

South Dakota High School Activities Association

2017-2018 Basketball

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Warm Up, Stretch, Hydrate

Proper warm-up and stretching are important to basketball officials because both can help reduce the risk of injury and improve performance. Warming up increases the blood flow to the heart.

- Warm up to a mild perspiration to increase the blood flow to your muscles
- Hydrate with water and/or sports drinks before and after activity (Gatorade or Powerade)
- Stay away from drinks with high caffeine content
- Consume hydrous carbohydrates prior to activity (fruits / vegetables) to fuel your muscles for exertion
- Get in shape to prepare your muscles for the rigors of officiating basketball

Stay in shape rather than get in shape-You cannot officiate yourself into shape. Athletic officiating is a vigorous avocation and it demands that an official be in excellent physical condition, able to give the very best, on every play, in every contest.

Don't forget to stretch each time you take the court. Keep stretches gentle and slow. Don't bounce.

Post-game stretching helps in officiating recovery and reduces soreness.

PLAYERS PROPERLY EQUIPPED

After six weeks of the basketball season players and coaches are still struggling to get players properly equipped. Coaches are the ones responsible for making sure players are legally equipped. Coaches talk to your players about what is legal when wearing undershirts.

If worn, 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. For example, if your team is wearing red jerseys, a white undershirt is not permitted. The undershirt must be red in this case.

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.

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

If worn, sleeves (arm, leg), kneepads and tights, must be the same color for all players wearing them. Colors permitted are black, white, beige or the predominate color of the jersey. All must match and must be a solid color. Kneepads are considered sleeves.

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.

Sleeves vs Brace

If the player has a knee brace, which has a hinge or some support material (usually hard plastic or metal) along each side of the knee, then it does not fall come under the color restrictions.

Rule 4-5-2c. Note: A brace is defined as anything worn for a medical purpose to increase stability with insert embedded to support the joint. It may or may not have a hinge and/or straps or an opening over the knee cap.

Classification of Fouls Rulings

Classification Definition—Newsletter No.3

DOUBLE PERSONAL FOULS

SITUATION: While the ball is being dribbled near the division line, A1 and B1 are engaged in extremely rough play in the low post area and the covering official rules a double personal foul. After the whistle, A1 and B1 use profanity directed at each other and the covering official rules a double technical foul.

RULING: The double personal foul during the live ball results in no free throws. The dead ball profanity results in a double technical foul, again with NO free throws. A1 and B1 have each accumulated two separate fouls toward their five for disqualification. Play is resumed at the point of interruption.

FALSE DOUBLE FOUL

SITUATION: A1 is fouled in the act of shooting and the try is unsuccessful. As the teams line up for the free throws, a double technical foul is called on A2 and B2.

RULING: This is a false double foul; the penalties are administered in the order in which they occurred. However, play is resumed after a double technical foul at the point of interruption. The point of interruption is the free throws awarded to A1 for the shooting foul; play resumes from the second free throw (as if the double technical foul never happened).

Don't Criticize Other Officials While Attending A Game As A Fan

Officials will get yelled at. Fans are looking for a reason their team is losing. Officials shouldn't have to hear it from other officials. If you are sitting in the stands watching your peers, be positive and never criticize a colleague in front of others. Discuss plays and mechanics in private remembering to offer constructive advice.

Officials should be very supportive of other officials especially when they are officiating a game. That is not happening nearly enough. The SDHSAA is disappointed that it happens. When a game involves your own child sometimes you can act a little differently. As officials, whether we're in uniform or out of uniform, you have to know that perception is reality and it goes with officials everywhere. You are held to a higher standard. You are responsible for your actions on and off the floor.

Mid Season Resolutions

- Enforce “freedom of movement”.
 - Review NFHS 4-24 as it relates to legal and illegal use of the hands/arms. Know when to enforce illegal contact inhibiting a player’s freedom of movement.
- Communicate with one another.
 - Are you maintaining good “eye contact” with your partners at all times? Do you verbalize clearly at the spot of the foul (or violation). Make sure to drop the whistle and sell things that need selling—loud enough to be heard by all.
- Officiate every possession hard.
 - Think officiating in chunks of “2 minutes” at a time and never take a break on a possession. Work hard and be in the right spot to make the proper ruling – “every time.”

SLOWER/PATIENT WHISTLES

Develop the ability to have a “patient whistle”. Officials must allow the entire play to finish before we make a decision on blowing the whistle. When officials let the play happen before they put air in the whistle, the percentage of calls they get right goes up. You must see the play from start to finish, evaluate all the contact or lack thereof and decide if a whistle is warranted. Hold your whistle! At least for a second. You’ll get more plays right. It is better to have a late whistle and be right than to have an early whistle and be wrong.

Shot Clock Violation/Where To Spot The Ball

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.

LOOSE BALL SITUATIONS

During a game there are times when the ball becomes loose on the floor and players hustle to get to it only to have a foul called. During a loose ball players who pile on, or take the legs out from another player should be called for a displacement foul. While on the surface it may look like a good hustle play - displacement is a foul.

Loose ball fouls need aggressive officiating. Be willing to make a call on loose ball scrambles to protect the players.

OFFICIALS NEED TO USE SIGNALS

NFHS mechanics require officials to give a preliminary signal at the site of the infraction and indicate what will happen next, will there be free throws or is the ball going to be taken out of bounds. Let your partners know where to set up while you are reporting the foul.

One of the ways to make your foul call more believable to coaches, players and fans is to slow down at the spot of the foul and give all the information. The information is who fouled, and how play is to be resumed.

Walking away from the sport of the foul makes the call less believable to all. Don't be a "hit and run" official, stay at the spot and "tell the story". What did you see, who did it, and what are you going to do about it".

Timing Timeouts/Replacement

Timing a 60 Second Timeout: First horn at 45 seconds into the timeout; second horn at the 60 second mark, both teams should be on the floor ready to play when the second horn is sounded.

Timing a 30 Second Timeout: First horn 15 seconds into the timeout; second horn at the 30 second mark, both teams should be on the floor ready to play when the second horn is sounded.

Timing a 20 second replacement (fouled out/injured player) first horn 5 seconds into the timeout, second horn 20 seconds into the timeout.

Officials should signal the timer to start the timeout/replacement clock. Officials make sure your timer provides the second horn if you haven't blown your whistle to put the ball in play. If the timer doesn't blow the second horn, you will have trouble convincing a coach he/she is late coming out of a timeout.

Officials Quiz

Question 1: A22 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. Does the official grant the time-out?

Question 2: Team A's coach requested and was granted during the second quarter. When the second horn sounds to end the time-out and before the ball is placed at the disposal of the team making the throw-in, Team B's coach requests a time-out. Is request granted?

Question 3: Players are lined up for the jump ball to begin the game. Coach of Team A doesn't like what he sees and requests a time-out. Is request granted?

Question 4: Team A is out of time-outs during regulation play but late in the 4th quarter, a player from Team A requests a time-out while the ball is dead. Is the time-out granted?

Question 5: Player A33 is dribbling the ball near the sideline as B55 takes a position near the sideline with one foot on the sideline. B55 meets all the other requirements of a legal-guarding position. A player control foul is ruled on A33. Is that a correct ruling?

Question 6: Player A10 dribbles the ball into Team A's frontcourt and attempts to pass to A22, who is also in Team A's frontcourt. B14 steps in front of A22 and deflects the ball toward Team B's basket. A22 reaches out and momentarily grabs B14 to prevent B14 from reaching the loose ball. The officials blows the whistle and assesses a personal foul on A22. Team B is in the bonus. How is play resumed?

Question 7: A pass, a tap or a try for field goal by A1 is in flight when the horn sounds indicating the expiration of time in the third quarter. The ball subsequently comes down several feet in front of the basket, strikes the floor without touching any player and bounces into the basket. Do you count the goal?

Question 8: Team A is taking the ball out of bounds on the baseline. They have the full court to go with 8 seconds left in the half. There is no pressure by team B. A1 has the ball out of bounds for a spot throw in. A1 sets the ball down on the ground out of bounds between his/her legs and rolls it onto the court. A2 picks up the ball about 15 feet onto the court and begins dribbling. Is this legal?

Question 9: 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 10: How many free throws are awarded for an intentional foul on an unsuccessful two-point try; successful two-point try; unsuccessful three-point try; successful three-point try?

Question 11: Player A12 is fouled by B24 in the act of shooting on a unsuccessful attempt. While official is reporting foul, B33 is whistled for an unsporting act—technical foul. Then A45 is whistled for an unsporting act—technical foul. How are the penalties administered? How is play resumed?

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: 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.

Rule 2: The requested is granted. Successive time-outs may be granted at any time except when the time expires to end the 4th quarter or any overtime period.

Rule 3: Request is denied. Time-outs cannot be used until the ball becomes live to start the game.

Rule 4: The time-out is granted. They still can be granted an additional time-out at the expense of a technical foul.

Rule 5: A control foul would be correct if B55 had both feet inbounds. Since B55 had a foot out of bounds, B55 is not in a legal guarding position. B55 instead was guilty of a blocking foul.

Rule 6: Team A is in team control of the ball during A10's dribble, during the pass, and during the loose ball that follows B14 deflection of the ball. When A22 grabbed B14 Team A is still in team control, and thus the foul is a team-control foul. B14 shall not receive bonus free-throws, but instead Team B shall receive a throw-in at the spot nearest the foul.

Rule 7: When deemed a pass and not a try, the ball becomes dead immediately when the horn sounds. However, a try or tap by A1 towards A's basket does not become dead until the try or tap ends, which it does when it touches the floor. Therefore, no points are scored.

Rule 8: When the ball touches the out of bounds line when the player puts it on the floor - it is a violation. If the player had put the ball on the floor inbounds and rolled it, there would have been no violation.

Rule 9: 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 10: Two free throws if committed on an unsuccessful two-point try; two free throws if committed on a successful two-point try; three free-throws if committed on an unsuccessful three-point try; two free throws if committed on a successful three-point try.

Rule 11: The penalties are administered in the order in which they occurred as this is a false double foul situation as there are fouls by both teams, the second of which occurs before the clock is started following the first and the fouls are not against each other at approximately the same time. Player A12 will shoot two free throws for the shooting foul with the lane cleared. Any Team A player is then awarded two free throws for the technical foul called on Player B33. Any Team B player is then awarded two free throws for the technical foul called on Player A45. Team B will be awarded the ball for a throw-in at the division line opposite the scorer's table.

**Take Pride In Being A Great
DEAD BALL OFFICIAL**
