

# South Dakota High School Activities Association

## 2018-2019 Basketball

### Newsletter No. 4

January 3, 2019

Author: Buck Timmins

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#### "Calling for the Cure" and "Samaritan's Feet"



The SDHSAA has designated the dates of December 28 - January 12, 2019 to allow basketball teams an opportunity to dedicate a contest with the "Calling for the Cure" theme for Cancer Awareness or the "Samaritan's Feet" barefoot coaching. Where coaches may coach barefoot.

These are some permissible options basketball teams may consider for the special event: a team may wear pink socks, or pink shoelaces, or pink wristbands and/or headbands (team uniformity required). Pink Velcro strips on a shoulder of the jersey would be acceptable as well. Teams may also be allowed to warm up in pink t-shirts, but must be in their regular school-issued uniform for competition.

Please remember that the intent of the wristband and headband rules will still need to be followed, such as headbands a maximum of three (3) inches, with one manufactures logo no more than 2 ¼ square inches. Only one wristband may be worn on each wrist and must be moisture absorbing. It may not exceed four (4) inches in width and again, only one manufactures logo not more than 2 ¼ inches. If wearing a wristband and headband, remember, they would both need to be pink and team uniformity would be expected.

A commemorative/memorial patch may also be worn on the jersey. The patch shall not exceed 2 1/4 square inches, shall not be a number, and must be located above the neckline or in the side insert.

These items should only be worn if the game has been designated as a Cancer Awareness event. The SDSHAA will not make exceptions for "pink" uniforms to be worn. The rule will remain home team in WHITE uniforms and the visitor in DARK uniforms.

Officials will be expected to wear their official uniform for the game (black and white striped shirt with black pants etc.), but may use a pink lanyard and/or whistle for the game.

Should you have any questions concerning the event, please call the SDHSAA office.

**Cancer Awareness Dates Of December 28 - January 12**

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## Seven-Quarter Rule

No player shall participate in more than seven quarters of basketball in any one session. Participation in any quarter regardless of length of time, counts as a quarter of participation. Rule 3-3-3 states a substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. Overtime periods are considered an extension of the fourth quarter.

A violation of the “Seven Quarter” rule will be a **DIRECT TECHNICAL FOUL CHARGED TO THE HEAD COACH (unsporting act/conduct)** and removal of the player from the game. Refusal of player to leave results in forfeiture. The head coach will lose his/her coaching box because of Direct Technical Foul. It will be a technical foul for each player who plays more than seven quarters.

The SDHSAA provides a copy of the Roster Participation Form, which needs to be completed by the scorekeepers from both schools certifying the number of quarters for each contestant who participated in the preliminary game(s). **Following completion of this form by the scorekeeper, the head varsity coach from both schools will sign the form attesting to the accuracy of the data completed thereon.**

***Officials***—when checking the scorebook for the names and numbers of each team member who may participate and the designation of the five starting players before the game also check the Roster Participation Form and verify with coaches that the data is correct.

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## Free Throw Administration

A concern that has occurred on free throws is the lead official should never bounce the ball to the free thrower until he/she makes sure that the first marked lane spaces are occupied by the opponents of the shooter. That is the first thing the lead should do, is ensure that if the home (white) is shooting, two visiting team players (dark jersey) players are in the first marked lane spaces. No official should allow a teammate of the shooter to take the first marked lane space and create a lane violation.

Check the first marked lane space and then check the other lane spaces and then bounce the ball to the shooter. Get into your proper position and be ready and alert to officiate the rebound. This is not a time to relax. All officials should officiate free throws with the same intensity as they do throughout the entire game. There is the potential for more rough play on rebounding a free throw than rebounding throughout the entire game. All officials must be focused and engaged on free throws.

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## Resolutions For 2019

As 2019 is upon us, focus on incorporating some of these habits into your game for the remainder of the basketball season. The SDHSAA encourage you to learn and grow from each game. Build upon early season successes and mistakes, and always strive to become a better official each and every time you walk onto the court.

- Be at every game **on time** and be prepared to officiate.
  - Early and relaxed is better than stressed and late.
- Have a thorough **pre-game**.
  - In absence of a strong crew leader . . . take control and drive a good, conversational pre-game covering as many topics as time will allow.
- Master the **rules** and know the intent of the rules
  - Take time during the week with your favorite rule topic that gives you troubles.

- Have excellent clock management skills.
  - Are you aware of the clock at all times? Practice maintaining “definite knowledge” of time remaining after stoppages.
- 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.
- Know what team is in the bonus and double bonus.
  - There is no excuse for a crew having to correct this error. Keep an eye on scoreboard as the penalty approaches.
- Know the team control rule.
  - It is fundamental to the game.
- Be a good partner.
  - Avoid speaking negatively to a coach/player about one of your partner’s rulings. The only friends you have on the court are your partners. You ultimately rise and fall as one, so support each other.
- 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”
- 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.
- Penalize unsportsmanlike conduct on players and coaches
  - Talk about this in your pre-game conference and be prepared to enforce proper decorum.

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### Legal Dribble

Rule 4-15 states a dribble is movement of the ball by a player IN CONTROL who bats or pushes the ball to the floor, once or several times.

It is perfectly legal (during a dribble) to do the following:

- Bat the ball in the AIR (even over the head of an opponent) provided it strikes the floor before the ball is touched again by the dribbler’s hands.
- Lift the pivot foot AFTER the ball leaves the hand to start the dribble.

A dribble ends when:

- The dribbler CATCHES (or causes the ball to rest) in one or both hands
- The dribbler PALMS or carries the ball by allowing the ball to come to rest in one or both hands.
- The dribbler touches the ball SIMULTANEOUSLY with both hands
- The ball is touched by an OPPONENT which causes the dribbler to lose control
- If the ball becomes DEAD

Key points as it relates to a dribble:

- It is NOT possible to travel during a dribble
- The dribble rule is NOT in effect during the jump ball, an inbounds throw-in, or free throw
- It is NOT a dribble when a player fumbles the ball

- It is NOT a dribble if a player bats a rebound or pass away from other players attempting to control the ball
- It is NOT a dribble if a standing player holds the ball and touches the floor with the ball (once or a bunch of times)
- It is perfectly legal for a dribbler to START a dribble by pushing (or batting) the ball with TWO HANDS, provided the dribbler does not continue to touch the ball simultaneously with both hands during the dribble
- Once a player ends a dribble, they cannot dribble a second time unless the player LOST CONTROL from situations like:
  - A TRY for a goal
  - A TOUCH by an opponent
  - A PASS (or fumble) which has been TOUCHED by another player
- An INTERRUPTED DRIBBLE occurs when the ball momentarily gets away from the dribbler—resulting is loss of player control. That player may go to the ball and CONTINUE THE DRIBBLE—provided the dribbler DOES NOT pick the ball up to end the dribble

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## Basketball Dribble Plays

### Double Dribble or Not?

**Play 1:** While rebounding, A3 is unable to catch the ball, so A3 intentionally slaps the ball away from B3. The ball hits the floor and A3 grabs the ball. A3 then starts a dribble.

**Ruling 1:** There was no player control when A3 intentionally slapped the ball away from B3, so it was not the start of a dribble. NO double dribble.

**Play 2:** A1 makes a pass to A4. A4 muffs the ball and it bounces to the floor. In (A) A4 grabs the muff pass and starts a dribble. In (B) A4 just continues to dribble when the ball bounces up.

**Ruling 2:** Both (A) and (B) are legal. There must be player control to start a dribble—the muff by A4 is not considered player control.

**Play 3:** A1 is dribbling when he/she strongly bats the ball to the floor. The ball bounces to shoulder level, but A1 manages to keep his/her hand on top of the ball and pushes it to the floor again. The hand stays on top of the ball.

**Ruling 3:** NO double dribble as the ball did not come to rest on player A1's hand. There is no restriction as to how high a player may bounce the ball, provided the ball does not come to rest in the player's hand.

**Play 4:** After A3's dribble, he can't find an open teammate to pass the ball. So A3 bounces the ball off (a) B2's leg, (b) an inbounds official's leg, (c) the opponent's backboard, or (d) team A's backboard. In all cases, A3 secures the ball and starts another dribble.

**Ruling 4:** In (b) and (c), A3 committed a double dribble. The pass against B's backboard was the start of a dribble which ended when A3 caught the ball. A3 has violated, provided A3 is first to touch the ball after it strikes the official or the board. If A3 has not dribbled and throws it off the wrong backboard that is legal and A3 can be the first to touch the ball but cannot start a dribble. In (a) and (d) the plays by A3 are legal.

**Play 5:** During a dribble, A1 inadvertently touches the ball simultaneously with both hands and then fumbles the ball while attempting to catch it. A1 retrieves the ball.

**Ruling 5:** Legal play. After a player has ended a dribble and fumbled the ball, that player may recover the ball without violating. It is always legal to recover a fumble, even at the end of a dribble; however that player cannot begin a new dribble, which would be a

double dribble violation. A player who fumbles the ball when receiving a pass may legally start a dribble.

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### Misunderstood Basketball Rules

- During a fumble the player is not in control of the ball, and therefore, cannot be called for a traveling violation. A fumble is the accidental loss of player control when the ball is unintentionally dropped or slips from a player's grasp. After a player has ended a dribble and fumbled the ball, that player may recover the ball without violating. Any steps taken during the recovery of a fumble are not traveling, regardless of how far the ball goes and the amount of advantage that is gained. It is always legal to recover a fumble, even at the end of a dribble, however that player cannot begin a new dribble, which would be a double dribble violation. A player who fumbles the ball when receiving a pass may legally start a dribble.
- 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

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### Officials Quiz

**Question 1:** Dribbler A1 is closely-guarded by B1 in A's frontcourt and the covering official's count is at three when A1's dribble is interrupted when the ball bounces off his/her foot. An additional two seconds goes by as A1 turns to get the loose ball and B1 remains within 6 feet. Do you have a five second violation?

**Question 2:** 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?

**Question 3:** A1 catches a pass, fumbles the ball, retrieves it, dribbles, ends the dribble, fumbles the ball and then retrieves the ball again. Official calls a violation. Is this a correct call?

**Question 4:** 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 5:** Player A1 receives a pass about 10 feet from Team A's basket. A1 jumps to shoot but fears the shot may be blocked and lets go of the ball prior to returning to the floor. After returning to the floor A1 (a) grabs the ball, or (b) dribbles it. Is the play legal?

**Question 6:** 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 7:** A1 starts a dribble by tapping the ball ahead, takes five steps and then continues the dribble. Official rules this legal. Is that the correct ruling?

**Question 8:** Airborne A1 and A2 jointly grab the rebound and each alights simultaneously on both feet. A1 and A2 each move one foot in attempting to wrestle the ball from each other before realizing they are teammates. A1 lets go and A2 dribbles away. Is this a traveling violation?

**Question 9:** A1, out of bounds for a designated spot throw-in: (a) muffs the pass from the official and it rolls forward; or (b) after receiving the ball from the official, fumbles the ball and leaves the designated spot to retrieve the fumble. What should the officials do?

**Question 10:** Player A1 secures control of the ball while both knees are in contact with the floor. A1 lifts one knee off the ground, puts that foot on the floor and raises the remaining knee off the ground in an effort to get up. Has A1 committed 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:** NO. The closely guarded count shall be terminated when the dribble is interrupted, but will start over if A1 continues the dribble or holds the ball and is again closely-guarded.

**Rule 2:** 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.

**Rule 3:** NO. A fumble, dribble, fumble is legal. A dribble, fumble, dribble is illegal. Case Book Page 26--4.15 Comment; Page 27 4.15.4 Situation D

**Rule 4:** 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 5:** It is a violation in both (a) and (b). Since A1 touched the ball again after releasing it, A1's initial release of the ball while in the air constituted the start of a dribble. A player may not begin a dribble after his or her pivot foot has left the floor. Since A1's pivot foot was off the ground when the dribble effectively began a traveling violation results. Had A1 not touched the ball after returning to the floor, the play would be legal.

**Rule 6:** NO. No violation has occurred. A1 can dribble, shoot or pass after the failed try for goal. There was no team control after the ball was released on a try.

**Rule 7:** YES. It is impossible to travel while dribbling. Rule 4-44; Case Book Plays Page 38—"Traveling or Not".

**Rule 8:** Legal. There has been no violation as neither A1 nor A2 moved their pivot foot while they were in joint control.

**Rule 9:** In (a), the official should sound the whistle to prevent any violations and then start the throw-in procedure again. No throw-in violation should be ruled in this situation. In (b), a throw-in violation shall be ruled on A1 for leaving the designated spot.

**Rule 10:** A1 has committed a traveling violation. Any attempt by A1 to stand up while holding the ball is traveling. A1 traveled the instant A1's knee was raised off the ground.

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