

South Dakota High School Activities Association

2019-2020 Basketball

Newsletter No. 3

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



The SDHSAA has designated the dates of January 6 - January 18, 2020 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. 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

Remember, 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 manufacture's 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 manufacture's 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 January 6 - January 18

Jump Ball -- Situation

PLAY: During the jump ball to start the game, after A1 and B1 both tap the ball once, A1 catches the ball.

RULING: This is a violation of the jump ball restrictions (6-3-7). The ball is awarded to Team B for a designated spot throw-in, and once the ball is placed at the disposal of Team B for the throw-in, the direction of the alternating-possession arrow is set to Team A (3-3).

The four violations that shall not be committed by the jumper:

1. Touching the ball before it reaches its highest point;
2. Leaving the center restraining circle before the ball has been touched;
3. Catching the ball before the jump ball ends;
4. Touching the ball more than twice.

Mechanic: "Tipped Ball" Signal

The tipped ball signal is not for a partially blocked shot, nor for a ball tipped toward out-of-bounds. Its exclusive approved use is to signal that the ball was deflected into the backcourt by the defense; therefore any offensive player may legally recover it without penalty.

We are seeing basketball officials using the "tipped ball" signal to indicate a blocked shot, while a crewmate comes in to indicate a foul on the same play!

Throw-In Violations

The designated throw-in spot is 3 feet wide with no depth limitation and is established by the official prior to putting the ball at the thrower's disposal.

The thrower must keep one foot on or over the spot until the ball is released. Pivot foot restrictions and the traveling rule are not in effect for a throw-in.

If you have a throw-in violation, do not use the travel signal to indicate the violation. Wave your arm across the three feet throw-in area.

Technical Fouls

All technical fouls count toward the bonus.

Anytime you rule a technical foul, it will always count towards the bonus. If bench personnel receive a direct technical foul, this will also result in the head coach receiving an indirect technical foul. Only one team foul will be penalized – not two.

All player technical's (including substitutes and bench personnel) count toward their five personal fouls.

Anytime you penalize an athlete (versus the team) — this technical foul is also counted against their count of five fouls toward disqualification. The technical foul could be the tipping point for an early exit of that player.

Administrative (type) technical's are charged to the *team only* and not to the player. Administrative type fouls can be reviewed in the chart on page 73 in your rules book.

An administrative technical foul is not charged directly to any individual, but does count toward the number of fouls eligible to reach the bonus.

Bench Technical Foul

The head coach is responsible for his/her own conduct and behavior, as well as substitutes, disqualified team members and all other bench personal. Bench personal, including the head coach shall not commit an unsporting foul.

Bench Technical Foul Penalty

Two free throws plus the ball for a division-line throw-in. If the head coach is the offender, the foul is charged directly to him/her. The foul is charged to the offender (if not the head coach) and also charged indirectly to the head coach.

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. The technical foul is also charged to the individual player as one of five fouls for possible disqualification.

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.

Technical Foul To Start Game

SITUATION: A technical foul is issued prior to the start of the game for a player dunking the ball during warm-ups and the game begins with free throws. Non-starter A6, is brought in to the game to attempt the free throws and replaces starter A5.

RULING: Legal substitute. The ball becomes live to start the game when placed at A6's disposal. A6 and A5 are subject to proper substitution rules. A5 may not re-enter until the next opportunity to substitute after the clock has been properly started.

Technical Foul To Start Second Half

SITUATION: Player A1 is charged with a technical foul for dunking prior to the start of the second half.

RULING: The second half will be started by awarding Team B two free throws for A1's technical foul and the ball for a division-line throw-in for A1's technical foul. The alternating possession arrow will not change.

Slapping The Backboard

If a defending player attempts to block a shot and incidentally contacts the backboard, it is not a technical foul. It does not matter how hard the backboard was slapped or if the backboard rattles and affects the shot. The penalty for doing so never includes awarding points as in goaltending or basket interference.

A technical foul can only be ruled if the contact with the backboard is intentional and not a legitimate shot blocking attempt. The intent of the rule is to not punish players who unintentionally contact the backboard.

A ball off the backboard is not automatically considered on its downward flight. Judgment is required from the officials to determine the ball trajectory off the backboard.

The ball cannot be touched on a try or a tap when the ball is: on its downward flight, above the ring and has a chance to go in; in the imaginary cylinder; on or within the goal. Doing so is considered basket interference or goaltending.

Goaltending and Basket Interference

Goaltending occurs when a player touches the ball during a field-goal try and the ball is in its downward flight, is entirely above the level of the ring with the possibility of entering the goal and is not touching the cylinder. It is best to judge the arc of the ball to correctly rule on goaltending. If the ball is going up, it's a no-call. If the ball is going down, it is goaltending.

Basket interference occurs when a player touches the ball or any part of the goal while the ball is on or within the goal (but not the backboard). Basket interference rules apply to both the offense and defense. No goal can be scored when an offensive player commits basket interference.

When a defensive player commits basket interference the offense is awarded points based on the value of the try.

THE MECHANICS

Three-person mechanics allow the trail and center official to effectively cover basket interference and goaltending, freeing the lead to officiate the paint during and after a try. The lead official, in three-person mechanics, should never call goaltending or basket interference.

The center and trail officials should take a step or two toward the endline as a shot goes up. The mechanic is primarily meant to keep the officials from "bailing out" on the play and leaving the lead to officiate all rebounding action.

The habit of stepping down creates better angles for seeing goaltending and basket interference. The trail and center get a great view of the cylinder, greatly improving the chances of spotting an illegally touched ball.

Pass and Crash

When a fast moving dribbler passes the ball up the court then proceeds to "run over" a defender, we have to have a call. Often this play results in players on the floor and we often don't have a whistle.

The trail official often leaves the passer too soon to follow the ball and fails to see the contact. The trail has to be disciplined to stay with the passer. In the three person system the Center official can often come and get this play as well.

Discuss during your pregame how pass-and-crash plays will be handled to avoid having no officials watching the crash and multiple officials watching the ball.

When the pass is towards the lead, the common phrase that sums up responsibilities is, "Lead takes the pass, trail takes the crash."

Referee the defense to see if the defender obtained legal guarding position. Be especially wary of dribblers who leave their feet to make a pass. Don't bail out an out-of-control player by making a no-call.

Remember, a pass-and-crash foul on the offensive player is a team-control foul and will mean the defender will not shoot free throws if his/her team is in the bonus situation.

Substitutions

Coaches, remind your entering substitutes they need to report to the scorer at the location of the "X" on the floor in front of the scorer. Substitutes also need to wait at table until being beckoned onto the playing court by the basketball official.

Past years, basketball officials have seen a number of substitutes just slapping the corner of the scorer's table as they run past and onto the playing court.

Officials Quiz

Question 1: During the jump to start the game, A1 slaps the ball out of bounds. Before the ball is at B1's disposal for a throw-in, B2 is charged with a technical foul. When is the alternating possession arrow set?

Question 2: Twelve minutes before the game is scheduled to start, team member A1 dunks the ball and is charged with a technical foul. How is the game started?

Question 3: When may the free-throw shooter break the free-throw line plane in an attempt to rebound the basketball?

Question 4: As an official runs past Team A's bench, a member of Team A bench personal uses profanity toward the official. The official turns toward the bench to see who made the comment, but is unsure who did so. The official is sure, however, that the comment came from Team A's bench. What is the ruling?

Question 5: Player A1 is driving parallel to the endline and, after reaching the basket, attempts to bank in a lay-up. Defender B2 attempts to block the shot, but misses the ball. B2's hand strikes the backboard during the follow-through of the blocked shot attempt, which causes the backboard and ring to vibrate while the ball is (a) touching the backboard, or (b) on the ring. Do the officials have a violation?

Question 6: Player A4 is attempting a throw-in after a made goal by Team B. Before the throw-in ends, Player B2 commits an intentional foul against Player A2 near the end line. What is the ruling?

Question 7: As the first half comes to an end, Player A1 gets off a last second shot that is missed. After the horn sounds, Player B1 visibly taunts Player A1 about the missed attempt. How would the officials administer this play?

Question 8: Defender B3 is guarding A3. The trail official has initiated a closely guarded count and his/her arm motion has indicated a count of four. Just then A3's dribble deflects off his knee and both players sprint across the court to retrieve the loose ball. Has the closely guarded count ended?

Question 9: During warm-ups, the officials notice that two Team A players are wearing illegal colored headbands and one has the wrong colored undershirt. What should the officials do about the illegal items?

Question 10: Player B1 fouls Player A1 in the act of shooting a three point try. While the ball is in the cylinder above the ring, Player A2 makes contact with the ball prior to the ball entering the basket. Do you have basket interference?

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
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Rule 1: Team A will attempt two free throws followed by a division-line opposite the table. When the ball is at the disposal of the thrower of Team A, the arrow will be set pointing toward Team B's basket.

Rule 2: The game will be started by awarding Team B two free throws for A1's technical foul and the ball for a division-line throw-in for A1's technical foul. They have control for purpose of establishing the alternating possession procedure and the arrow is set towards A's basket. Team A will begin the game with one team foul. A1 with one personal foul. The head coach for Team A has lost the coaching box privilege.

Rule 3: When the free throw strikes the ring (only).

Rule 4: When a member of bench personnel disrespectfully addresses an official and/or uses profanity, the result is a technical foul. When the official is uncertain from which of the bench personnel the comment came, one bench technical foul shall be assessed to the bench, and it is also charged indirectly to the head coach.

Rule 5: Since B2's striking of the backboard was the result of an attempted blocked shot, it shall not be ruled an intentional act, and therefore, does not result in a technical foul on B2. There is no rule that causing the backboard and ring to vibrate results in either goaltending or basket interference. Therefore, B2's incidental striking of the backboard is not a violation, and A1 cannot be awarded the goal, unless it happens to go in.

Rule 6: Player A2 will attempt two free throws with the lane spaces cleared, followed by a Team A designated spot throw-in nearest to where the foul occurred.

Rule 7: Since this was after the first half ended, this foul would be enforced at the start of the second half. Any Team A player may shoot the two technical free throws, then start the second half with Team A getting the ball at midcourt, opposite the scorer's table. The throw-in would be due to the technical foul so there would be no changing of the arrow when the throw-in ends. Team B starts the second half with one team foul and the head coach of Team B has lost the coaching box privilege.

Rule 8: The closely guarded count should end the moment the ball deflects off A3.

Rule 9: The officials should address the uniform violations immediately. Neither of the Team A players in violation shall be permitted to participate until they come into compliance with the apparel requirement.

Rule 10: Player A2 has committed offensive basket interference and the score is cancelled. Player A1 shall be awarded three free throws.

**Common Sense Goes A Long Way To Being A Success Official
Both On and Off The Court**

Do Not Tolerate Taunting, Baiting And Unsportsmanlike Acts
