

South Dakota High School Activities Association

2017-2018 Basketball

Newsletter No. 2

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Happy Holidays

The SDHSAA staff and I would like wish you Happy Holidays and best wishes for a joyous holiday season!

The basketball season is an extremely busy time for every one of you; however, the SDHSAA urges you to find time to take the opportunity to spend some quality time with your family and friends, and enjoy the holiday break.

It takes hard work to become a good official. We appreciate your investment in time and your time spent away from family.

We would like to give you all a heartfelt thank you for the job you are doing as an official.

Best Wishes For A Happy 2018

Shot Clock Situations

- There will be a FULL RESET of the shot clock when a try for goal lodges between the backboard and the basket support, the try has hit the rim or flange. Using the alternating possession arrow a team has possession of the ball with a full shot clock.
- When a basketball game is in use of the “Mercy Rule” after 30 points deficit and a defensive player taps the ball out-of-bounds from the offensive player the game clock will continue to run. The clock operator will stop the “Shot Clock.”
- If the shot clock does not start on a change of possession and official’s stops play to check with shot clock operator as to why it did not start--the officials can run time off shot clock then resume play at the point of interruption.
- One official (the official not directly involved in the play) should peek at game clock to see time on clock and peek at shot clock to see if it running correctly. With that, officials will have a reference point as to where to set shot clock.

COACHES - CHECK THE BOOK

Coaches are reminded to check the book prior to the 10-minute mark to ensure all players are listed, the proper numbers are included and the number of quarters left to play are correct. It is the responsibility of the coach to make sure this is taken care of so no technical fouls are necessary for an incorrect book. Coaches must pay close attention to the number of quarters played so we do not have any seven-quarter violations.

Coaches Box

The coaching box shall be bounded by a line drawn 28 feet from the END LINE of the basketball floor with a 12 inch line placed on the inside and the outside of the sideline on the side of the court on which the scorers/timers table and team benches are located.

Tape may be used to mark the coaching box area. No specific color for the line is needed; it just needs to be clearly visible.

The SDHSAA would like the 14 foot area from the division line to the 28-foot mark to remain open to allow the scorer's table an unobstructed view of the action.

Players Legally Equipped

Coaches this is your responsibility. Take care of it before your teams take the floor. If officials observe players not legally equipped during warm-ups they should request the coach correct them, if the game has started players will be asked to leave the contest to make their uniform or equipment correct.

- Headbands wider than 2 inches. The maximum is 2 inches for headbands.
 - Headbands with knots and tail in the back are illegal.
 - Pre-wrap is not allowed as headband and/or hair control device
 - Headbands and wristbands, if worn, must be white, black, beige, or predominant color similar that of torso of jersey and must be the same for all participants
 - All arm sleeves, leg sleeves tights, headbands, wristbands, if worn must be the same color for all players. Colors permitted are black, white, beige or the predominate color of the jersey. They must be same color for each item for each item and for all participants
 - Although Rule 3-5-5 states that apparel shall be worn in the manner the manufacturer intended it to be worn, the SDHSAA understands that uniform shorts do not fit every team player the same. *Basketball shorts may be rolled, however neither the interior elastic waistband nor drawstring shall be exposed.* The SDHSAA officials will not concern themselves with waistbands which are rolled, as long as the above criteria is met.
 - We are also experiencing some athletes that like to tuck their shorts (crease) into the leg of the tights, we are not going to concern ourselves with this matter. Although it does not look the best, there is not rule support to deny this action.
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UNDERSHIRTS

Undershirts shall be a single solid color SIMILAR TO THE TORSO OF THE JERSEY. 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.

The color restriction of BLACK, WHITE, BRIGE OR THE PREDOMINANT COLOR OF THE JERSEY PERTAINS ONLY TO ANYTHING WORN ON THE ARM/LEG AND HEADBANDS/WRISTBANDS.

Sleeves of undershirts shall be hemmed and not have ragged or have frayed sleeves. If the undershirt has sleeves they shall be the same length. A visible manufacturer's logo/trademark/reference is permitted on the undershirt. The size shall be limited to 2 ¼ square inches and shall not exceed 2 ¼ inches in any dimension on any item.

Undershirts may have a sublimated or printed logo *around the color of undershirt* are permitted and size will not matter around collar of shirt undergarment

These are easy to abide by and it is obvious when they are not enforced by officials. Officials use preventive officiating and take care of these problems before they show up on the court. If a player is illegally equipped the player may not participate until the illegal item has been removed.

Coaches are the ones responsible for making sure players are legally equipped. Coaches talk to your players about what is legal for wearing undershirts.

Dunking During Pre-Game Warmups

Players may not dunk during pre-game prior to their game or during the half-time of the preceding game. Once officials arrive on the court if dunking occurs the penalty is a technical foul. The technical foul will count as one foul toward the team-foul count. The technical foul is also charged indirectly to the head coach.

When dunking occurs during the pregame practice period, the official notifies the team member and the head coach, but does not sound the whistle.

The coach should be informed that he/she has lost the privilege of using the coaching box for the entire game.

Official Scorer

Rule 1-17 states that an "X" 12 inches long and 2 inches wide shall be placed on the floor out of bounds directly in front of the official scorer to help substitutes with the proper location.

The official scorekeeper should be in front of the "X" or at least near the "X" depending on where the clock operator is located.

Hit and Run Officiating

Hit and run officiating occurs when an official blows the whistle and immediately leaves the area without taking time to follow the proper procedures for calling the foul, violation or time-out.

At the site of the foul hold the stop-the-clock/foul signal, move toward the fouling players then signal the type of foul and number of player who committed the foul. Signal to indicate the ensuing throw-in spot or the number of free throws. If it is a team control foul, add the team control foul signal. The calling official needs to stay with the players in case you would have retaliation after a hard foul, taunting between players or any other unsportsmanlike conduct. When players separate then move to the foul reporting area to report foul. Remember to use two handed reporting. If the foul is on "24", the right hand hold the tens number (2 in this case) and the left hand indicates the ones digit (4). When reporting you would say, "the foul is on "blue" "twenty-four".

When calling a violation, use proper signals. Arm straight above head with palm open. During signaling sequence, keep your head up to watch for additional player activity and ensure dead-ball officiating.

Do not use "hit and run officiating". Hit and run officiating is when you turn your back to the players while signaling violation as you move down the court.

Maintain the stop the clock signal while stepping toward the area of the violation. Stop, and then signal the type of violation. Simultaneously state the jersey color of the team entitled to the ball for ensuing throw-in, signal in the direction of that team's basket. When players separate then move to your next position.

Never Turn Your Back To Players When Indicating The Direction

Fundamentals Are Key

Knowing the rules of the game is only one of the many facets needed to be a successful official. The rules are based on a few basic fundamentals. If you can master the fundamentals, rules comprehension will be much easier.

The NFHS rules book, Page 73, has the list of basketball rules fundamentals. Mastery of the fundamental statements will permit proper application of the rules during a game. Mastery of the rules thus becomes an exercise in reasoning, not in the immediate recall of isolated statements.

Conference With Bench Officials

Bench officials are an important part of your officiating crew. Introduce yourself to the bench personnel.

Visit with the clock operator and shot clock operator as this may be their first time running the clock or shot clock. Ask if they have any questions or concerns. Remind them they need to be focused during the entire game.

Substitution and Warning-Horn Management: Discuss with timer the new point of emphasis that when player is disqualified or as soon as coach has tended to an injured player and is able to resume his coaching duties, an official shall request the time to sound the horn to begin the 15-second replacement interval.

Substitutions: Discuss with the scorer and timer to note and prevent any illegal substitutions. Review with the scorer that for a substitute to be acknowledged for entry, the substitute must be properly reported to the scorer. The scorer needs to remind the substitute to stay at the bench area until beckoned onto the floor by the official.

Travel With Athletic Director Phone Number

Basketball officials are reminded to travel to your assigned basketball game with the host school athletic director's cell phone number. Blowing snow or snow covered roads may slow your travel to a game. Plan ahead with weather conditions--early and relaxed is better than stressed and late.

WORKING AS THE TRAIL

- Officiate the backside.
- Protect shooters at the elbows and corners.
- Take drives to the basket.
- Officiate rebound plays.
- Understand primary responsibilities on basket interference and goaltending.
- Always know where the center and lead officials are.
- Know your primary coverage area.
- Move to improve one-on-one coverage area.
- Never be ahead of the play as the trail; to trail means to follow.
- ALWAYS have a backcourt count, even if no press is on.
- Never bounce the ball to the thrower on the end line if you are ahead of him. Don't bounce backwards.

Officials Quiz

Question 1: You communicate to your partner(s) that a player has just committed her fifth personal foul. What is the order of notification after that?

Question 2: You hear a certain player from Bench B complaining about the officiating and the unsporting nature of this really needs to be addressed. What should you do?

Question 3: A pass deflects off A2. A3, in an attempt to “save the ball” and avoid an out-of-bounds violation, jumps from the playing court through the boundary plane and over the out-of-bounds area. While in the air he taps the ball back into the court and then lands out-of-bounds. Can A3 be the first to touch the ball inbounds after touching inbounds with only one foot?

Question 4: A1 is charged with his/her fourth personal foul and reacts by using profanity. The covering official charges A1 with a technical foul. Is A1 disqualified from the game?

Question 5: Players CAN “buy” their way into a game wearing illegal equipment with a technical foul. TRUE or FALSE

Question 6: A1 fouls B1. It is A1’s 5th foul. The coach of team A requests a time-out. Is the time-out granted?

Question 7: A1, attempting a throw-in after a made basket, hands the ball off to A2 as he, maintaining inbound status, is running by. Is this a legal play?

Question 8: A1 secures possession of the ball with one knee in contact with the floor. May A1 assume a standing position without committing a traveling violation?

Question 9: A1 is dribbling in A’s backcourt when the ball accidentally strikes his/her ankle and bounces away. During the interrupted dribble, A1 fouls B1 in attempting to continue the dribble. What is the ruling?

Question 10: During a live ball, the officials recognize that Team B has six players on the court. As they do, Team B player #23 runs off the court to his/her bench. What should the officials do?

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

ANSWERS TO QUIZ:

Rule 1: The coach, the timer to begin the 15 second replacement interval, then the player who fouled out.

Rule 2: Stop play and issue a warning to the Team B coach and have the warning written in the scorebook.

Rule 3: Yes, as long as he has something touching inbounds and nothing touching out-of-bounds.

Rule 4: A1 is disqualified. The technical foul brings A1's total fouls to five, which results in automatic disqualification. This technical is not charged indirectly to the head coach, as A1 was not "bench personnel" when the technical foul was charged.

Rule 5: False-- players cannot buy their way into a game wearing illegal equipment with a technical

Rule 6: The request is denied. A1's replacement must be beckoned in before the request for a time-out is granted.

Rule 7: This is a violation because a hand off doesn't fit the definition of a pass which is required for a throw-in to be legal.

Rule 8: It depends on what A1 does. If A1 attempts to stand up while holding the ball, a traveling violation occurs. However, if A1 starts to dribble and then rises, no violation has occurred. Also, A1 could pass, try for goal or request a time-out from that position.

Rule 9: A team control foul is charged to A1. It is not a player control foul as the contact occurred during an interrupted dribble. No free throws for B1 if Team B is in the bonus.

Rule 10: Assess a team technical foul on Team B.

Officials - Use of the Preliminary Signal

A point of emphasis for officials is using proper mechanics including using the preliminary signal at the site of the foul. Many officials do not use this mechanic during contests. This signal at the site of the foul is a must in communicating with partners, coaches, players and fans what it is that has been called. As an official, you are the only person in the proper position to make the call and must communicate what you observed.

Tell the story – stop the clock by raising your arm above your head with a fist, elbow to your ear, while blowing the whistle. Once you have stopped the clock, drop your arm and indicate what foul you have observed, and what is going to happen (free throws, ball out of bounds, etc). Then you move out around the players to the reporting area, stop and tell the score table the color of the team that fouled, the number of the player (use two hands), what the foul was (signal), and what is going to happen (free throws, ball out of bounds) then rotate to the proper position and resume play.

The preliminary signal is not optional; all officials should make a conscious effort to improve in this area and must be used consistently throughout the game. Many times when an official has to "sell" a call they use the preliminary signal, but if it has been used the whole game, it doesn't come as a surprise when the tough call comes.

**Common Sense Goes A Long Way To Being A Success Official
Both On and Off The Court**
