

South Dakota High School Activities Association

2018-2019 Basketball

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Happy Holidays

The SDHSAA staff and I would like wish you Happy Holidays and best wishes for a joyous holiday season!

The basketball season is an extremely busy time for every one of you; however the SDHSAA urges you to find time to take the opportunity to spend some quality time with your family and friends, and enjoy the holiday break.

It takes hard work to become a good official. We appreciate your investment in time and your time spent away from family.

We would like to give you all a heartfelt thank you for the job you are doing as an official.

Best Wishes For A Happy 2019

PLAYERS PROPERLY EQUIPPED

After the first two 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.

South Dakota has made a change in the undershirt rule stating that sublimated or printed logos around the collar of the undershirt are permitted; size will not matter around the collar of the shirt undergarment. Oversized logo around collar on the undershirt and multiple logos’ on the undershirt are legal.

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 predominant 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 official will direct the player to leave the game. After making the correction, the player may re-enter the game at the appropriate time for a substitution. 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.

Basketball Uniform Safety

The primary focus of the SDHSAA is always the safety of the student-athlete. While some of the uniform requirements are technical in nature, a point of emphasis this year concentrates on the potential hazards that loose strings and extension can create.

This includes making sure players are not rolling waistbands of the shorts so the drawstring or tags are exposed. If a player has shorts that are too big and the only way to keep them up is to roll the waistband it must be done in the following manner.

BASKETBALL SHORTS MAY ROLLED, HOWEVER, NEITHER THE INTERIOR ELASIC WAISTBAND NOR DRAWSTRING SHALL BE EXPOSED. This rule is for the safety of all players.

The primary reason for this is that it often exposes drawstrings that could be caught up on something or someone.

Successive Time-Outs

A successive time-out is one which is granted to either team before the clock has started following the previous time out.

Successive time-outs shall not be granted after expiration of playing time for the fourth quarter or any extra period. In all other instances, they shall be administered in the order in which they are requested.

One time-out can be granted after ending the fourth quarter playing time if free throws are to be shot. The free throws would be part of the fourth quarter. Another time-out request by either team cannot be honored until after the clock has started for the extra period if you have an extra period.

SITUATION: Airborne shooter A1 is fouled by B1 with the try in flight. The horn sounds, ending the fourth quarter playing time. The ball continues in 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 a 60 second time-out. Team A or Team B captain requests a 30-second time-out during the same dead-ball period.

RULING: 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.

Substitution—Injured Player

A player who has been injured to the extent that the coach or any other bench personnel is beckoned and comes onto the court shall be directed to leave the game, unless a time-out is requested by, and granted to, his/her team and the situation can be corrected by the end of the time-out.

3.3.6 SITUATION B: A1 is fouled and appears to be injured and an official properly halts play and the Team A coach rushes onto the court to check on A1. However, A1 is OK and seems ready to play within a few seconds.

RULING: A1 must be removed as the coach came onto the court. A1 may remain in the game if the coach does not come on the court and A1 is ready to play immediately. If the coach or other bench personnel have come onto the court, the player must be replaced. There is no set amount of time as to what is “immediately,” but it should not involve more than a few seconds and it must be without the coach, athletic trainer or doctor being beckoned and/or entering the court. The coach may also request a time-out to keep the player in the game provided the replacement interval for the substitution has not begun.

COMMENT: If the game officials allowed the injured player to stay in the game without a time-out this would be an officiating error. If the injured player shoots free throws for the personal foul or technical foul this would NOT be a correctable error.

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.

Timing Mistakes and Corrections

On a throw-in, start the timing device (shot clock and game clock) when a player inbounds 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 official’s 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.

What Is The Status of the Shot Clock?

Officials should be aware of the shot clock status. Has the shot clock been reset properly? Has the shot clock been properly started? The off-ball official may have a better chance to glance more quickly since that official is not involved with action around the ball or if ball is being advanced from back court to front court the new lead would have opportunity to see status of shot clock! If a correction needs to be made with the shot clock it needs to be done immediately.

There have been situations during the first two weeks of the season where the trail official's backcourt count was nearing ten-seconds when it was noticed that the shot clock was not running. When the whistle is blown to check with the table personal as to why the shot clock was not running, it also ends the ten-second count.

PLAY: Team A scores a basket. Team A is applying defensive pressure as Team B is trying to advance the ball to the front court. The shot clock is NOT running. The trail official's ten-second count is at seven when he notices the shot clock is NOT running. The trail official blows his whistle to talk to the shot clock operator. It is determined the shot clock operator failed to start the shot clock.

RULING: In this situation the trail official should wait until Team B advances the ball to the front court and then stop play to talk to the shot clock operator. When the trail official stopped play while ball is in the back court he has put Team A, the defensive team, at a disadvantage as Team B will get a new 10-second count. The trail official will NOT start 10-second count at seven. A new 10-second count will always start at one.

Early In The Game--Officials:

1. Get a feel for the timer's and shot clock operator's skill.
2. Check on the timer's and shot clock operator's performance.

Officials--Check Scorebook

Officials check with the official scorer and visiting team scorer during each time-out and quarter break to check if everything is correct with the scorebooks. Double check scoreboard totals against the scorebook.

During pre-game conference with the table personal remind the official scorer to keep a running summary of the points scored, compare records with the visiting scorer after each goal, each foul, each charged time-out, and end of each quarter and extra period, notifying the referee at once of any discrepancy.

A bookkeeping mistake may be corrected at any time until the referee approves the final score.

End of Game Basics. When the clock is winding down at the end of a game and the score is close, emotions rise. Almost inevitably, a time-out will be taken by one of the teams when score is close. This is a great time to talk with the table personnel. At this time check the official scorebooks making sure everything is correct with the score, total team fouls, and time-outs remaining.

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 and 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, and then jog around players to the reposting 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 7th team foul catch you off-guard and not knowing who 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!

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 official. 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.

Officials Quiz

Question 1: Player B1 commits a personal foul against player A1 who is in the act of shooting an unsuccessful try. A1 is awarded two free throws. A1's first attempt bounces on the ring several times before coming to rest on the flange. What should the officials call?

Question 2: Player B1 reaches across the boundary and slaps the ball being held by A1 during a throw-in. What is the penalty?

Question 3: As the teams take the floor for the jump ball to begin the game, A1 and A2 line up around the jump circle, each wearing blue undershirts beneath their white jerseys. By rule what should the officials do?

Question 4: After dribbling and coming to a stop, A1 throws the ball (a) against the opponent's backboard and catches the rebound or (b) against an official, immediately recovers the ball and dribbles again. Do you have a violation?

Question 5: Player A1, in his/her team's frontcourt passes toward A2, also in the frontcourt. B1 deflects the ball toward Team A's backcourt. The ball bounces in Team A's frontcourt before crossing the division line. While the ball is still in the air over Team A's backcourt but never having touched in Team A's backcourt, A3 gains possession of the ball while standing in Team A's backcourt. Do you have a backcourt violation?

Question 6: In the fourth quarter, a pass to A1 in his backcourt deflects off this hand. The ball hits the floor inbounds and bounces high over the boundary plane. A2 jumps from inbounds and tips the ball back to A1 who is inbounds in his backcourt. While out of bounds, A2's hands inadvertently contact A1's back while A1 is holding the ball. Is this a violation?

Question 7: Neither team has a time-out remaining at the end of regulation, but each will receive an additional time out for the extra period. When is the soonest that either team may be granted a time out for the overtime period?

Question 8: A1 is dribbling in his frontcourt when B1 taps the ball into the backcourt where it touches the floor. When should a backcourt count be initiated by the covering official?

Question 9: Team A is awarded a designated spot throw-in in front of Team B's bench. Due to the proximity of the bench to the sideline, thrower A1 must stand immediately behind the sideline with no room to back up. B1 lines up to defend the throw-in pass from very near the out-of-bounds boundary. What should the official do in this situation?

Question 10: Team A is awarded an alternating-possession throw-in. A1's throw-in pass is illegally kicked by B2. 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 officials should award A1 his/her second free throw because his/her first free throw ended unsuccessfully. The free throw ends when it is certain the try will not be successful.

Rule 2: This results in a player technical, then disqualification of B1 if he does the same thing a second time. No warning for delay is required.

Rule 3: The officials should direct the offending players to leave the game, ask the coach for two legal substitutes, allow the scorebook to be changed to reflect the new starters, and begin the game with the jump ball. No penalty is involved. A1 and A2 simply cannot participate until the color restriction is corrected.

Rule 4: A1 has violated in both (a) and (b). Throwing the ball against the opponent's backboard or official constitutes another dribble, provided A1 is first to touch the ball after it strikes the official or the board.

Rule 5: Legal play and not a backcourt violation because any player located in the backcourt may recover a ball that is deflected from the front by the defense. The officials should allow the play to continue without a whistle, since the offense may recover the ball that still has frontcourt status in the backcourt without penalty when the defense was the last to touch it and caused it to go from frontcourt to backcourt. New rule change 9-9-1 EXCEPTION.

Rule 6: The trail official should continue his backcourt count and allow play to continue. To be out of bounds, a player must touch the floor or some object on or outside a boundary line. People are not considered to be objects and play continues. Inadvertently touching someone who is out of bounds, without gaining an advantage is not considered a violation.

Rule 7: After the ball has become live to start the extra period.

Rule 8: As soon as the ball touches the floor in the backcourt. When a team secures control that team continues to be in control until the ball is in flight on a try or tap for goal or an opponent has secured control or the ball becomes dead. This has an influence on rules such as team control fouls, three seconds and frontcourt/backcourt.

Rule 9: The administering official should indicate to B1 an imaginary line three-foot from the sideline and instruct B1 not to cross it or reach over it.

Rule 10: 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.

**Call What You See
But See What You Call
NO GUESSING!**
