

South Dakota High School Activities Association

2018-2019 Basketball

Newsletter No. 7

February 11, 2019

Author: Buck Timmins

Crunch Time

February/March is crunch time for basketball. The teams are fighting for conference championships and high seeds for the state play-offs. Each of the remaining games takes on more importance.

Teams want to be at their best and so should officials. Our concentration and game calling skills should be at optimum. We must give 100% each and every game we officiate. It is important that officials concentrate on being consistent in calling violations and communicating appropriately what you are seeing.

There is no excuse for making errors on rules enforcement and not using proper positioning and proper mechanics. We have to get in the best position possible to clearly see the play which minimizes our chances significantly to getting it wrong. We must use our proper NFHS mechanics to communicate with the timer, our crew members, coaches, and fans. We cannot allow laziness or lack of respect to deter us from performing to our maximum.

If you prepare yourself, know the game, know how to apply the rules, use proper positioning, and mechanics and give 100% every game, you and your crew members can feel proud of your achievements. Remember, we only cheat ourselves when we do not give our very best.

Seek out the game management prior to the game to review strange or confrontational situations that can happen. The pressure of February/March makes more of an opportunity for the unusual. Never be surprised by anything that happens on or off the floor!!!

Headbands/Undershirts

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.

If worn, undershirts shall be a single solid color SIMILAR TO THE TORSO OF THE JERSEY. The color restriction black, white, or beige DOES NOT pertain to UNDERSHIRTS. 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.

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.

State Tournament Officials

Just because you do not get selected to officiate a state basketball tournament does not mean you are not a good official. The SDHSAA cannot award everybody with a state tournament. It is a numbers game, as there are only so many slots available. There are a number of SDHSAA basketball officials that are capable of officiating state basketball tournaments. Be supportive of the officials who are selected to officiate a state basketball tournament.

Good Position

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.

The first priority is to monitor activity in your primary coverage area. Focus on your primary coverage area and trust your partner to take care of his or her PCA.

The official must have a patient whistle then determine whether the contact was a foul or incidental.

If officials are consistent from the opening tip to the end of the game and from crew to crew teams will adapt to the way games are being called. You have to make them play by the rules. You have to make them play basketball.

Players will do what officials allow them to do. Stop the hand checking, rough post play and other illegal play early by calling the violation and your problems will be minimal as the game adjusts and progresses.

Coaches need to take a hard look at practice and what you, the coach, allow players to do in practice. Usually what these student/athletes are going to do in practice, they are going to attempt to do in a game.

Starting Clock

During a FREE THROW which is NOT-SUCCESSFUL, the clock shall be started when the missed free throw touches (or is touched) by a PLAYER ON THE COURT.

- The trail official (2 person crew) or center official (3 person crew) is responsible for "chopping" the clock on the final free throw.
- A good mechanic is to utilize the arm closest to the division line for counting and chopping, as to minimize distraction for the free-thrower.
- A "tiny count" with the wrist followed by lifting the arm on the free throw release, while waiting for the proper time to "chop" is recommended.
- It is very conceivable the missed free throw could rebound to the floor and bounce around for a given time, without the clock being "chopped in." Patience the key- wait until the ball is touched by a player on the court.
- Violations will cause the ball to become dead prior to the clock starting.

Mechanics and Positioning Review

Throw-In Procedure

- Glance to table for substitutes(s)
- Establish eye contact with partner(s)
 - Count players
- Apply the "boxing in" principle

- Signal the type of throw-in
 - Designated spot
 - Use of the end line
 - Raise hand (using signal 1.) to start the clock
 - Arm furthest from inbounder should be used to chop time, while arm nearest inbounder is used for five second count
- Hand or bounce ball to thrower

Double Whistle--Block-Charge, or "Blarge"

Two whistles blow and two different preliminary signals are given on the play. NOW WHAT?

- Talk about the block/charge or "blarge" in your pre-game conference, so you are ready for it.
- Give NO preliminary signals from the outside (TRAIL / CENTER).
- If you have a double whistle with no preliminary signals ... gain eye contact with your partner as you decide who should take the play. Move towards the play and offer verbal acknowledgement ("I have it!" or "You take it") Now give a preliminary signal.
- In a two person crew, it typically will go to the LEAD as the play is coming toward them, in the lane area.
- It is imperative to talk about this in pre-game to agree on WHO takes that call and what to do in a double whistle situation.
- If you do have a true double foul (block / charge) with preliminary signals given ... just administer it properly and move on to the point of interruption. If neither team is in control and no goal is involved, an alternating-possession throw-in at a designated spot is used to resume play.
- A blarge is a **DOUBLE** foul and free throws are not awarded on a double foul. Resume play at point of interruption.

A double toot on your whistle will quickly let your partner know you have something different (a travel before the foul; a foul on the floor before the shot) that occurred a split-second earlier and will preempt their call.

SITUATION: After the shot is released by Team A the trail official signals a block, but the lead official signals a charge - A "Blarge". The shot touches the rim but does not enter the basket. Fouls are charged to both players.

RULING: That is a double personal foul. You have **NO** team control after the release of the ball on the shot so you would go to the alternating possession arrow and that is the point of interruption. Reset the shot clock as the ball touched the rim.

SITUATION: After the shot is released by Team A the officials have double whistles and a "Blarge". The shot enters the basket.

RULING: Count the basket and POI would have been a throw-in for Team B with the ability to run the base line. Reset the shot clock. Record a foul for each player.

Where To Spot The Ball

A key part of "getting the play right" is where the ball is spotted after the official makes their ruling on a violation, non-shooting foul or resumes play at the completion of a timeout.

This often overlooked component of the game can lead to careless spot placements, which will undoubtedly create unfair advantages for teams inbound the ball.

Be vigilant in visualizing your "Inbound Triangle" for determining throw in spots for non-shooting fouls in the offensive team's front court.

Did the foul occur inside your imaginary lines running from the free throw line elbows to the end line corners, or at the top of the key? If so, the throw in spot is on the **ENDLINE**.

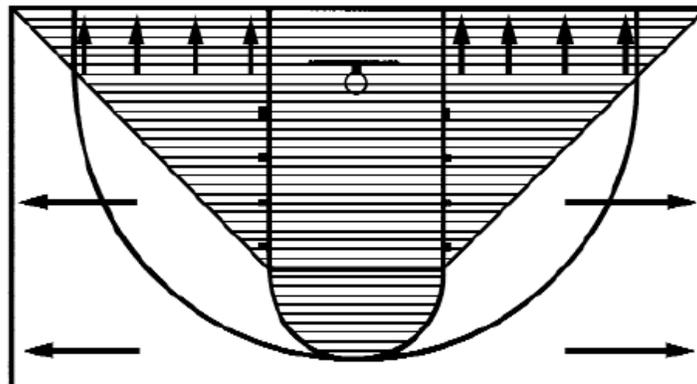
If the foul took place outside the imaginary lines, then the spot throw in will take place on the **SIDELINE**.

Careless ball placement, or a lack of understanding of the "Inbound Triangle" will lead to several unfair advantages given (or missed opportunities for end line throw-ins) throughout the course of your game.

It is the location of the foul, not the location of where the ball is at the time of the foul that determines where the resumption of play throw-in is to take place.

Conversely for timeouts, it is the location of the ball, not where the player or coach is who requests the stoppage in play that determines where the ball will be spotted to resume play.

DIAGRAM 2-5
THROW-IN SPOT; THROW-IN COVERAGE



Look Over Your Shoulder

When covering any transition play, run while looking over your shoulder. Do not backpedal. You'll keep your eyes focused on the action if something develops and also be able to see if anyone is in your way as you head down the court.

Officials Quiz

Question 1: A1 passes the ball to A2. However, A2 is not looking. The ball strikes A2 on the back of the head, and then goes directly above the basket of Team A. The ball is on the ring when time expires and subsequently it enters the basket. Do you score the basket?

Question 2: A1 is unable to attempt either of the two free throws awarded because A1 was injured during the play. A6 enters replaces A1 and attempts the first free throw. A7 reports and enters to replace A6. Will A7 be able to enter the game?

Question 3: After A1 has dribbled for nine seconds in A's backcourt (a) A1 requests a time-out; or (b) B1 deflects the ball out of bounds. Following the throw-in by Team A will the 10-second start over?

Question 4: Airborne shooter A1 is fouled by B1 after the ball is released on the try. Playing time for the second quarter expires while the unsuccessful try is in flight. Since no players are required to line up for the free throws, Team B's head coach takes the team to the locker room to begin the intermission. Do the Team B players need to stay on the floor during the free throws?

Question 5: B1, in a marked lane space, enters the lane prematurely. The administering official properly signals the violation and A1 attempts the free throw. However, A1's attempt does not enter the basket or touch the ring. What is the ruling?

Question 6: A1, at the free-throw line to attempt a free throw: (a) muffs the pass from the official and it rolls forward; or (b) while performing his/her habitual dribbles prior to release, accidentally allows the ball to deflect off his/her foot into the lane. What is the ruling?

Question 7: A1, at the free throw-line to attempt a final free throw, fakes the release of the ball. What is the ruling?

Question 8: The ball is at the disposal of free thrower A1, B1, within the visual field of A1: (a) raises his/her arms above the head; or (b) after his/her arms have been extended above the head, alternately opens and closes both hands. What is the ruling?

Question 9: A1's try for goal is in flight as time expires in the second period. After A1's try is unsuccessful, B2 taunts A3, and the nearest official assesses a foul to B2 for the unsporting behavior. What is the result, and when should the free throws be shot?

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: No goal. The ball rebounding from A2's head is not considered a try or a tap. A try or tap is made with the hand(s). In this situation, since it was not a try or tap, the ball became dead immediately when time expired.

Rule 2: A7 must return to the bench and A6 remains in the game to attempt the second free throw. Since A6 replaced A1, A6 must shoot both free throws, unless A6 is injured or disqualified before attempting the second free throw. If this situation involved technical foul free throws, A7 would be allowed to enter and attempt the second free throw.

Rule 3: In both (a) and (b). Team A will have 10 seconds to advance the ball to frontcourt following the throw-in if a player of Team A gains control in A's backcourt.

Rule 4: Yes, 1) Even though no time remains on the game clock, the quarter doesn't end until A1's free throws are completed; therefore, the technical foul is part of the second quarter. 2) Team B's head coach would be assessed a direct technical foul for permitting team members to leave the bench/court for an unauthorized reason. 3) A1 will attempt the two shooting-foul free throws followed by a Team A member attempting two free throws for the technical foul. The third quarter will begin with the alternating-possession procedure.

Rule 5: The violations by B1 and A1 constitute a simultaneous free-throw violation. Unless another free throw follows, play resumes with an alternating-possession throw-in from a designed spot outside the end line.

Rule 6: In (a), the official should sound the whistle to prevent any violations and then start the free-throw procedure again. No free-throw violation should be ruled in this situation. In (b), a free-throw violation shall be called on A1.

Rule 7: A violation by A1, Team B will be awarded a throw-in at the nearest spot. The faking of a free-throw try is a violation. However, if A1 does not feel comfortable after starting his/her motion and stops to adjust, the players in the lane spaces are expected to hold their positions.

Rule 8: B1 may be penalized in both (a) and (b). The official must judge whether the act distracts the free thrower. If the official judges the act in either (a) or (b) to be disconcerting, it shall be penalized. The free thrower is entitled to protection from being distracted. It is the opponent's responsibility to avoid distracting the free thrower. (9-1-3c Penalty 2).

Rule 9: When A1's try was unsuccessful after time expired, the ball became dead, and the second period ends. Since the half ended, B2 is now bench personnel. The taunting foul by bench personnel results in B2 being charged with a bench technical foul. Since the second period had ended, any team A player shall be awarded two free throws to begin the third period, which is followed by a throw-in to team A at the division line. The bench technical foul is charged as a team foul to team B in the third period and is also charged indirectly to team B's head coach, which results in a loss of coaching box.

**The SDHSAA Wishes Each Of You
A Great End To The Basketball Season
Work Hard - Hustle - Communicate - Be Professional**

Finish The Season Strong
