

South Dakota High School Activities Association

2018-2019 Basketball

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Pre-Contest Medical Timeout

Pre-Contest Medical Time Out at the start of a Basketball Classic. The officials for game one will ask the five questions to the site administrator. After that, it is the same for all contests if at the same location. Officials can pass that information on to the next officiating crew.

For a Basketball Classic not hosted by a SDHSAA school, the questions should be asked to the administrator that set up the Classic, or whomever is in charge.

COACHES - CHECK THE BOOK

Coaches are reminded to check the book, prior to the 10 minute mark, to ensure all players are listed and the proper numbers are included. Coaches must verify and sign the seven quarter sheet. 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 to avoid seven quarter violations.

Conference With Bench Officials

Bench officials are an important part of your officiating crew. Introduce yourself to the bench personnel. Remind them they need to be focused during the entire game. It is recommended that the person keeping the book for the visiting team, be allowed to sit at the score table. This gives the home scorer someone to compare the score, fouls, and timeouts at the end of each quarter.

Official be sure to visit with the clock operator, shot clock operator and the official scorer as this may be their first time running the clock, shot clock or being the official scorer. Ask if they have any questions or concerns.

Remind the official scorer/timer PRIOR to the contest:

1. They need to notify the nearer official by using the game horn when there is an infraction of the rules pertaining to submission of the roster or substitutions.

When may the scorer signal?

1. If the scorer desires to call attention to a player who is illegally in the game, he/she may signal the official when the ball is in control of that player's team.
2. If it is for a substitution, the scorer may signal when the ball next becomes dead and the clock is stopped.
3. If it is for conferring with an official, he/she may signal when the ball is dead.

4. If the scorer signals while the ball is live, the official should ignore the signal if a scoring play is in progress. Otherwise, the official may stop play to determine the reason for the scorer's signal.

Rosters, Starters, and Numbers

Case Book: 3.2.3 SITUATION C

Team A substitute No. 25 reports to the table for the first time with approximately one minute remaining in the second quarter and is beckoned onto the court. In (a), the ball is put in play by a throw-in from A1 to A2. The horn sounds and the scorer informs the officials that No. 25 is not listed in the scorebook. In (b), No. 25 plays the remainder of the second quarter. During halftime intermission, the official scorer realizes No. 25 is not listed in the scorebook and informs the officials when they return to the court before the start of the third quarter.

RULING: In (a), No. 25 is currently in the game and became a player when he/she legally entered the court. Since his or her name and number must now be entered into the scorebook, a technical foul is charged to Team A. In (b), no penalty is assessed since No. 25 is not currently in the game. If No. 25 attempts to enter the game in the second half, his or her name and number will be added to the scorebook and a technical foul charged to Team A.

Points for NFHS/SDHSAA Discussion

1. Administrative Technical Fouls (two free throws plus possession) are charged to the team (not to the head coach or the player) and they count towards the bonus.
2. If a player sitting on the bench is not listed in the official book and the player does not attempt to enter the game there is no Technical Foul assessed.
3. If player not listed in the official book somehow manages to enter and leave the game without the error being discovered, there would not be a Technical Foul assessed. The infraction must be penalized when it occurs.
4. A team's failure to provide the roster and starting lineup at least 10 minutes BEFORE tip-off will result in just ONE Technical Foul being charged to the offending team.
5. Any changes made AFTER the 10-minute mark would also be a maximum of ONE Technical Foul charged to the offending team.

Headbands

A headband is any item that goes around the entire head. It must be a circular design without extensions. If worn, only one headband is permitted, it must be worn on the forehead/crown.

South Dakota modifications to NFHS Rules: Headband may be up to 3" wide with no ties or knots in the back. Pre-wrap is not allowed as a headband and/or hair control device. The colors permitted are black, white or predominant color of uniform. If more than one player is wearing a headband, wristband, tights, arm or leg sleeve, they all must be wearing the same color, although they may be a different style.

There is NO NFHS/SDHSAA rule stating that headbands cannot be worn over the ears; the SDHSAA is encouraging players not to wear headbands over the ears. The coach at each school can decide if they want their players to wear headbands over the ears, however headbands worn over the ears cannot be used to cover up jewelry and are subject to inspection by the officials.

A hair-control device goes around the hair only – not the head and is not subject to any color requirements.

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.

- Rule 3-5-5 states that equipment and 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. This rule is in place for the safety of all the players.
- Players CANNOT tuck their shorts (crease) into the leg of the tights to make them shorter. The referee shall not allow the player to enter the game or direct the player to leave the game until the shorts are removed from inside the tights. A coach may not call a time-out to fix the problem; time will have to tick off the clock before the player will be allowed to return once they have been directed to leave the contest. Tucking the leg inside of tights/compression shorts is ILLEGAL.

Undershirts

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 for the individual player. 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 and size will not matter around collar of shirt undergarment

The rule does not require all players to wear the same length sleeves on their undershirts, but each individual player must have sleeves the same length on his/her undershirt when worn.

How To Add Value To Your Crew

Be the official who counts 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.

Who Initiated The Contact?

The concept of “who initiated the contact” is one of the most important aspects 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 as 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?

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 defense and push offs by the offensive player. Bring shooters up and back down to the floor. 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 be not 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 ball as that is 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.

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.

We have seen many of officials who call the foul and take off to report it to the table in a flash. We are 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 be taken out of bounds and make sure everything is OK 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: 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 2: 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 3: 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 4: How many free throws are awarded for an intentional foul on a) an unsuccessful two-point try; b) successful two-point try; c) unsuccessful three-point try; d) successful three-point try?

Question 5: 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 6: 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 starts and the officials re-administer a new throw-in with 2.8 seconds left. Should of clock started?

Question 7: A1 dribbles the ball on the floor on the out-of-bounds area before making a throw-in. Is this a violation?

Question 8: 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 9: 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 10: 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?

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
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Rule 1: The time-out is granted. They still can be granted an additional time-out at the expense of a technical foul.

Rule 2: Team A is in team control of the ball during A10's dribble, during the pass, and during the loose ball that follows B14 defection 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 3: 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 in the case ended when it touches the floor. Therefore, no points are scored.

Rule 4: a) Two free throws if committed on an unsuccessful two-point try; b) two free throws if committed on a successful two-point try; c) three free-throws if committed on an unsuccessful three-point try; d) two free throws if committed on a successful three-point try.

Rule 5: 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 6: 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 the clock should reset to 32 seconds.

Rule 7: Legal, a player may bounce the ball on the out-of-bounds area prior to making a throw-in. After a made basket, the thrower may dribble the ball out-of-bounds while running the baseline.

Rule 8: 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 9: Team B's ball for the violation and Team B will get the arrow for the next (AP) throw-in.

Rule 10: 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.

**Be Aware Of Your Posture
Stand Straight and Keep Your Chin Up**
