

South Dakota High School Activities Association

2018-2019 Basketball

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New Verticality Signal

The SDHSAA has added a point of verticality signal to show the basketball official rules either the defense maintained position on verticality or didn't maintain their verticality for the 2018-19 basketball season.

Some SDHSAA basketball officials have been reluctant to use the verticality signal because they feel if they see the defender has maintained legal verticality and there is not sufficient contact for a foul, the trail or center may have a foul call.

The calling official needs to wait until the play is complete before using the new verticality signal. This will eliminate situations where one official is signaling a legal play and another official is calling a foul on the play.

Kelly Pfeifer, SDHSAA basketball official, has provided three plays from games he has officiated. In the play clips you can see how patience he is with using the new vertically signal to indicate defense has maintained a position of verticality.

Below is a link for play clips to illustrate the point of being patience before using the new verticality signal.

Please view the verticality signal video plays.



<https://youtu.be/h5DgnsPZgak>

Shot Clock Situation

SITUATION: If the Player B1 blocks shot of Player A1 and the both come down to the floor with a jump ball call--go to alternating possession arrow. Is the shot clock reset?

RULING: NO reset when the offense retains possession after a held ball as the shot did not touch ring and a jump ball does create new team control.

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.

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 toward team-foul count.

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 the action in the lane area, the possibility of a steal, illegal screens, a three point shot and the 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 trail 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.

LOOSE BALL RECOVERY

Loose ball recovery is a point of emphasis for the 2018-19 basketball season. The emphasis deals with contact recovering a loose ball and options for the person recovering the ball.

During a game there are times when the ball becomes loose on the floor and players hustle to get to it only to have a foul called. During a loose ball players who pile on, or take the legs out from another player should be called for a displacement foul. While on the surface it may look like a good hustle play - displacement is a foul.

Loose ball fouls need aggressive officiating. Be willing to make a call on loose ball scrambles to protect the players.

A player going for a loose ball should not expect to be pushed, grabbed, elbowed, blocked or tackled as a penalty for going after the ball.

HELD BALL MECHANICS

- Engaged officials close down immediately toward players on the play with a whistle, and whatever use of voice is necessary, to curb rough play and extracurricular antics
 - Involved officials keep eyes on players, resisting urge to turn to look at alternating possession arrow
 - Official opposite table glances at AP arrow and gives direction of throw-in
 - Involved officials, stay with the players, glance at opposite table official for direction and resume play with throw-in
 - Be alive when the ball is dead. Especially when bodies are down on the floor...close down!
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Position Adjust

Adjusting your position on the floor to get the best possible look is imperative to the pursuit toward excellence in officiating. Open looks are everything; closed invalid looks are killers. Adjusting your position or your “look” often times means taking a step or two one way or another. If the ball goes right, take a step or two to the left. If the ball goes left, you go right. The key point is to first take steps in the opposite direction that the ball handler is going.

It is not only the trail who needs to be aware of adjusting his/her position. Lead officials often need to move a foot or two every time the ball moves on the perimeter because the post players usually move to a new position when the ball moves.

Center officials need to adjust their position to get the best look at cutters and screeners.

It seems unlikely that the ball can move in your primary several times and you have the perfect look each time without moving.

Position Adjust! Move with a purpose and move to improve. Go where you need to go to see the play. When given the choice between angle and distance, choose angle every time.

Throw-In Provisions

The opponents(s) of the thrower shall not have any part of his/her person through the inbounds side of the throw-in boundary-line plane until the ball has been released on a throw-in pass. NOTE: The thrower may penetrate the plane provided he/she does not touch the inbounds area or a player inbounds before the ball is released on the throw-in pass. The opponent in this situation may legally touch or grasp the ball.

1. The first violation of the throw-in boundary-line plane by an opponent(s) of the thrower shall result in a team warning for delay being given (one delay warning per team per game). The warning does not result in the loss of the opportunity to move along the end line, when and if applicable.
2. The second or additional violations will result in a technical foul assessed to the offending team.
3. If an opponent(s) reaches through the throw-in boundary-line plane and touches or dislodges the ball while in possession of the thrower or being passed to a teammate outside the boundary line, a technical foul shall be charged to the offender. NO warning for delay required.
4. If an opponent(s) contacts the thrower, an intentional personal foul shall be charged to the offender. NO warning for delay required.

Officials Quiz

Question 1: 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. When does the ten second count start?

Question 2: Team A has the ball for an (AP) throw-in. The official whistles thrower A1 for a 5 second violation. Which team will have the next (AP) throw?

Question 3: Players scramble for the ball with A1 touching the ball and the boundary line. Is the ball out-of-bounds?

Question 4: A1 has tucked the bottom of his/her shorts into the tights being worn. Is player A1 allowed to enter the game?

Question 5: Substitute A6 reports to enter the game to replace A1. A5, already in the game, is wearing a white compression sleeve on her/his arm and leg. A6 is wearing a black headband and wristbands. Will A6 be allowed to enter the game?

Question 6: A1 is making a throw-in from the sideline with the shot clock at 13 seconds. He/she bounces the ball to A2 and B2 intentionally kicks the ball. Does the shot clock have a full reset?

Question 7: Prior to a throw-in on the end line near A's basket, A1, A2 and A3 line up shoulder to shoulder-to-shoulder parallel to the line and: (a) within 3 feet of it; or (b) more than 3 feet from it. In both cases, Team B requests space between the Team A players. Is the request granted?

Question 8: A1 is fouled. The scorer informs the official that Team B has committed 10 team fouls and that the two free throw penalty is in effect. The official administers the free throw and indicates "two" throws. The first free throw is unsuccessful and the second is successful. B1 has the ball out of bounds for the throw in. The scorer informs the official there were only nine team fouls on Team B and that the penalty should have been one and one. What is the ruling?

Question 9: Team A scores near the end of the fourth quarter and is trailing by one point. B1 has the ball and is moving along the end line to make the throw-in. A2 steps out of bounds and fouls B1. Is the foul personal or technical?

Question 10: 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. Is this a legal screen?

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

Rule 1: 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.

Rule 2: Team B's ball for the violation and Team B will get the arrow for the next (AP) throw-in.

Rule 3: A1 has created a violation by touching the boundary line and the ball at the same time, causing the ball to be out-of-bounds. Team B shall be given the ball at the spot nearest to the violation.

Rule 4: 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. After making the correction, the player may re-enter the game at the appropriate time for a substitution. The uniform should be worn as the manufacturer intended it to be.

Rule 5: A6 is not allowed to enter because the rule requires all teammates to wear the same allowable color sleeves, headbands and wristbands. No penalty is involved. A6 simply cannot participate until the color restrictions are corrected.

Rule 6: Shot clock is reset to 15 seconds when there is an intentionally kicked or fisted ball with 14 seconds or less on the shot clock

Rule 7: In (a), the request is granted and Team B player may position between each of the Team A players. In (b), the request is denied.

Rule 8: The error is discovered within the correctable error time frame, and shall be corrected. The second free throw is cancelled and play is resumed at the point of interruption.

Rule 9: This is an intentional personal foul. The time remaining to be played or whether Team A has been previously warned for delay-of-game situation is not a factor. If the team had not been warned, the foul constitutes the warning.

Rule 10: 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.
