

# South Dakota High School Activities Association

## 2018-2019 Basketball

### Newsletter No. 6

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Author: Buck Timmins

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#### Warm Up, Stretch, Hydrate

Proper warm-up and stretching are important to basketball officials because both can help reduce the risk of injury and improve performance. Warming up increases the blood flow to the heart.

- Warm up to a mild perspiration to increase the blood flow to your muscles
- Hydrate with water and/or sports drinks before and after activity (Gatorade or Powerade)
- Stay away from drinks with high caffeine content
- Consume hydrous carbohydrates prior to activity (fruits / vegetables) to fuel your muscles for exertion
- Get in shape to prepare your muscles for the rigors of officiating basketball

Stay in shape rather than get in shape. You cannot officiate yourself into shape. Athletic officiating is a vigorous avocation and it demands that an official be in excellent physical condition, able to give the very best, on every play, in every contest.

Don't forget to stretch each time you take the court. Keep stretches gentle and slow. Don't bounce.

Post-game stretching helps in officiating recovery and reduces soreness.

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#### Find The Point of Contact On Shooters

Be relentless in officiating contact on shooters. Officials need to focus on what the defender is doing to the shooter. When a defender attempts to block a shot, narrow your field-of-vision from the elbow to wrist. Any contact in the area from elbow to wrist, or a stomach tap, while the shooter is in the act of shooting, should be ruled a foul. The slightest bit of contact has a large effect on jump shots.

To rule on any contact situation, the official must first see it. Good position is critical to see the action from start to finish, but so is focus. If you are straight-lined from any part of the defender or the offensive player's off-arm, you will not be able to see the entire frame of action. Officials need to get in position to see the play from a side view and not through either player's back or torso.

Be aware of the shooter's leg and normal shooting motion. The offensive player, in an attempt to fool the official, may kick a leg out to simulate being fouled by an oncoming defender.

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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 shooter 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.

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## **Double Whistles**

### **Involving A Violation and A Personal Foul**

What happens when two officials have double whistles involving a violation and a personal foul? One official has a travel and the other official has a personal foul.

The key component to understand is you can't enforce both rulings. There is no rules coverage to administer the acts as occurring simultaneously. Something happened first; the violation or the foul, and you have to quickly make the correct determination.

If the officials decided the violation occurred first, the ball becomes dead, and the personal foul would be ignored, unless it was deemed intentional or flagrant. If the crew agreed the contact caused player to travel, then the foul should be enforced.

Maintaining good eye contact with your partner(s), and be listening for the sound of another whistle being blown, particularly on plays in the areas of dual coverage, will go a long way to reducing the number of differing preliminary signals on double whistles.

Read and Study Case Book Plays 2.6 SITUATION A and 2.6 SITUATION B.

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## **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 shoulders width apart. 5) When screening a stationary opponent from the front or side, the screener may be anywhere short of contact. 6) When screening a stationary opponent from behind, the screener must allow the opponent one normal step backward without contact.

When the defender attempts to force his way between two screening players where there is not enough room, that is a push foul on the defender. The screened player must stop on contact and/or go around the screeners rather than try to fight through the screen.

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 need to see the whole play and make the appropriate call.

Excessive actions when screening opponents must be eliminated. Officials must call the infraction when it occurs. You must have contact to have an illegal screen.

Many screens are set away from the ball and the off-ball official will be the one to monitor that screening situation. Many times the center official will have the perfect view at the initial set-up of the screener and the ensuing contact.

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## 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.

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## On The Ball

When the ball is passed into your area and you assume on-ball coverage, the following five items should immediately be observed.

- **The Ball.** If you can't see the ball, you can't determine if a travel occurs when the offensive player puts the ball to the floor. Move your position to see the ball.
- **The Defender's Guarding Position.** Referee the defense. Knowing if the defender has obtained an initial legal guarding position is essential if contact occurs on a drive to the basket.
- **The Defender's Hands.** If you can't see the defender's hands, you can't determine if a foul or hack occurs. Move your position to get a look.
- **The Distance Between The Players.** If the defender is within the six foot guarding distance, you should begin a closely-guarded count signal. If the distance is greater than six feet, use the not closely guarded signal to indicate.
- **The Pivot Foot.** Determining whether or not a travel occurred can only happen if you locate the pivot foot. Say it to yourself silently (left or right) so that if your attention is drawn away, you'll not get fooled on a quick move by the dribbler.

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## Shot Clock Violation/Where To Spot The Ball

The question has been asked where to spot the ball when you have a shot clock violation.

The offensive team is in control of the ball: when a player of the team is in control, while a live ball is being passed among teammates or during an interrupted dribble. When you have a shot clock violation while the offensive team is in control the spot of the throw-in would be nearest spot of team control.

Team control continues until the ball is in flight during a try or tap for goal. If a shot clock violation occurs while ball is in flight (no team control) for a shot attempt and the try/tap FAILS to hit ring, the spot of the throw-in would be on the end line.

NOTE: The shot clock horn shall not stop play unless recognized by an official's whistle.

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## Calling a Time-Out Or a Foul

After calling a time-out or a foul, stop and watch the action around you. Be aware of any possible confrontations as players are heading toward their bench area or toward the free-throw lane. Wait until players have returned near their respective benches before moving. There will be plenty of time to get to the table and report the time-out or signal the foul. Use preventive officiating techniques, and if necessary, penalize any inappropriate behavior.

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## Are Your Partners Ready?

When throw-ins are administered, it is critical for officials to be ready for live-ball action. No matter how quickly a team may be in wanting to get the ball back in play, be sure you and your partners are ready. Check with your partners before making the ball live. Be patient, check with your partners and then give the ball to the thrower.

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## Officials Quiz

**Question 1:** Before the game, a technical foul is assessed to A1 for hanging on the rim. The head coach of team B wants to substitute B6 into the game to shoot the free throws for one of the starters. Is such a substitution allowed? If so, must B6 remain in the game after shooting the free throws?

**Question 2:** Following a personal foul by B3, the official indicates to Team A that they shall inbound the ball from a spot 10 feet from the sideline. In (a) A1 jumps in the air, over the designated spot, and passes the ball inbounds; (b) A1 has one foot within the designated-spot area but lifts it from the floor as the inbounds pass is made; or (c) A1 moves directly backwards from the designated spot by 6 feet and passes the ball inbounds. Are these legal throw-ins?

**Question 3:** After A1 releases the ball on a free throw try, B1 steps into the lane and backs across the free-throw line to box out the free throw before the ball touches the ring and then makes contact with the free-throw shooter. The free throw is missed. Is this a violation?

**Question 4:** A1 is making an (AP) throw-in on the end line. The pass is tapped by B1 and goes directly out-of-bounds on the sideline. Does the (AP) arrow change?

**Question 5:** 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 backcourt count begin?

**Question 6:** A1 jumps from inbounds to retrieve an errant pass near a boundary line. A1 catches the ball while in the air and tosses it back to the court. A1 lands out of bounds and (a) is the first to touch the ball after returning inbounds; (b) returns inbounds and immediately dribbles the ball; or (c) picks up the ball after returning to the court and then begins a dribble. Legal Plays?

**Question 7:** 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?

**Question 8:** A5 is dribbling the ball from his/her backcourt and is being closely guarded by B5. A4 moves in the path of B5 to set a screen more than two steps behind the visual field of B5. A4 is stationary and has her arms on his/her chest with the elbows protruding beyond his/her vertical plane. B5 collides hard with A4's elbow and falls to the floor. Is this a legal screen?

**Question 9:** Player A1 has the ball out of bounds for a throw-in. A1 completes the throw-in to A2 and then takes multiple steps along the end line prior to coming inbounds behind a screen set by A3 and A4. A1 gets a return pass from A2 and takes an unchallenged try for goal. Is this a legal play?

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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:** B6 shall be permitted to substitute into the game for any of the starters and shoot the free throws. B6 is not required to remain in the game and may be replaced by any legal substitute, but not the starter who B6 replaced. There are no rules restricting a player leaving the game unless that player is required to remain in the game to shoot free throws or is the designated jumper.

**Rule 2:** Legal in (a), (b) and (c). As long as the thrower maintains any portion of his/her body on or above the 3-foot designated-spot area while making the throw-in, the throw-in shall be legal.

**Rule 3:** The official should rule a delayed violation on the opponent. A1 will be awarded a substitute free throw and the contact is ruled a foul. The substitute free throw would be administered with the free throw lane spaces unoccupied.

**Rule 4:** 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 5:** 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 6:** Legal in (a) and (b). Illegal in (c) as the controlled toss of the ball to the court by A1 constitutes the start of a dribble, dribbling a second time after picking up the ball is an illegal dribble violation.

**Rule 7:** Team-control foul on A4. The screener must be stationary and his/her body must remain in his/hervertical plane. Moving the hip or extending the arms or elbows beyond the vertical plane is a foul if there is contact.

**Rule 8:** Team-control foul. Arms and elbows must be within the vertical plane of the screener and must be used in a fashion to absorb the collision only. They cannot be used to inflict pain on the player being screened by extending them beyond the vertical plane or thrusting them forward on the player being screened.

**Rule 9:** A1 is charged with a technical foul for failing to move directly onto the court after the throw-in. Remaining off the court or not going onto the court directly are viewed as unsporting and should be penalized accordingly.

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