

South Dakota High School Activities Association

2017-2018 Basketball

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The SDHSAA Wishes Each Of You Officials
A Great End To The 2017-18 Season
Work Hard - Hustle - Communicate - Be Professional

Finish The Season Strong

Technical Foul Free Throws

Technical foul free throws are just another free throw with the stipulation that no one is on the lane line.

Any player, other than the free thrower, who does not occupy a marked lane space, must be behind the free-throw line extended and behind the three-point line.

When shooting technical foul free throws--players do not need to be by half court as this allows both coaches to huddle remaining players on the court as long as they stay above free throw line extended as long as the coach is in the coaching box and the players remain on the floor in-bounds.

Rules Myths

Palm/Carry Rule – A dribble has no limit on the height of the dribble. A high dribble is just that, a legal high dribble. It may be ugly but not illegal. How high the ball bounces while being dribbled isn't the key factor in determining a carrying violation; where the dribbler's hand is when in contact with the ball is the key factor. If the location of the dribbler's hand is on top of or on the side of the ball, the dribble is legal regardless of the height of the ball or the number of steps the dribbler takes between bounces. If the hand rests underneath the ball, then it's a violation.

A dribble ends when the ball comes to rest in one or both hands, the player "palms"/carries the ball as it comes to rest in one or both hands, the dribbler simultaneously touches the ball with both hands, the ball touches or is touched by an opponent if it results in loss of control. Batting a ball from an opponent is not a dribble as the player is not in control of the ball; a player can bat a ball away, pick it up with both hands and start a dribble.

Freedom of Movement

Players moving without the ball cannot be impeded illegally. They must be given an opportunity to stop and/or change direction without being chucked, pushed, or held. Officials should concentrate, look off ball, watch the play develop, and call fouls when needed.

Freedom of movement is critical to the game of basketball. Freedom of movement is just as important to the defensive team as it is to the offensive team. Offensive teams can commit illegal acts that hinder defensive freedom of movement as well. Specifically, illegal screens.

Players without the ball who are “cutting” to the basket are the basic part of many offensive schemes that involve a great deal of “movement.” Defenders like to reroute cutters to upset the timing of the offensive set and change passing lane angles.

In the three-person officiating system officiating cutters is often the responsibility of the center officials. If the center official is a “ball watcher” and doesn’t focus on what is happening in his/her primary, the offense is often put at a disadvantage and the game gets rougher and more physical.

Not all cuts originate from the weak side, so leads and trails have to be aware of cuts from the strong side as well. The back cut from the strong side is often defended by a grab or hold by a beaten defender.

Rotations

Officials rotate to put the officiating crew in the best possible position to officiate the play at hand. The crew does not want to rotate too early and certainly doesn’t want to rotate too late.

Lead officials want a wider look when the ball is on the strong side, especially when the ball is located where it can be entered to the post. When the ball is located up on top or has crossed the basket line the lead must get closed down to be in a position to initiate a timely rotation. The lead wants to be ball side before the ball is entered to the post if at all possible.

The SDHSAA is often seeing lead officials who have the appropriate wide position when the ball is strong side stay in that position when the ball leaves the strong side to the top of the key or even to the weak side. These officials then have way too far to rotate and as a result are not seeing the action of post play.

Center officials, when seeing the lead rotating across the lane, realize they are now the trail and think they have to get out and be the trail.

Center officials if you know the lead is coming over, just stay with your good look at action in the lane area, the possibility of a steal, illegal screens, a three point shot and shooter getting fouled. Stay with your good look and wait for the sequence to dissolve before becoming the trail. Don’t leave the good look you have just to get up where the Mechanics Manual says the trail should be. Stay there and officiate.

When the trail official sees the lead official move to the close down position when the ball is being passed from strong side to weak side, the official should start moving down toward the center position. This could leave the officiating crew with two center officials which is better than two trail officials.

Stay Focused

Officials must stay focused throughout the remainder of the season. It is important that the style of play not dictate how the game is to be called. The game must be officiated by the rules as written and the players and the coaches must adjust.

1. Officials must be in position to see clearly whether there are fouls on **REBOUNDS**. **SEE THE WHOLE PLAY AND NOT JUST THE END RESULT**. Hold your whistle and officiate possession/consequence on all rebounding fouls. Be consistent on each end of the floor.
2. During the game contact is not necessarily a foul but contact that disrupts the **RHYTHM, SPEED, BALANCE, OR QUICKNESS** of an offensive or defensive player is a foul. Do not let body bumping and hand checking disrupt movement. Make sure you allow offensive players the opportunity to **START, DEVELOP, AND FINISH** plays to the basket.
3. Post play must be addressed early in the game and must be called the entire game. Make sure you do not let an **OFFENSIVE** player dislodge a legal defender to gain an initial position. Conversely, if the **OFFENSIVE** player is legally posted up **DO NOT ALLOW** the defender to shove, displace, or “pull around” a legal post player.
4. We must officiate screens more accurately. First of all, make sure you are in the proper position to see if the screen is legal or illegal. If the screener is **LEGAL**, do not allow the defender to run through the screen. If the screen is legal, the defensive player must stop on contact and go around the screen. Likewise, do not allow the screener to move on the screen. The screener must be stationary.

Three Person Officiating Crews Reminders

- **Lead** - There is always going to be contact in the lane area, so stay active. Always be cognizant of the ball's location, but don't follow it. Stay on ball-side as often as possible, flex and rotate to get a good look for you and your partners. Use your voice with players when necessary.
- **Trail** - Your focus should be on shooters and ball-handlers. Watch for hand checks by the defense and push offs by the offensive player. Bring the shooters up and down. Trail officials often struggle the most after shot attempts. You don't want to get beat down the court, so you may creep down the floor. Don't bail out – you have responsibility for rebounding action. Improve your angle by stepping down if necessary – or just stopping if you have a good angle. Stay engaged in what's going on. The play you are looking at is more important than the play that hasn't happened on the other end. Some trail officials are working too deep. If the ball is below the top of the free throw circle, the trail should not be deeper than the top of the free throw circle extended, not back next to the center division line.
- **Center** - The center position has different challenges than the trail and the lead. It requires more focus. It is really easy to stay on the ball. That's what everyone in the entire gym is doing. The calls you will make from the center position require a bit more to sell because you very likely are the only one looking at that area. Watch for illegal screens, bumping cutters, curl plays and stay focused on rebounding action. When a shot is taken, centers need to work below the free throw-line extended and hold until a rebound is secured. If the ball and action is below the free throw line, centers should be between the free throw-line and end line looking through the action.

Officials must know what to look for in each position that will help you stay engaged in play on the floor. Get in a position to see the open space in your primary.

Touching Ball To The Floor

If the offensive player touches the ball to the floor (once or several times) to brace him/her from falling, this action DOES NOT constitute the start of a dribble, so it would be perfectly legal for the offensive player to begin a dribble after regaining his/her balance.

If the offensive player for any reason were to touch his/her knee to the floor while holding the ball, this would be a traveling violation. The offensive player could use his/her hand to touch the floor without committing a violation.

If the offensive player were to gain control of the ball while having one knee on the floor and stand up, this would be a traveling violation. If the offensive player were to start a dribble before rising from one knee, this action would be legal.

Misunderstood Basketball Rules

- The shooter can retrieve his or her own air ball if the referee considers it to be a shot attempt. The release ends team control. It is not a violation for that player to start another dribble at that point. When an airborne player keeps control of an attempted shot that is blocked and is unable to release the ball and returns to the floor with it, that player has not traveled; it is a jump ball. If, in this situation, the shooter releases the ball, then this is simply a blocked shot and play continues.
 - If a player's momentum carries him or her off the court, he or she can be the first player to touch the ball after returning inbounds. That player must not have left the court voluntarily and must immediately return inbounds. It is not necessary to have both feet back inbounds.
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Stay with the Shooter

Often times officials are in such a hurry to referee the rebound action that they fail to observe what happens to the shooter after the ball leaves his/her hand. Make sure you get the shooter back down to the floor safely and then some. Remember also, that once an air borne returns to the floor they are, by rule, no longer a shooter. If they are fouled, then the result is either a bonus foul situation or the ball back out of bounds. This situation could result in a five point play.

Stay with all shooters until they are out of harm's way whether they are shooting from eight feet or twenty feet. Focus on what the defender is doing to the shooter.

Be Aware Of All Game Situations

- Be focused and try not to daydream.
- Show the spot for throw in after common foul and violations. Be accurate and fair to both teams with correct throw in spot.
- After time out, know who the shooter is and how many free throw shots.
- Know when bonus will go into effect, double bonus, communicate.
- Count number of players after subs, timeouts, etc. Prevent violations.
- Last second shot-important to sell one way or the other!! If not a buzzer beater...don't look to see if it went in.
- Give fair counts at all times for throw-ins, 10 seconds, closely guarded, switch hands when changing to new count.
- Time outs remaining. Let coach know, if necessary.
- Be aware of intentional fouls towards end of game (be on the same page).
- Always look for time out requests late in game from coach or during potential jump ball situation from players or head coach.

- **Principle of Verticality:** Don't call fouls on clean blocks up top when the shooter causes slight body contact. Let big guys be big guys and be fair to both teams to let them play defense.
- **Taunting and baiting:** Don't tolerate-automatic technical.
- **Technical fouls:** Talk if necessary, get it right. Who shoots and which end. Administer in order of occurrence.
- **Protect shooter:** on touch fouls on shooting arm, or hand on hip.
- **Referee the defense:** Don't penalize good defense! Don't bail out offensive player who is out of control or initiating contact.
- **Help:** If you need help, ask for it, don't guess. Bottom line is, get it right. It's not "who's right", but "what's right". If you see a deflection that the calling ref missed, approach him\her, give him\her the information and let him\her change the call if he chooses to. Also let him\her know if a shot went in on foul calls.

Make Eye Contact With A Partner

While sounding your whistle, raising your hand and moving toward the spot make eye contact with a partner. This is an important opportunity to communicate with your partner and make sure he/she doesn't have a foul signal up or calling a held ball. Keep your head up to appear confident in your decision.

The SDHSAA has seen a lot of officials who call the foul and take off to report it to the table in a flash. The SDHSAA is suggesting that the calling official hold their foul signal for two or three seconds and even close down a step or two if appropriate. Verbalize the offending player's number and how the ball is to resume play. Identify the shooter or verbalize where the ball is going to go out of bounds and make sure everything is okay before leaving the scene of the foul. Then move to the appropriate reporting area, give good number and signals and then move to the next position

Officials Quiz

Question 1: A1 is making an (AP) throw-in on the end line. The pass is tipped by B1 and goes directly out-of-bounds on the sideline. What is the ruling?

Question 2: Team A is awarded an alternating-possession throw-in. A1's throw-in pass is illegally kicked by B2. What is the ruling?

Question 3: Team A has the ball for an (AP) throw-in. The official whistles thrower A1 for a 5 second violation. What is the ruling?

Question 4: A1's try for goal fails to reach the basket and A1 catches the ball while it remains airborne. Official calls a travel violation. Is that a correct call?

Question 5: A1 commits his/her fifth foul and is disqualified. On the way to the team bench, A1 removes his/her shirt or pulls it over his/her face: (a) Before the coach is notified; (b) After the coach is notified. What is the ruling?

Question 6: 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. What is the ruling?

Question 7: A4, in Team A's backcourt, passes to A2 who jumps from Team A's frontcourt, catches the ball in the air and lands in the backcourt. What is the ruling?

Question 8: A4 sets a screen for A3 at the side of B3. B3 sees the screen and tries to move around A4. A4 throws his/her hip to the left as B3 is moving around him/her and contacts B3. What is the ruling?

Question 9: Team A is awarded the ball for a throw-in under the alternating procedure. A1 commits a violation. Does Team A lose the alternating procedure arrow?

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

Quiz Answers

Rule 1: Team A will make a spot throw-in on the sideline. The (AP) arrow is changed to Team B. The touching by B1 is legal. The (AP) throw-in has ended.

Rule 2: As a result of B2's kicking violation, Team A is awarded a new throw-in at the designated spot nearest to where the kicking violation (illegal touching) occurred. Since the alternating-possession throw-in had not been contacted legally, the throw-in has not ended and therefore, the arrow remains with Team A for the next alternating-possession throw-in.

Rule 3: Team B's ball for the violation and Team B will get the arrow for the next (AP) throw-in.

Rule 4: NO. No violation has occurred. A1 can dribble, shoot or pass after the failed try for goal.

Rule 5: In (A) - a technical foul is charged to A1. The opposing team will shoot two free throws and have possession of the ball at the division line. The coach is not penalized. Don't get caught up in this being the players 6th foul, follow the protocol as if it were not the 6th foul. The player earned the foul; it is not counted as a team technical. In (B) - an indirect technical foul is also charged to the head coach resulting in the loss of coaching box privileges. A1 is considered to be bench personnel.

Rule 6: 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).

Rule 7: Backcourt violation on Team A. A2 gains player and team control in the air after having left the floor from Team A's frontcourt, therefore having frontcourt status.

Rule 8: Team-control foul on A4. The screener must be stationary and his/her body must remain in his/her vertical plane. Moving the hip or extending the arms or elbows beyond the vertical plane is a foul if there is contact.

Rule 9: Team B's ball for a throw-in because of the violation. In addition, the possession arrow is reversed and pointed towards Team B's basket. Team B will have the next throw-in opportunity under the alternating procedure. Team A has lost its opportunity by virtue of the violation. A violation by Team A during an alternating-possession throw-in is the only way a team loses its turn under the procedure.
