

South Dakota High School Activities Association

2019-2020 Basketball

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Seven-Quarter Rule

No player shall participate in more than seven quarters of basketball in any one session. Participation in any quarter regardless of length of time, counts as a quarter of participation. Rule 3-3-3 states a substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. Overtime periods are considered an extension of the fourth quarter.

A violation of the “Seven Quarter” rule will be a **DIRECT TECHNICAL FOUL CHARGED TO THE HEAD COACH (unsporting act/conduct)** and removal of the player from the game. Refusal of player to leave results in forfeiture. The head coach will lose his/her coaching box because of Direct Technical Foul. It will be a technical foul for each player who plays more than seven quarters.

The SDHSAA provides a copy of the Roster Participation Form, which needs to be completed by the scorekeepers from both schools certifying the number of quarters for each contestant who participated in the preliminary game(s). **Following completion of this form by the scorekeeper, the head varsity coach from both schools will sign the form attesting to the accuracy of the data completed thereon.**

Officials—when checking the scorebook for the names and numbers of each team member who may participate and the designation of the five starting players before the game, also check the Roster Participation Form and verify with coaches that the data is correct.

Throw-In

Approved mechanics require the official administering the throw-in to signal either “Spot Throw-In” or “You May Run the Endline”. This is especially significant when a team’ throw-in is from its opponent’s endline. It is more important when after a time-out.

Game Management—Time Out

Don’t rush starting the clock to begin the timeout. Remember, the clock doesn’t start until you point with a single finger to the timer and say, “Start the Clock.” Wait until both teams are well into their huddles and the actual time for coaching has begun, then start the clock.

When you as an official hurry and start the clock too quickly, that’s when coaches feel the need to linger longer and fail to end the time to resume play. Time outs are valuable. Be generous when you start the clock on the front end.

Injured Player

If a player (A22) is injured or disqualified before they can attempt their free throws:

- A22's replacement (A33) will shoot ALL of A22's free throw.
- Team A's coach MAY NOT substitute a player (A44) to shoot the remaining free throws due to A22 being fouled.
- A substitute thrower is permitted only if (A33) claimed to be injured after the first free throw, which is highly unlikely.

Different players may shoot free throws awarded for a technical foul (NFHS). Free throws awarded to a fouled player who is replaced because of injury must be shot by the substitute.

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.

Free -Throw Violations: Penalties

If the first or only violation is by the free thrower or a teammate, the ball becomes dead when the violation occurs and no point can be scored by that throw.

If the violation is by the free thrower's opponent only: If the try is successful, the goal counts and the violation is disregarded; if the try is not successful, the ball becomes dead when the free throw ends, and a substitute throw shall be attempted by the same free thrower under the conditions as the same as for the free throw for which it is substituted.

If there is a simultaneous violation by each team, the ball becomes dead and no point can be scored. Remaining free throws are administered or play is resumed by the team entitled to the alternating possession throw-in from the designated out-of-bounds spot nearest to where the simultaneous violation occurred.

SITUATION: B1, in a marked lane space, enters the lane prematurely. The administering official properly signals the violation and A1 attempt the free throw. However, A1's attempt does not touch the ring (air ball). What is the ruling?

RULING: The violations by B1 in the marked lane space, followed by the violation of A1 for not hitting the basket ring, constitute a simultaneous free-throw violation. Unless another free throw follows, play resumes with an alternating-possession throw-in from a designated spot outside the end line. (Rule 9-1 Penalty 4b and Penalty 3)

CASE BOOK 9.1.3 SITUATION G:

SITUATION: While A1 is attempting a final free throw, (a) B1 enters the lane too soon followed by A2, both of whom are in marked lane spaces; or (b) B1, in a marked lane space enters the lane too soon, then shooter A1 steps on the free-throw line while releasing the throw.

RULING: In (a), the violation by A2 is ignored and, if the try is successful, the goal shall count and the violation by B1, shall be ignored. If the try is unsuccessful, the ball shall become dead when the free throw ends and a substitute free throw shall be attempted by A1 under the same conditions as those for the original free throw. In (b), a double violation is ruled and the ball is put in play using the alternating-possession procedure.

COMMENT: Anytime the defense violates first, followed by a violation by the free-throw shooter, the officials should consider the possibility of distraction. (9-1 PENALTY).

CASE BOOK 9.1.3 SITUATION D:

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

RULING: 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)

Free Throw Positions

3-Person Center: Position is opposite the table, a step above the free throw line extended and halfway between the nearer free throw lane line and the sideline farthest from the bench. The SDHSAA is seeing a number of center officials standing on or near the sideline for a free throw. From that position, it's difficult to step down and observe the free-throw thrower and the top two upper lane spaces on the opposite free throw lane line for violations, or subsequent rebounding action. When the thrower receives the ball, begin a silent and visible 10 second count with wrist flicks.

As Center in 3 person system and as Trail in the 2-person system, make it a habit to step down toward the nearer end line on every final and potential final free throw. This habit will keep you connected to the rebounding action that follows a miss and the resulting activity that takes place when the offensive team gains the rebound and with whatever pressing the defense employs after a successful free throw attempt. Step down on all final free throws and stay connected to the action.

3-Person Trail: Take a position approximately 28 feet from the end line just inside the table side sideline boundary. The trail official must not be near the division line for any free throw attempt. Observe players in the backcourt or if conditions warrant, move into the backcourt.

2-Person Trail: Take a tableside position just above the free-throw line extended and halfway between the nearer free-throw line extended and the sideline. Observe players in the backcourt as well as the thrower and the top two spaces on the opposite free throw lane line for violations. Close down when the ball is released and officiate rebounding action in PCA.

2-Person Lead: Observe the first space on the near free throw lane line and all the spaces on the opposite free throw lane line for violations. After the free throw is released, visually release the opposite lane line and pick up primary coverage area and normal rebounding activity.

3-Person Lead: Approximately a step off the boundary line and a step outside the tableside lane line extended. From this position, the lead should have an unobstructed view of the four players for which he/she is primarily responsible. The lead official must not stand in the lowest, vacated lane space for any free throw. The SDHSAA is seeing officials stand in the empty free throw lane line next to the player. This encourages the bad

habit of looking up to watch the flight of the ball as it goes through the basket and neglects the actions of the lane space players he/she is responsible for.

Never take your positioning for free throws casually. Stand in the approved place for each and every free throw.

Ending A Quarter or Extra Period

Each quarter or extra period ends when the signal illuminates or sounds indicating time has expired. (Rule 5-6-2, & Rule 1-14)

If a foul occurs so near the expiration of time that the timer cannot get the clock stopped before time expires or after time expires, but while the ball is in flight during a try or tap for field goal, the quarter or extra period ends when the free throw(s) and all related activity have been completed.

No free throw(s) **MUST** be attempted after time has expired for the fourth quarter or any extra period, unless the point(s) would affect the outcome of the game.

Timing Mistakes and Corrections

On a throw-in, start the timing device (shot clock and game clock) when a player in bounds legally touches or is touched by the ball.

The 10-second count begins when the ball is controlled by a player with backcourt status. The official should use a visible arm count to indicate the status of the count. The count remains in effect until frontcourt status is obtained or a change in team control occurs.

SITUATION: Game using the 35 second shot clock. Player A33 receives throw-in pass in the backcourt from teammate A12. Team B has full-court defensive pressure. Trail official has a 10-second violation on Team A. The shot clock shows 26 seconds.

RULING: If the official's count is not accurate or was not made, it cannot be corrected. There is no provision for the correction of an error made in the official's accuracy in counting seconds. Award the ball to Team B for a throw-in. Also, the shot clock operator may not have started the shot clock timing device when by rule, it should have been started.

Free-Throw Semicircle

Players in marked lane spaces may not enter the free-throw semicircle until the ball strikes the ring or the free throw ends. An unfair advantage occurs if a free thrower's opponents are allowed to enter the semicircle while the free-throw shooter is restricted from leaving the semicircle until the ball strikes the ring or the free throw ends. A defender is in the semicircle when a foot touches the free throw line or when their foot touches inside the semicircle.

The six players on the lane line are allowed to move into the lane upon release of the free throw. The players behind the three-point line may not enter the lane or free throw semicircle until the ball hits the ring or until the free throw ends.

PLAY: B11 is in a marked lane space after free thrower A1 releases a final free-throw attempt. B11 enters the free-throw semicircle before the ball strikes the ring, contacting A1, whose free-throw attempt is unsuccessful. The officials rule a foul on B11 and award A1 bonus free throws as B11's foul is the eighth team foul.

RULING: The officials were correct to rule a foul on B11—illegal contact occurred. However, they were incorrect to only award bonus free throws. B11 committed a delayed free-throw violation and A1 should have been given a substitute free throw with the lane cleared prior to the administration of the bonus free throws. After the delayed free throw,

the players will take spots in marked lane spaces. Play resumes with the result of A1's bonus free throws. If the free throw is successful, the violation is ignored.

What Is The Status of the Shot Clock?

Officials should be aware of the shot clock status. Has the shot clock been reset properly? Has the shot clock been properly started? The off-ball official may have a better chance to glance more quickly since that official is not involved with action around the ball or if ball is being advanced from back court to front court the new lead would have opportunity to see status of shot clock! If a correction needs to be made with the shot clock, it needs to be done immediately.

There have been situations during the season where the trail official's backcourt count was nearing ten-seconds when it was noticed that the shot clock was not running. When the whistle is blown to check with the table personal as to why the shot clock was not running, it also ends the ten-second count.

SITUATION: Team A scores a basket. Team A is applying defensive pressure as Team B is trying to advance the ball to the frontcourt. The shot clock is NOT running. The trail official's ten-second count is at seven when he notices the shot clock is NOT running. The trail official blows his whistle to talk to the shot clock operator. It is determined the shot clock operator failed to start the shot clock.

RULING: In this situation, the trail official should wait until Team B advances the ball to the frontcourt and then stop play to talk to the shot clock operator. When the trail official stopped play while ball is in the backcourt he has put Team A, the defensive team, at a disadvantage, as Team B will get a new 10-second count. The trail official will NOT start 10-second count at seven. A new 10-second count will always start at one.

Early In the Game—Officials Need To:

1. Get a feel for the timer's and shot clock operator's skill.
2. Check on the timer's and shot clock operator's performance.

Free Throw Administration

A concern that has occurred on free throws is the lead official should never bounce the ball to the free thrower until he/she makes sure that the opponents of the shooter occupy the first marked lane spaces. That is the first thing the lead must do, is ensure that if the home team (white) is shooting, two visiting team players (dark jersey) players are in the first marked lane spaces. No official should allow a teammate of the shooter to take the first marked lane space and create a lane violation.

Check the first marked lane space and then check the other lane spaces, then bounce the ball to the shooter. Get into your proper position, be ready, and alert to officiate the rebound. This is not a time to relax. All officials should officiate free throws with the same intensity as they do throughout the entire game. There is the potential for more rough play on rebounding a free throw than rebounding throughout the entire game. All officials must be focused and engaged on free throws.

Officials Quiz

Question 1: 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 2: A loose ball is on the floor and A1 dives onto the floor and secures the ball while on her/his stomach. A1 then (a) rolls over, sits up and passes the ball; (b) while on her/his stomach passes the ball to a teammate. Is this a legal play?

Question 3: A3 has the ball out-of-bounds for a throw-in with 3.2 seconds left in the game. A3 throws the ball inbounds and it is kicked by B3 defending the throw-in. The clock starts and the officials re-administer a new throw-in with 2.8 seconds left. Should of clock started?

Question 4: A1 dribbles the ball on the floor on the out-of-bounds area before making a throw-in. Is this a violation?

Question 5: Airborne A1 and A2 jointly grab the rebound and each alights simultaneously on both feet. A1 and A2 each move one foot in attempting to wrestle the ball from each other before realizing they are teammates. A1 lets go and A2 dribbles away. Is this a traveling violation?

Question 6: 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 10-second count begin?

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

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Rule 1: Yes, 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 2: Illegal in (a) to roll over from the stomach; (b) legal action for the ball to be passed from that position.

Rule 3: No, the officials were correct to re-administer the throw-in but should have corrected the clock. The clock should not start on a kicked throw-in pass since the throw-in was not legally touched. If a non-designated spot throw-in, Team A would not lose the right to move along the end line for the ensuing throw-in.

Rule 4: Legal, a player may bounce the ball on the out-of-bounds area prior to making a throw-in. After a made basket, the thrower may dribble the ball out-of-bounds while running the baseline.

Rule 5: Legal. There has been no violation as neither A1 nor A2 moved their pivot foot while they were in joint control.

Rule 6: 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.

Call What You See, But See What You Call
