throw-in to end, and thus the possession arrow shall be reversed to point to team B.

Rule 9: Count the basket. NFHS rules indicate you take whichever article gives more free throws and whichever article applies the stronger restart and combine the result. The "best deal" therefore, is two free throws for the intentional foul and the ball out of bounds.

Rule 10: The request is denied. Even though there is team control during an interrupted dribble, you must have player control to be granted a time-out.

Proper Movements Leads To Great Angles
