

South Dakota High School Activities Association

2019-2020 Basketball

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Finally, Game Day Has Come Make The Most Of It

As officials and coaches it is important to start the year off correctly. This means making sure players are properly equipped. This is primarily the responsibility of the coach to handle before the game starts. Officials during the pre-game warm up watch players and look for proper uniforms and legal equipment. If players do not match or have something illegal they must have it removed before the game or not allow the player to participate. Officials talk to coaches before the game if you have concerns and get them taken care of before players enter the game.

If discovered while in the contest, the game will be stopped and the player will need to leave the game to correct the illegal equipment.

Eligible for Basketball Tournaments

Correction Pre-Season Memo

Only certified officials are eligible to officiate sub-state and state athletic games providing all requirements are met.

To be eligible for post season contests, officials must work during the current school year a minimum of 12 regular season varsity contests (non-gender specific) to be eligible to officiate any post season contest.

Officials must complete, submit and pass the online open book exam, complete, submit and pass the online mechanics exam, view online rules meeting, view online mechanics clinic, attend two regional meetings, attend a jamboree 1 of every 3 years.

Officials must attend their initial jamboree prior to officiating any sub-state or state event.

All official meeting requirements must be completed in South Dakota.

All certified officials eligible for sub-state tournaments must submit their basketball schedule to the SDHSAA.

Travel With Athletic Director Phone Number

Basketball officials are reminded to travel to your assigned basketball game with the host school athletic director's cell phone number. Blowing snow or snow covered roads may slow your travel to a game. Plan ahead with weather conditions--early and relaxed is better than stressed and late.

Mercy Rule

For Class A and Class B basketball games only: Mercy rule shall be used for all regular season, Region, and SoDak 16 contests.

1. When the point differential reaches **30** or more points in the third or fourth quarter, the clock will continue to run.
2. The clock will only be stopped for **all free throws** and time outs (team and official).
3. Regular timing rules will be used if score differential drops back to less than 20 points.

Any time a foul is called that will result in free throws the clock should stop. If the clock continues to run following a foul call, as soon as it is determined you will be shooting free throws, the clock should be stopped and shoot the free throws. Officials will not put time back on the clock that may have run off prior to recognizing free throws are to be shot.

The clock will resume upon the touching of the last missed free throw or when the last free throw is made, when the ball is legally touched following the throw-in.

USE OF PROPER TERMINOLOGY -- Review

The use of proper terminology is one of many steps to ensure that the perception of game officials and the reality of their actions remain on a higher plane and a critical part of the game. A few examples of using the proper terminology include:

- Backboard (NOT Glass)
- Division Line (NOT Center, Mid-Court, or Time Line)
- End Line (NOT Baseline)
- Fumble (NOT a Muff)
- Goal (NOT Basket)
- Grant Time-Out (NOT Call Time-Out)
- Held Ball (NOT Jump Ball)
- Obtain (NOT Establish)
- Officiate Game (NOT Call, Control, Manage, Ref, Work; Officials Officiate the Game)
- Request Time-Out (NOT Call Time-Out)
- Ring (NOT Rim)
- Screen (NOT Pick)
- 60-Second Time-Out (NOT Full Time-Out)
- Traveling (NOT Walk)

Dunking During Pre-Game Warmups

Players may not dunk during pre-game prior to their game or during the half-time of the preceding game. Once officials arrive on the court if dunking occurs the penalty is a technical foul. The technical foul will count as one foul toward the team-foul count. The technical foul is also charged indirectly to the head coach.

When dunking occurs during the pregame practice period, the official notifies the team member and the head coach, but does not sound the whistle.

The coach should be informed that he/she has lost the privilege of using the coaching box for the entire game.

Players Legally Equipped

Coaches and officials as the start of the season begins, it is important everyone takes time to make sure players know what equipment is permitted and what is illegal. If these issues are addressed early in the season, the SDHSAA hopes we don't have to continue to address them throughout the year. Officials have been instructed if a player is not legally equipped **THEY ARE NOT TO BE ALLOWED TO ENTER THE CONTEST.**

UNDERSHIRTS—RULE 3-5-6

If worn the undershirt shall be a single solid color similar to the torso of the jersey and shall be hemmed and not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length for the individual player.

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. The following will be legal in South Dakota during the 2019-20 basketball season. Oversized logo around collar on undershirt and multiple logo's on the undershirt are legal.



A visible manufacturer's logo/trademark/reference is permitted on the undershirt. The size shall be limited to 2 ¼ square inches and shall not exceed 2 ¼ inches in any dimension on any item except around neck collar.

HEADBANDS AND WRISTBANDS—RULE 3-5-4

1. If worn, all players must have the same color.
2. Colors permitted are black, white, beige or the predominate color of the jersey.
3. The color worn by all players must be the same color as any sleeves or tights worn. Although they may be a different style.
4. Headbands with knots and tails are NOT legal. Pre-wrap is not allowed as a headband and/or hair control device.
5. A headband can be no wider than 3 inches.
6. A headband is any item that goes around the entire head. If worn, only one headband is permitted and must be worn on the forehead.
7. Only one moisture-absorbing wristband is permitted on each wrist beginning at the base of the thumb and extending no more than four inches toward the elbow. Maximum width for a wristband is four inches.

ARM AND LEG SLEEVES—RULE 3-5-3

Arm sleeves, knee sleeves, lower leg sleeves, compression shorts and tights are permissible.

1. Anything worn on the arm and/or leg is a sleeve, except a knee brace, and shall meet color restrictions.
2. The sleeves/tights and compression shorts shall be black, white, beige or the predominate color of the jersey and the same color sleeves/tights shall be worn by teammates.
3. All sleeves/tights and compression shorts shall be the same solid color and must be the same color as any headband or wristband worn. Kneepads are considered sleeves.
4. All sleeves/tights must meet the logo requirements in Rule 3-6. One visible logo is permitted on wristbands, headband, compression shorts, and arm/leg compression sleeves.
5. If worn—all leg sleeves, arm sleeves, tights, headbands and wristbands must be the same color for all players choosing to wear them.

HAIR CONTROL DEVICES—RULE 3-4-5 D & E

Rubber, cloth or elastic bands may be used to control hair. Hard items including but not limited to, beads, barrettes and bobby pins, are prohibited.

A hair-control device goes around the hair only – not the head and is not subject to any color requirements. Pre-wrap is not allowed as a hair control device.

BRACES

A brace is defined as anything worn for a medical purpose to increase stability. In general, it is made of neoprene or elastic knit with an insert embedded to support the joint. It may or may not have a hinge and/or straps or an opening over the knee cap.

Color restrictions DO NOT apply to braces.

Officials Quiz

Question 1: Team A is in control in the backcourt for seven seconds. A1 throws the ball toward A2 in the frontcourt. B1 jumps from Team A's (a) frontcourt or (b) backcourt and while in the air bats the ball back to A1 in Team A's backcourt. Does this give Team A 10 more seconds to get the ball to the front court?

Question 2: Team A is down two points with four seconds remaining in the game. A1 is shooting the second of two free throws and is going to intentionally miss in an attempt to get an offensive rebound and score a field goal to tie the game. A1 throws the ball toward the backboard and basket, and the ball first hits the backboard, then strikes the ring, and bounces off the ring for an unsuccessful try. After releasing the ball on the free-throw try, A1 ran across the free-throw line after the ball struck the backboard, but before the ball touched the ring. Did A1 violate?

Question 3: A1 makes an errant pass toward A2, and the ball sails well over A2's head and is heading out of bounds. A2 runs toward the ball, leaps from inbounds, grabs the ball while airborne, and throws it back onto the court inbounds. A2 lands out of bounds, re-enters the playing court, and A2 is the first to the ball and (a) grabs and holds it, or (b) dribbles it. Has A2 violated in either scenario?

Question 4: Prior to the game, Team B leaves the court. Can Team A continue to warm-up using the full court?

Question 5: The horn sounds to signal the end of the first half of the game. A technical foul is assessed to A1 after the horn for excessive language to the officials. Team B has the alternating possession arrow. What is the correct procedure for administering the technical foul?

Question 6: You communicate to your partner(s) that a player has just committed her fifth personal foul. What is the order of notification after that?

Question 7: The ball is in flight during a try for field goal by A1 when time for the fourth quarter or for any extra period expires. The try is successful to make the score: (a) A-60, B-60; or (b) A-61, B-60. Clearly after the ball becomes dead, A2 contacts B1. Do you play an extra period?

Question 8: A1 has the ball for a throw-in. The throw-in pass deflects off of A2. As A2 and B2 are attempting to retrieve the loose throw-in pass, A2 illegally pushes B2 from behind and is called for a foul. Team B is in the bonus. Do you shoot free throws?

Question 9: Players CAN “buy” their way into a game wearing illegal equipment with a technical foul. TRUE or FALSE

Question 10: Team A is awarded an alternating-possession throw-in. After A1 releases the ball, B1 commits a kicking violation. 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

Rule 1: Yes, in (a), a new count starts because B1 had frontcourt location when touching the ball, thus giving the ball frontcourt location. In (b), the original count continues as Team A is still in control and the ball has not gone to the frontcourt.

Rule 2: The free-thrower shall not have either foot beyond the vertical plane of the edge of the free-throw line which is farther from the basket until the ball touches the ring. A1 has violated, and Team B shall receive a throw-in on the endline.

Rule 3: The play is legal in both cases. When A2 secured the ball in the air after jumping from inbounds, he or she remains inbounds while airborne, and throwing the ball to the floor starts a dribble. After A2 legally returned to the floor, the player may grab the ball to end the dribble as in (a), or continue the dribble as in (b).

Rule 4: Team A may warm up on Team A’s half of the court only.

Rule 5: Team B will shoot free throws before leaving the court for the half. Team B will receive the ball at half court to start the second half and retain the arrow. Team A's coach will receive an indirect technical foul (looses coaches box) because A1 is bench personnel after the horn sounds to end the first half.

Rule 6: The coach, the timer to begin the 15 second replacement interval, then the player who fouled out.

Rule 7: A technical foul is charged if contact during a dead ball is intentional or flagrant. If flagrant, it results in disqualification of the player in addition to free throws. In (a), an extra period is played and the extra period is started by administering the penalty for the technical foul. In (b), the free throws are treated the same as if they were part of the preceding quarter or extra period. If only one free throw is successful, an extra period is played and the overtime period is started with a jump ball. If neither or if both free throws are successful, the game is ended.

Rule 8: NO--Team control foul on A2 and Team B is administered a throw-in closest to where the foul occurred. Team A is now in team control on a throw-in, therefore, a team control foul has been committed.

Rule 9: False-- players cannot buy their way into a game wearing illegal equipment with a technical foul.

Rule 10: A1's throw-in has ended because of B1's kicking violation. A new throw-in is awarded to Team A at the spot out-of-bounds nearest to where the kicking violation occurred. Because the defensive team committed a violation during the alternating possession throw-in, the alternating-possession arrow is not switched.

To Start The 2019-2020 Season
Are You In Good Shape Mentally and Physically?
Are You In Good Mental Shape With Rules and Mechanics
Knowledge?
