

# South Dakota High School Activities Association

## 2017-2018 Basketball

### Newsletter No. 5

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#### Crunch Time

February/March is crunch time for basketball. The teams are fighting for conference championships and high seeds for the state play-offs. Each of the remaining games takes on more importance.

Teams want to be at their best and so should we as officials. Our concentration and game calling skills should be at optimum. We must give 100% each and every game we officiate. It is important that officials concentrate on being consistent in calling violations and communicating appropriately what you are seeing.

There is no excuse for making errors on rules enforcement and not using proper positioning and proper mechanics. We have to get in the best position possible to clearly see the play which minimizes our chances significantly to getting it wrong. We must use our proper NFHS mechanics to communicate with the timer, our crew members, coaches, and fans. We cannot allow laziness or lack of respect to deter us from performing to our maximum.

If you prepare yourself, know the game, know how to apply the rules, use proper positioning, and mechanics and give 100% every game, you and your crew members can feel proud of your achievements. Remember, we only cheat ourselves when we do not give our very best.

Seek out the game management prior to the game to review strange or confrontational situations that can happen. The pressure of February/March makes more of an opportunity for the unusual. Never be surprised by anything that happens on or off the floor!!!

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#### Correction Newsletter No. 4

#### Timing Timeouts/Replacement

Timing a 15 second replacement (fouled out/injured player) first horn 5 seconds into the replacement time, second horn sounds when the 15 seconds has expired.

With the 2016-17 NFHS Rule Changes--the interval to replace a disqualified player, injured player or when a player is directed to leave the game has been reduced from 20 seconds to 15 seconds.

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#### State Tournament Officials

Just because you do not get selected to officiate a state basketball tournament does not mean you are not a good official. The SDHSAA cannot award everybody with a state tournament. It is a numbers game as there are only so many slots available. There are a number of SDHSAA basketball officials that are capable of officiating state basketball tournaments. Be supportive of the officials who are selected to officiate a state basketball tournament.

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## **Starting Five Second Count!**

There is no minimum distance required between the guard and the opponent, but the maximum is 6 feet when closely guarded (4-23-1). A player shall not while closely guarded hold the ball or dribble the ball for five seconds while in his/her frontcourt.

In closely guarded situations, apply the rule! A closely guarded count does not require “in your face” defense. The rule does not require the defender to get so close to the opponent who has control of the ball that he/she can be easily beaten to the basket. It is a point of emphasis that still needs a lot of attention as to when to start five second count.

A closely-guarded situation occurs when a player in control of the ball in his/her team's front court, is continuously guarded by any opponent who is within six feet of the player who is holding or dribbling the ball.

- The distance shall be measured from the forward foot/feet of the defender to the forward front foot/feet of the ball handler.
- A closely guarded count shall be terminated when the offensive player in control of the ball gets his/her head and shoulders past the defensive player.
- There is NO requirement for the defensive player to remain the same during the count as long as offensive player is closely-guarded throughout.
- The closely guarded count shall be terminated when the dribble is interrupted, but it will start over if player continues his dribble or holds the ball and is again closely-guarded.

Signal used by basketball officials to indicate the defensive player is NOT close enough to offensive player is both arms extended outward at shoulder level with cupped hands. To indicate defensive player closely guarded is to extend arm, with palm flat toward the floor--officials use a back-and-forth motion from chest to full arm extension on a horizontal plane to count closely-guarded.

Officiating closely-guarded situations provide for better balance between offense and defense. When closely-guarded rules are not followed, there is a significant advantage for the offense.

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## **Illegal Screens**

Permitting an illegal screen is a tremendous advantage for the offensive team. To establish a legal screening position:

- 1) The screener may face any direction.
- 2) Time and distance are relevant.
- 3) The screener must be stationary, except when both are moving in the same direction.
- 4) The screener must stay within his/her vertical plane with a stance approximately shoulder

width apart.

We are seeing players who are positioning themselves to set a screen with feet that are much wider than shoulder width. The other common illegal screen is once the screener is positioned, they then stick out a knee or hip and contact the defender knocking them off their path. Officials with off ball coverage need to see the whole play and make the appropriate call.

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## **How To Add Value To Your Crew**

Be the official who counts number of players on both teams before the game.

Be the official who finds illegal jewelry or uniforms before the game.

Be the official who checks to be sure that teams are lined up to go the correct direction to start the game or overtime.

Be the official who checks to see that the possession arrow is turned in the right direction after the jump ball.

Be the official who counts players after every substitution before letting the ball become live.

Be the official who counts players after every time out.

Be the official who knows which way the arrow is pointing without having to look.

Be the official who knows that this foul puts the offended team in the bonus.

Be the official who gets the shooter whether you call the foul or not.

Be the official who checks the clock immediately after every whistle to make sure it stops.

Be the official who checks the clock after every throw-in or missed rebound to make sure it has started.

Be the official who after a time out knows whose ball and what direction we are going or who the shooter is and how many shots he/she has.

Be the official that knows what to do with the AP arrow after there is a foul during an AP throw-in.

Be the official that watches players during dead ball periods.

Be the official who communicates with partners about the last shot of the quarter.

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### Disqualified Player

A disqualified player is one who is barred from further participation in the game because of having committed his/her fifth foul (personal and technical), two technical fouls or a flagrant foul.

A player is officially disqualified and becomes bench personal when the coach is notified by an official.

Once the coach is notified, the disqualified player becomes bench personal and any subsequent technical foul on that disqualified player is also charged indirectly to the head coach.

A technical foul charged to a player on the floor is NOT charged indirectly to the head coach. It counts as one of his/her two technical, counts toward his/her five personal fouls; counts to team-foul count.

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### Principle of Verticality—Blocked Shot

A defensive player guarding a player is entitled to have an erect (vertical) position even to extent of holding the arm(s) above the shoulders. The defender is not required to maintain any specific distance from a player. This is a legal position as long as the player does not walk forward or bring the arms forward or down and cause contact when player is shooting.

Referee the defense. Anticipate that the defender will make a clean block rather than anticipating contact. That mindset will nurture a patient whistle. By anticipating no whistle, you've given yourself time to see the entire play and then make your decision. In basketball officiating, late and right is better than quick and wrong.

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### Who Initiated The Contact?

The concept of “who initiated the contact?” is one of the most important in basketball officiating. There probably isn't a more egregious error we can make than calling a foul on a defender who has legal guarding position and it was actually the offensive player who was not vertical and created the illegal contact. More often than not this play may be best ruled as incidental contact unless the defender is dislodged. Rule it a no call! We often see an offensive player who is behind the backboard try to score or draw a foul by jumping into a legally positioned defender to get to the front of the backboard for a shot. How often on this play do officials call a foul on the defender?

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### Gain Possession By Diving On The Floor

Continuing to slide across the court after gaining possession of the ball is legal provided:

- Once the player stops sliding, he/she MAY NOT roll over to avoid a defender.
  - If the player is flat on his/her back, the player may sit up without violating
  - The offensive player MAY NOT attempt to stand up. This would be traveling, unless the player starts a dribble.
  - The player MAY NOT put the ball on the floor, then stand up and be the first to touch the ball. This would be traveling.
  - The player can shoot or pass from this prone position or request a time out.
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## Official's General Comments

- Work hard to maintain good angles, don't lend and peak, move and obtain good position
- Lead official, be active, be ball side! Make sure you stay wide enough to see both post players.
- Held Ball: If the defender has his hand on the ball while a player is shooting or passing the ball cannot be released, you have a jump ball.
- Center, don't let the free throw shooter late in the game break the plane before the ball hits rim or board.
- Know your primary and secondary coverage and TRUST your partners! Don't watch the ball!!
- Calling a foul: SLOW DOWN! Closed fist, elbow to ear, hold, make sure there are no issues, then jog around players to the reporting area.
- Before reporting the foul to the bench, let partners know what you have. Out-of-bounds, shooter number, two shots, bonus. Don't let 7<sup>th</sup> team foul catch you off-guard and not knowing the shooter is!!
- Center, move toward the end line when shot is taken and hold until rebound is secured and first outlet pass is made. Center, find the competitive match-up. If no press, officiate just ahead of the ball into the front court.
- Get the illegal screens early. What you allow is what you encourage to continue and it will in most cases.
- Work hard to be consistent, it doesn't mean if it is a block at one end it should be a block at the other end. Every play is different, know who created the contact.
- Get three seconds, it matters.
- Mark sure teams are back on the floor ready to play on the second horn.
- Close down on jump ball situations, get to players on the floor and work them to their feet.
- Muff: If a player muffs a pass and he has not used his dribble, he/she may pick the ball up and legally dribble and should not be called for a violation.
- Use proper NFHS mechanics: communication and professionalism remain the most important elements of good officiating. Good mechanics assist in communication.
- Have fun, Hustle!

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## Officials Quiz

**Question 1:** A24 while closely guarded, dribbles across the division line and while in Team A's frontcourt: (a) dribbles for five seconds, or (b) dribbles for three seconds and then holds the ball for four seconds before passing the ball to A15. Do you have a violation in (a) and (b)?

**Question 2:** 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 3:** 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 have starts and the officials re-administer a new throw-in with 2.8 seconds left. Should of clock started?

**Question 4:** A1 has the ball out of bounds for a throw-in. A1 completes the throw-in to A2 and then purposefully delays his/her return by taking four or five steps along the end line prior to coming inbounds behind a screen set by A3 and A4. A1 gets a return pass from A2 and takes an unchallenged try for goal. Is this a legal play?

**Question 5:** 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 6:** Airborne shooter A1 is fouled by B1 with the try in flight. The horn then sounds ending the fourth quarter playing time. The ball continues its flight and goes through the basket to tie the score. Before A1 attempts the free throw as part of the fourth quarter, Team B captain requests and is granted a 60-second time-out. Team A or B captain then requests a 30-second time-out during the same dead-ball period. Is the time out granted?

**Question 7:** A1 contacts B1 in the torso after B1 has established legal guarding position and while B1 is moving backwards. Official calls a player control foul on A1. Is that the correct call?

**Question 8:** A1 drives toward the basket and beats his or her defender B2, near the basket. A secondary defender, B3, moves to a position directly underneath the basket. B3 has both feet on the floor and facing A1 prior to A1 leaving the floor for a shot attempt. A1's momentum causes the player to crash into B3 after A1 has released the try for goal, but prior to A1 returning to the floor. A1's try goes in. Has a foul occurred? Shall the basket count?

**Question 9:** Officials discover blood on players A1 and B1 simultaneously and direct both players to leave the game. Both coaches request a time-out to keep players A1 and B1 in the game. Which team coach must call a time-out?

**Question 10:** A1 dribbles the ball on the floor on the out-of-bounds area before making a throw-in. Is this a violation?

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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:** Violation in (a) and Team B's ball because the five-second count was reached during the dribble in the front court. Legal action in (b).

**Rule 2:** 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 3:** 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 4:** A1 is charged with a technical foul for purposefully delaying his/her return to the court following the throw-in. A1's movement out of bounds along the end line was to take advantage of the screen and return to the court in a more advantageous position.

**Rule 5:** 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 6:** The second request is denied. At the end of playing time for the fourth quarter or any overtime period, successive time-outs shall not be granted. This means a time-out cannot be granted either team until the clock has run in the extra period – assuming the free throw is missed. Successive time-outs may be granted in all situations except after time has expired in the fourth quarter or any extra period.

**Rule 7:** YES. B1 has met the criteria of establishing and maintaining a legal guarding position. There is not requirement for B1 to remain stationary.

**Rule 8:** In NFHS, legal guarding position can be obtained anywhere on the basketball court. Therefore, B3's guarding position is legal and a player control foul shall be called on A1 since A1 was an airborne shooter. A1's basket shall not count and Team B shall receive a throw-in.

**Rule 9:** Both teams must use time-outs in order to keep their respective players in the game. If one team requests a 60-second time-out and the other a 30, the duration shall be 60 seconds. Both A1 and B1 must be ready to play by the end of the time-out.

**Rule 10:** Legal, a player may bounce the ball on the out-of-bounds area prior to making a throw-in. After a made basket, the throw may dribble the ball out-of-bounds while running the baseline.

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**Officiate The Same Way For 32 Minutes  
Be Consistent With What Has Already Happened In The Game  
Call The Same Game**

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