

# South Dakota High School Activities Association

## 2017-2018 Basketball

### Newsletter No. 3

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#### "Calling for the Cure" and "Samaritan's Feet"



The SDHSAA has designated the dates of January 2 - January 13, 2018 to allow basketball teams an opportunity to dedicate a contest with the "Calling for the Cure" theme for Cancer Awareness or the "Samaritan's Feet" barefoot coaching. Coaches may coach barefoot.

Here are some permissible options basketball teams may consider for the special event. A team may wear pink socks, pink shoelaces, pink wristbands and/or headbands (team uniformity required). Teams may also wear pink t-shirts during warm-up, but must be in their regular school-issued uniform for competition.

Please remember that the intent of the wristband and headband rules will still need to be followed, such as headbands a maximum of two (2) inches, with one manufacture's logo no more than 2 ¼ square inches. Only one wristband may be worn on each wrist and must be moisture absorbing. It may not exceed four (4) inches in width and again, only one manufacture's logo not more than 2 ¼ inches. If wearing a wristband and headband, remember, they would both need to be pink and team uniformity would be expected.

A commemorative/memorial patch may also be worn on the jersey. The patch shall not exceed 2 1/4 square inches, shall not be a number, and must be located above the neckline or in the side insert.

These items should only be worn if the game has been designated as a Cancer Awareness event. The SDSHAA will not make exceptions for "pink" uniforms to be worn. The rule will remain home team in WHITE uniforms and the visitor in DARK uniforms.

Officials will be expected to wear their official uniform for the game (black and white striped shirt with black pants etc.), but may use a pink lanyard and/or whistle for the game.

Should you have any questions concerning the event, please call the SDHSAA office.

#### Cancer Awareness Dates January 2 - January 13

## **Sporting Behavior Remains a Concern**

Teams entering the gymnasium prior to the contest should NOT run through the area occupied by the opposing team or under the basket where the opponents are warming up. Teams should only enter, jog or warm-up on their own half of the court. If during pre-game or half-time warm-ups if one team leaves the floor, the other team is NOT to use the entire floor, teams are to warm-up on their half of the court only.

Gathering intended to motivate a team after the warm-up period, during or following introductions and post-game celebrations should be performed in the area directly in front of the team bench. The center court area of the court should not be used for those gatherings, stay on your side of the court.

Although there is not a penalty for this action at this time, it is a sportsmanship issue and we would hope that the coaches would help with this issue so that penalties will not need to be assessed in the future. Officials, if there are teams that you see doing this, please visit with the coach about these actions and contact me at the SDHSAA office and the SDHSAA will follow up with a phone call to that school.

**Coaches, please be sure your warm-up abides by the above information.**

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## **Basket Interference**

Basket interference depends entirely on the location of the ball. It doesn't matter how the ball got to that critical location. Throw-ins or attempts at the wrong basket can still result in a basket-interference violation.

It is illegal for a player from either team to touch the ball when it is in the basket, on the rim or in the imaginary cylinder above the rim.

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## **JUMP BALL ADMINISTRATION**

For any jump ball, each jumper shall have both feet within that half of the center restraining circle, which is farther from his/her basket. When the official is ready and until the ball is tossed, non-jumpers shall not move onto the center restraining circle or change position around the center restraining circle.

- Teammates may not occupy adjacent positions around the center restraining circle if an opponent indicates a desire for one of these positions before the official is ready to toss the ball.
- The toss shall be to a height greater than either of them can jump so that it will drop between them.
- Until the tossed ball is touched by one or both jumpers, non-jumpers shall not have either foot break the plane of the center restraining circle cylinder or take a position in any occupied space.
- The tossed ball must be touched by one or both of the jumpers after it reaches its highest point. If the ball contacts the floor without being touched by at least one of the jumpers, the official shall toss the ball again.
- Neither jumper shall touch the ball before it reaches its highest point, leave the center restraining circle until the ball has been touched, and catch the ball before the jump ball ends, or touch the ball more than twice.
- The jump ball and the restrictions end when the touched ball contacts one of the eight non-jumpers, an official, the floor, a basket or a backboard.
- During a jump ball, a jumper is not required to face his/her own basket, provided he/she are in the proper half of the center restraining circle.
- The jumper is not required to jump and attempt to touch the tossed ball. The jumper may not leave the circle unless touched by a non-jumper.

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## Review On-Line Rules Meeting

Now would be a good time to review Jo Auch's online basketball rules meeting information as you prepare for final weeks of the SDHSAA basketball season.

The On-line Basketball Rules meeting can be found in the blue "Basketball Rules Information" box on the Officials page; Sports-Specific Information; Basketball page or any of the below pages.

- <http://www.sdhsaa.com/Athletics/BoysSports/Basketball.aspx>
- <http://www.sdhsaa.com/Athletics/GirlsSports/Basketball.aspx>
- <http://www.sdhsaa.com/Officials/SportSpecificInformation/Basketball.aspx>

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## Backcourt Violations

During a shot, there is no team control or player control. If a player taps a rebound out and it goes into the backcourt and is retrieved by a player from the team who shot the ball, this is NOT a backcourt violation. However, if the official has determined that the offensive team had control and then tapped the ball, which ended up in the backcourt, this would be a backcourt violation.

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## Throw-In Violations

The designated throw-in spot is 3 feet wide with no depth limitation and is established by the official prior to putting the ball at the thrower's disposal. The thrower must keep one foot on or over the spot until the ball is released.

Pivot foot restrictions and the traveling rule are not in effect for a throw-in. Do not use the traveling signal to indicate a throw-in movement violation. Use the stop the clock signal (No. 2) and signal (No. 26) to indicate a violation. The signal is performed by extending an arm, elbow bent at a 90-degree angle, moving the hand and forearm from the elbow in a waving motion horizontally along the end line.

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## Seven-Quarter Rule

No player shall participate in more than seven quarters of basketball in a given day against any common opponent, regardless of site in which the contests are played. Participation in any quarter regardless of length of time, counts as a quarter of participation. Rule 3-3-3 states a substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. Overtime periods are considered an extension of the fourth quarter.

A violation of the "Seven Quarter" rule will be a **DIRECT TECHNICAL FOUL CHARGED TO THE HEAD COACH (unsporting act/conduct)** and removal of the player from the game. Refusal of player to leave results in forfeiture. The head coach will lose his/her coaching box because of Direct Technical Foul.

The SDHSAA provides a copy of the Roster Participation Form, which needs to be completed by the scorekeepers from both schools certifying the number of quarters for each contestant who participated in the preliminary game(s). **Following completion of this form by the scorekeeper, the head varsity coach from both schools will sign the form attesting to the accuracy of the data completed thereon.**

*Officials*—when checking the scorebook for the names and numbers of each team member who may participate and the designation of the five starting players before the game also check the Roster Participation Form and verify with coaches that the data is correct.

**PLAY:** At the end of the third quarter substitute A34 reports to the scorer prior to the warning signal which is sounded 15-seconds before the end of the quarter break intermission. As the referee is ready to administer the throw-in to start the fourth quarter the scorer sounds the horn to indicate A34 has already played in seven quarters. Can the coach of Team A replace A34 to avoid a technical foul?

**RULING:** NO! The substitute must report or be in position to report to the scorer prior to the warning signal. A direct technical foul will be charged to the Team A coach. Player A34 must be removed from the game.

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## **BLOW THE WHISTLE**

After the first few weeks of competition the question has been posed - are officials going to call the off ball fouls? Players are ending up on the floor with nothing being called. Points of emphasis at the rules meetings were for officials to "blow the whistle" not only in situations in the open court (hand-checking) but also away from the ball. Any time there is contact with affects a players speed, balance, rhythm or quickness it is a foul, whether the player has the ball or not. Be a good off ball official - blow the whistle. Players will adjust if the crew is consistent in their enforcement.

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## **Classification of Fouls**

### Double Personal Foul

A double personal foul is a situation in which two opponents commit personal fouls against each other at approximately the same time (4-19-8a).

#### Double Personal Foul: Penalty

No free throws for a double personal foul. After a double personal foul, play should be resumed at the point of interruption (7-5-3b).

### Double Technical Foul

A double technical foul is a situation in which two opponents commit technical fouls against each other at approximately the same time (4-19-8b).

#### Double Technical Foul: Penalty

No free throws for a double technical foul. After a double technical foul, play shall be resumed at the point of interruption.

### Simultaneous Foul

A simultaneous foul (personal or technical) by opponents is a situation in which there is a foul by both teams which occurs at approximately the same time, but not committed by opponents against each other (4-19-10).

#### Simultaneous Foul: Penalty

No free throws for a simultaneous foul by opponents. After a simultaneous foul, play shall be resumed at the point of interruption (7-5-3b).

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## **Shot Clock**

The game clock and shot clock will start simultaneously when a player inbounds legally touches or is touched by the ball on a throw-in or when a team initially gains possession of the ball from a jump ball, a rebound or a loose ball.

The backcourt 10-second count does not start until the offensive player gains control (dribbling or holding the ball) in his/her backcourt.

**SITUATION:** Throw-in by A1 from end line in Team A's backcourt. Player B24 deflects the throw-in pass. Ball rolls on the floor for three seconds when player A44 gains control of ball in his/her backcourt.

**RULING:** Shot clock and game clock will start when ball touches B24. The backcourt 10-second count does not begin until A44 gains control of ball.

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### Technical Foul To Start Game

**8.3 SITUATION:** A technical foul is issued prior to the start of the game for a player dunking the ball during warm-ups and the game begins with free throws. Non-starter A6, is brought in to the game to attempt the free throws and replaces starter A5.

**RULING:** Legal substitute. The ball becomes live to start the game when placed at A6's disposal. A6 and A5 are subject to proper substitution rules. A5 may not re-enter until the next opportunity to substitute after the clock has been properly started.

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### End of Game Management

**Three-minute countdown.** A good time to start focusing on the end of the game is at a dead-ball near the three-minute mark of the last period. Check with the table to verify how many and the type of timeouts each team has left. Communicate that information to a coach from each team and to your partner. The three-minute mark should also be a reminder to emphasize eye contact with your partner(s) on all double whistles and restarts of the game. It's also a good time to note which person has the last-second shot responsibilities.

Verify the number of fouls each team has committed and communicate that information to your partner(s). If you know when a team should be in the bonus or double bonus, that will prevent not shooting free throws.

Beware of game clock at all times. Work to look at the clock on any whistle to ensure that the clock is properly stopped. Similarly, when the ball is put back in play, the official chopping in time should ensure that the clock is properly started. Remember an official's count (backcourt, throw-in, etc.) can be used to correct a timing error.

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### Loss Of Alternating Possession Arrow

If a foul by either team occurs before the alternating-possession throw-in ends, the foul is penalized as required and play continues as it normally would, but the possession arrow is not reversed. The same team will still have the arrow for the next alternating-possession throw-in ends. (6-4-4)

The opportunity to make an alternating-possession throw-in is lost if the throw-in team violates.

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### Timing Mistakes and Corrections

On a throw-in, start the timing device (shot clock and game clock) when a player in bounds legally touches or is touched by the ball.

The 10-second count begins when the ball is controlled by a player with backcourt status. The official should use a visible arm count to indicate the status of the count. The count remains in effect until frontcourt status is obtained or a change in team control occurs.

**Situation:** Game using the 35 second shot clock. Player A33 receives throw-in pass in the backcourt from teammate A12. Team B has full-court defensive pressure. Trail official has a 10-second violation on Team A. The shot clock shows 26 seconds.

**Ruling:** If the officials count is not accurate or was not made, it cannot be corrected. **There is no provision for the correction of an error made in the official's accuracy in counting seconds.** Award the ball to Team B for a throw-in. Also, the shot clock operator may not have started the shot clock timing device when by rule it should have been started

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## Officials Quiz

**Question 1:** A5 is dribbling the ball from his/her backcourt and is being closely guarded by B5. A4 moves in the path of B5 to set a screen more than two steps behind the visual field of B5. A4 is stationary and has his/her arms on his/her chest with the elbows protruding beyond his/her vertical plane. B5 collides hard with A4's elbow and falls to the floor. Is movement of player A4 legal?

**Question 2:** During which of these scenarios may a three-second violation be called on A4 when A4 has been in team A's lane for more than three consecutive seconds? A) Team A is making a throw in. B) Team A is dribbling the ball in Team A's backcourt. C) A1 is dribbling the ball in Team A's frontcourt. D) A1 has lost the dribble (an interrupted dribble) in Team A's frontcourt. E) A1's try for goal is in flight?

**Question 3:** A1 attempts a field goal. While the ball is on the rim, B1 strikes the backboard on the side opposite from A1 and causes the ball to fall off the rim. Official awards the basket and assesses B1 a technical foul. Is that the correct call?

**Question 4:** A1 is in the backcourt and has dribbled for nine seconds before passing the ball to a teammate in the front court. While the ball is in the air and has passed the division line, the 10-second count expires. Do you a backcourt violation?

**Question 5:** A1 catches a pass, fumbles the ball, retrieves it, dribbles, ends the dribble, fumbles the ball and then retrieves the ball again. Official calls a violation. Is this a correct call?

**Question 6:** 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 7:** Player A32 releases a long throw-in pass near the division line toward A30. While the ball is in the air, the lead official rules a double foul on A50 and B15 for committing common fouls against each other in the free throw lane at approximately the same time. What is the ruling?

**Question 8:** While dribbling in Team A's front court, A44 is closely guarded by B11. After two seconds, B21 also assumes a closely guarded position on A44 and B11 leaves to guard A12. Does the closely guarded count continue?

**Question 9:** A1's dribble is "interrupted" when the ball deflects off his/her shoe. A1 or a teammate asks or signals for a time-out as the ball bounces toward the sideline. Is the time-out granted?

**Question 10:** A1 requests and Team A is granted a time-out late in the fourth quarter. Team A has already used its three 60-second time-outs and its two 30-second time-outs. Is this a technical foul?

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## 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](mailto:buck.timmins@k12.sd.us)
- Cell Phone: 605-933-1493
- Home Phone: 605-996-1486

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**Rule 1:** Team-control foul on Team A. Arms and elbows must be within the vertical plane of the screener and must be used in a fashion to absorb the collision only. They cannot be used to inflict pain on the player being screened by extending them beyond the vertical plane or thrusting them forward on the player being screened

**Rule 2:** C & D – A1 is dribbling the ball in team A’s frontcourt and during an interrupted dribble.

**Rule 3:** NO. B1’s action does not satisfy the conditions for goaltending or basket interference. Thus, the basket shall not be awarded. A technical foul is correctly assessed for unsportsmanlike behavior.

**Rule 4:** A 10-second backcourt violation has occurred. The ball must have established frontcourt status and have been in control by a player in the frontcourt before the count reached 10. Team B is awarded a designated-spot throw-in nearest to where A1 was located when the pass was thrown. (9-8)

**Rule 5:** NO. A fumble, dribble, fumble is legal. A dribble, fumble, dribble is illegal. Case Book Page 27--4.15 comment; Page 29 4.15.4 Situation D

**Rule 6:** 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 7:** Play is resumed at the point of interruption after a double foul. Since the throw-in pass was in the air, the throw-in had not ended, so the point of interruption is the throw-in to Team A near the division-line.

**Rule 8:** The closely guarded count continues. There is no requirement for the defender player to remain the same during the count as long as A44 is closely guarded throughout.

**Rule 9:** The request cannot be granted since A1’s dribble has been “interrupted” and the ball is loose.

**Rule 10:** Team A is granted the time-out and is charged with a technical foul. No indirect foul is charged to the head coach. (Situation 10.2.3)

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**It Is One Thing To Know The Rules, But Another To Know  
Where To Position Yourself On The Floor, What To Look At And  
Then, How To Interpret What You Observe**

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