

# South Dakota High School Activities Association

## 2019-2020 Basketball

### Newsletter No. 6

February 19, 2020

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The SDHSAA Wishes Each Of You Officials  
A Great End To The 2019-20 Season  
Work Hard - Hustle - Communicate - Be Professional

### Finish The Season Strong

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#### Getting Together—Late Game Situations

During the final minute of a close game, time-outs provide a moment for officials to get together to ensure proper coverage of play, last shot responsibilities and play possibilities.

Also an opportunity make sure the scorebook and the possession arrow are correct; remind the timer about when to start the clock; the crew may also decide to “lock down” at a certain point on the game clock to help coverage. The officials will not rotate, thus establishing who is clearly responsible for the last second shot.

Prevent the preventable, prepare for what might happen and never stop thinking.

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#### Final Minutes Of A Game—As The Game Heats Up

(From The IAABO Officials Association)

#### Timeouts

- Remember which team will inbound the ball, and where. If it's an end-line throw-in, can he/she run, or is it a spot throw-in?
- Use this break in the action to quickly discuss with your partner(s) any coverage issues and to consider where the offensive team may try to attack.
- Head off any late substitutions with a “first horn” warning that includes the phrase “no more subs.”
- Do not inbound the ball without making sure you have only 10 players set to resume play.

#### Be alert for an aggressive foul

- When the hard foul occurs, blow your whistle, signal to stop the clock and quickly replay the scenario in your mind, then confidently decide if you are going to rule this an intentional foul.

## **Anticipate a timeout**

- If the player with the ball gets trapped; or is unable to complete a throw-in; or after a made basket by either team.
- The official should attempt to steal a glance in the direction of the bench, especially if the noise level is high.

## **Throw-Ins - What happened?**

- Be alert for an anxious defense that may reach through the plane.
- Be prepared to rule if he/she:
  - Breaks the plane – a warning
  - Touches the ball – a technical
  - Touches the player – an intentional foul

## **Disqualifications - Avoid Conflict**

- There will no doubt be some attrition of players in a hard-fought contest, so if you call the 5th foul on a player, let your partner handle the notification of the player and coach.
- No timeout is to be granted until the substitution for the disqualified player is made.

## **Last Two Minutes Of Game**

- Officials should not put whistles away in the last two minutes.
- If the game dictates it, let the players win or lose the game at the free throw line.
- Officials do not want to be the ones who decide the game by ignoring obvious fouls just to get the game over.

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### **Consistent Enforcement**

It is important that we all consistently enforce the rules as written. You may think you are solving a problem; but by not having players wearing uniforms properly you create a problem for those officials who are following you and are enforcing the uniform rules.

Officials during the pre-game warm up watch players and look for proper uniforms and legal equipment. Selective enforcement of any rule compromises the integrity of the officials and must be eliminated. The simple solution is to follow the rules, enforce them consistently and fairly and each team will respect your efforts.

The expectation of the SDHSAA is that fouls will be called consistently from the beginning of the game until the end of the game.

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### **Officials Body Movement - -Leaning**

SDHSAA observers are seeing lead officials leaning to see a play. Officials need to move their feet to get in a better position to see what they need to see. When your body leans, your head moves from where you start leaning until your body catches up and readjusts.

Trail and center officials find themselves leaning when position-adjusting around a player during on-ball match-up. Officials need to make a one- or two-step position adjustment to prevent leaning to peek around. Often a subtle movement in one direction can provide an open look without leaning.

There is no magic spot on the floor to see plays. However, find the spot that allows the best look without leaning.

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## Alternating Possession—Setting the Arrow

The direction of the possession arrow is reversed immediately after an alternating possession throw-in ends. An alternating possession throw-in ends when the throw-in ends or when the throw-in team violates.

The opportunity to make an alternating-possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating-possession throw-in, it does not cause the throw-in team to lose the possession arrow.

If the defensive team commits a violation during a throw-in, the possession arrow is not switched (6-4-45).

The throw-in ends when the passed ball touches or is touched by another player inbounds, or out of bounds or the throw-in team commits a throw-in violation.

**6.4.5 SITUATION A:** Team A is awarded the ball for a throw in under the alternation procedure. A1 commits a violation.

**RULING:** Team B's ball for a throw-in because of the violation. In addition, the possession arrow is reversed and is pointed towards B's basket. Team B will have the next throw-in opportunity under that alternating procedure. Team A has lost its opportunity by virtue of the violation. A violation by Team A during an alternating possession throw in is the only way a team loses its turn under the procedure.

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### Walled-Up Signal



Because of its overuse, the walled-up legal defender signal is no longer an approved signal at SDHSAA basketball games.

If you are ruling that a defensive player has maintained his/her verticality and done nothing worthy of a whistle, then that's your mechanic/signal—simply don't blow the whistle. If questioned by a coach, explain the player was vertical and therefore, by rule, did not commit a foul.

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## How To Add Value To Your Crew

Be the official who counts both teams before the game.

Be the official who finds illegal jewelry or uniforms before the game.

Be the official who checks to be sure that teams are lined up to go the correct direction to start the game or overtime.

Be the official who checks to see that the possession arrow is turned in the right direction after the jump ball.

Be the official who counts players after every substitution before letting the ball become live.

Be the official who counts players after every time out.

Be the official who knows which way the arrow is pointing without having to look.

Be the official who knows that this foul puts the offended team in the bonus.

Be the official who gets the shooter whether you call the foul or not.

Be the official who checks the clock immediately after every whistle to make sure it stops.

Be the official who checks the clock after every throw-in or missed rebound to make sure it has started.

Be the official who after a time out knows whose ball and what direction we are going or who the shooter is and how many shots he/she has.

Be the official that knows what to do with the AP arrow after there is a foul during an AP throw-in.

Be the official that watches players during dead ball periods.

Be the official who communicates with partners about the last shot of the quarter.

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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. Stay with the shooter when signaling the three-point attempt; **DO NOT IMMEDIATELY FOLLOW THE FLIGHT OF THE BALL.**

Make sure you get the shooter back down to the floor safely and then some. Remember also, that once an air borne 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. Focus on what the defender is doing to the shooter.

As the shooter completes the shooting motion, continue to first officiate the defense. Is there any illegal contact made by the defensive player with the torso, legs or feet? Is the offensive player allowed to legally return to the floor and end his/her status as an airborne shooter?

Your role as the on-ball official is to see that play to completion before shifting your focus elsewhere. Make sure to position adjust to avoid being straight-lined.

Any time a shooter ends up on the floor, you must know how he/she got there. Was there legitimate illegal contact?

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### **Who Initiated The Contact?**

The concept of "who initiated the contact" is one of the most important in basketball officiating. There probably isn't a more egregious error we can make than calling a foul on a defender who has legal guarding position and it was actually the offensive player who was not vertical and created the illegal contact. More often than not this play may be best ruled as incidental contact unless the defender is dislodged. Rule it a no call! We often see an offensive player who is behind the backboard try to score or draw a foul by jumping into a legally positioned defender to get to the front of the backboard for a shot. How often, on this play, do officials call a foul on the defender?

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### **Notice the Clock and Shot Clock**

Each time a whistle blows to stop the clock, quickly glance at the clock to see the time. Before glancing, however, make sure players' actions are under control; you don't want to look away from the players if there's a potential problem among them. The off-ball official may have a better chance to glance more quickly since that official is not involved with action around the ball. Officials should also check the shot clock. By gathering clock information, you are fully prepared if the clock malfunctions or if time is run off the clock — accidentally or intentionally. It takes some discipline to develop this good habit, but once

accomplished, glancing at the clock becomes second-nature. Your efforts will pay off the first time you confidently — and correctly — handle a clock problem.

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## Officials Quiz

**Question 1:** After A1's successful goal falls through the net, but prior to Team B retrieving the ball for the throw-in, A2 intentionally bats the ball away from Team B. This is the first time such an action has occurred. What is the result?

**Question 2:** Airborne shooter A1 is fouled by B1 with the try in flight. The horn then sounds ending the fourth quarter playing time. The ball continues its flight and goes through the basket to tie the score. Before A1 attempts the free throw as part of the fourth quarter, Team B captain requests and is granted a 60-second time-out. Team A or B captain then requests a 30-second time-out during the same dead-ball period. Is the time out granted?

**Question 3:** A1's dribble is "interrupted" when the ball deflects off his/her shoe. A1 or a teammate asks or signals for a time-out as the ball bounces toward the sideline. Is the time-out granted?

**Question 4:** How many free throws are awarded for an intentional foul on an unsuccessful two-point try; successful two-point try; unsuccessful three-point try; successful three-point try?

**Question 5:** A1 requests and Team A is granted a time-out late in the fourth quarter. Team A has already used its three 60-second time-outs and its two 30-second time-outs. Is this a technical foul?

**Question 6:** Player A1 is fouled by B1 while Team A is in the bonus. The covering official is at the table reporting the foul when A1 is charged with a technical foul by the official who is observing the players. The foul on A1 is his/her fifth. Will A1 be able to shoot the bonus free throws?

**Question 7:** A pass, a tap or a try for field goal by A1 is in flight when the horn sounds indicating the expiration of time in the third quarter. The ball subsequently comes down several feet in front of the basket, strikes the floor without touching any player and bounces into the basket. Does the basket count?

**Question 8:** A1's three-point is short and below the ring level when it hits the shoulder of: (a) A2; or (b) B1 and rebounds to the backboard and through the basket. Does basket count three points?

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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:** A delay-of-game warning is assessed to Team A. In situations with the clock running and five or less seconds left in the game, a throw-in plane violation or interfering with the ball following a goal should be ignored if its only purpose is to stop the clock. However, if the tactic in any way interferes with the thrower's efforts to make a throw-in, a technical foul for delay shall be called even though no previous warning had been issued. In this situation, if the official stopped the clock and issued a team warning, it would allow the team to benefit from the tactic.

**Rule 2:** The second request is denied. At the end of playing time for the fourth quarter or any overtime period, successive time-outs shall not be granted. This means a time-out cannot be granted either team until the clock has run in the extra period – assuming the free throw is missed. Successive time-outs may be granted in all situations except after time has expired in the fourth quarter or any extra period.

**Rule 3:** The request cannot be granted since A1's dribble has been "interrupted" and the ball is loose.

**Rule 4:** Two free throws if committed on an unsuccessful two-point try; two free throws if committed on a successful two-point try; three free-throws if committed on an unsuccessful three-point try; two free throws if committed on a successful three-point try.

**Rule 5:** Team A is granted the time-out and is charged with a technical foul. No indirect foul is charged to the head coach.

**Rule 6:** A1 is disqualified as both personal and technical fouls are counted. Because A1 has been disqualified he/she will not be allowed to attempt the free throws(s) resulting from B1's foul. The substitute for A1 will attempt the free throw(s).

**Rule 7:** When deemed a pass and not a try for field goal, the ball becomes dead immediately when the horn sounds. However, a try or tap for field goal by A1 towards A's basket does not become dead until the try or tap ends, which it does when it touches the floor. Therefore, no points are scored.

**Rule 8:** The three-point try ended when it was obviously short and below the ring. However, since a live ball went through the basket, two points are scored in both (a) and (b).

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**Strive To Be The Best On Your Crew With Rules, Case Plays**

**Know The Mechanics Manual**

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