"HARD COURT HABITS"

PIAA BASKETBALL CHAPTERS’ MEETING GUIDE
AND STATEWIDE RULES INTERPRETATION MEETING
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INTRODUCTION

In competitive athletic contests, the game official represents the ultimate in integrity for any competition. By their very nature, officials are neutral and are responsible to keep the contests played on equal terms. Through actions on and off the field, officials must earn the respect and confidence of players, coaches, and spectators. Their confidence and respect is not earned by words, but by unquestioned honesty, demonstrated ability, obvious devotion to, and full understanding of the game.

The rules of competitive athletics are, for the most part, complex. They are difficult to read, understand, and interpret. Mere book knowledge of the rules does not make an official. To be an official, knowledge of the rules is basic. To achieve excellence, an official must combine knowledge with good officiating techniques. To assist in this goal, we have provided the following meeting guides. Hopefully, these guides will assist in having each play considered with consistent judgment, intelligence, understanding, courage, and without intimidation.

Athletic officiating is a vigorous avocation and it demands that an official be in excellent physical condition, able to give the very best, on every play, in every contest. To that end, the American Medical Association has stated that before one attempts any vigorous physical activity they should first visit their family physician for a check-up. It is part of good personal health maintenance to have an annual physical exam and participate in an exercise program. This type of exercise program should be minimally three days per week and include cardiovascular conditioning, strength training, flexibility, and muscle endurance. These components, along with proper nutrition, will assist in developing one’s optimum body composition.

The PIAA Sports Medicine Committee recommends that each registered sports official have an annual physical examination and practice good health habits. Being physically fit and conveying an appropriate, positive image through proper health and nutrition habits will greatly assist all officials in keeping up with the game. After all, the game, the schools, players, coaches, spectators, and fellow officials deserve no less. As importantly, officials owe good health habits to themselves and their families if for nothing more, than the health of it.
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STATEWIDE RULES INTERPRETATION MEETING (2018)

The following agenda is recommended to be followed by all chapter interpreters to promote consistency in chapter interpretation meetings throughout the state.

Chapter interpreters are encouraged to utilize a similar agenda for their interpretation meeting with chapter members and member school head coaches.
STATEWIDE RULES INTERPRETATION MEETING (2018)

I. WELCOME/INTRODUCTIONS

A. Packet Distribution
   1. Explanation
   2. Sign-in sheets

B. Attendance
   1. Introduce District Interpreters
   2. Verify Chapter Interpreters

C. News from PIAA
   1. Eligibility is to be determined by the schools. Officials are not to get involved with eligibility rules and interpretations.
   2. Interpret respective sports rules only.
   3. Dates and sites of championships
      a. District deadline – March 2, 2019
      b. First Round – March 8 & 9, 2019
      c. Second Round – March 12 & 13, 2019
      d. Quarterfinals – March 15 & 16, 2019
      e. Semifinals - March 18 & 19, 2019
      f. Championships – March 21, 22 & 23, 2019

D. Chain of Command for Rules Interpretations
   1. Chapter Interpreter
   2. District Interpreter
II. PURPOSE

A. Philosophy of NFHS/PIAA

1. The philosophy of the rules of basketball is to allow two teams to play so that neither has an unfair advantage.

B. Presentation of rules

1. Rules are to be interpreted as written - not a forum for debate.

2. Interpreters are doing a great job at meetings, but we can strive for perfection.
   a. Most of the chapter meetings should be dedicated to rules interpretation, and should also include mechanics and philosophy of officiating.
   b. No selective enforcement (coaching rule).

III. NFHS RULES (RULE & CASE BOOKS)

A. NFHS BASKETBALL RULE CHANGES

1-12-1c It shall have a deeply-pebbled, granulated surface, with horizontally shaped panels bonded tightly to the rubber carcass.

RATIONALE: The additional words give manufacturers a better sense of what a deeply-pebbled cover should look like.

9-9-1 A player shall not be the first to touch the ball after it has been in team control in the forefront, if he/she or a teammate last touched or was touched by the ball in the frontcourt before it went to the backcourt. EXCEPTION: Any player located in the back court may recover a ball deflected from the frontcourt by the defense.

RATIONALE: To ensure that a team is not unfairly disadvantaged on a deflected pass.
B. COMMENTS ON THE RULES

**Addition to the Description of the Surface of the Basketball (1-12-1c):** Each year basketball manufacturers are becoming more creative in the design of the basketball. Even though these innovative designs are popular, they may not meet NFHS standards. In an attempt to give more specific direction, the committee added terminology to better describe the accepted surface of a legal basketball.

**An EXCEPTION Added to the Backcourt Violation (9-9-1):** To ensure that an offensive team is not unfairly penalized when the ball is deflected by the defense from the frontcourt to the backcourt. This exception allows the offense to recover the ball (that still has frontcourt status) in the backcourt without penalty. This also makes the play situation on the deflected pass consistent with other codes with very similar team control and backcourt rules.
POINTS OF EMPHASIS

Sports Medicine – Concussion Recognition and Risk Minimization: Concussions continue to be a focus of attention in contact and collision sports at all levels of athletic competition. The NFHS has been at the forefront of national sports organizations in emphasizing the importance of concussion education, recognition and proper management. Widespread education on best practices in concussion management has led to the adoption of rules changes and concussion-specific policies by multiple athletic organizations, state associations and school districts.

Recent research has shown that early recognition of concussion symptoms and immediate removal from play result in a quicker recovery time. Coaches and game officials must be familiar with the signs and symptoms of a possible concussion so that appropriate steps can be taken to safeguard the health and safety of injured students.

There is no evidence that any type of soft headgear will prevent concussions in basketball. However, many concussions result from player-to-player collisions, or falls onto the court. Therefore, if coaches and officials strive to eliminate rough play through proper instruction and rigorous enforcement of the rules, the opportunity exists to greatly minimize concussion risk in practices and contests.

General Guidelines for Skin Infections and Communicable Diseases: While the incidence is low, the close physical contact during basketball practices and contests pose a risk for transmission of skin and other infections. The transmission of skin infections such as Methicillin-Resistant Staphylococcus aureus (MRSA) and herpes, blood-borne pathogens such as HIV and Hepatitis B, and general illnesses like influenza can be greatly reduced through proper hygiene and following Universal Precautions. The NFHS Sports Medicine Advisory Committee (SMAC) has outlined and listed below some general guidelines for the prevention of the spread of these diseases:

- Do not share towels or personal hygiene products (razors) with others.

- Students should clean hands with an alcohol-based gel or soap and water before and after every practice and contest to decrease bacterial load on the hands.

- An athlete who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the activity (game or practice) until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to activity.

- Anyone cleaning a uniform or playing surface must wear gloves and use Universal Precautions to prevent blood or body fluid-splash from contaminating themselves or others.

- Any blood exposure or bites to the skin that break the surface must be reported and
immediately evaluated by an appropriate health-care professional.

- Make certain that students, coaching staff and medical staff are current on all required vaccinations (MMR, Hepatitis B, Chickenpox, etc.) and strongly encourage yearly influenza vaccinations.

**Ankle Sprains:** Ankle sprains are the most common injury seen in boys and girls high school basketball, often forcing athletes to miss significant playing time. Upon returning to activity, if not properly treated, an ankle sprain may limit the athlete’s ability to play effectively for weeks, months or even years following the initial injury. Fortunately, many of these injuries can be prevented.

The NFHS SMAC strongly advises that all basketball coaches take a proactive role in minimizing the risk of ankle sprains in their athletes. There is a great deal of research that shows a simple series of exercises and the regular use of ankle braces will eliminate 50-60 percent of all ankle sprains in high school basketball players.

An effective exercise program can be performed with minimal equipment in as few as 5-10 minutes a day, three days a week, prior to and throughout the season. The program should include a proper warm-up, lower leg stretches, ankle strengthening with elastic bands, and exercises focusing on jumping and balance. Lace up ankle braces should be worn over a single pair of socks and the braces must be used for all practices and games. Wearing ankle braces does not affect an athlete’s speed or agility, nor do they “weaken” the ankles or lead to other injuries.

**Responsibility for Proper Uniform and Apparel**

The NFHS Basketball Rules Committee remains concerned with the number of reports of improper uniforms, uniform adornments, and non-compliant accessories being worn by players in games. State associations report that an inordinate amount of time is being spent with interpretations, clarifications, and reminders concerning items worn on both the arms and legs that contradict current rule language. At the same time, there is not unified support according to nationwide questionnaires for either more restrictive or less restrictive rule code changes.

The committee is left to conclude that the existing rule code adequately addresses the requirements, but must be understood by coaches and players, and properly applied by contest officials. The responsibilities in this area are clear:

- It is the coach’s role to know the rules, allowances and restrictions, and to ensure the players are properly informed. The head coach, by rule, shall not permit a team member to participate while wearing an illegal uniform. It is, therefore, incumbent on the coach to be sure the rules and restrictions have been reviewed by the team including, and especially, allowable accessories.

- It is the officials’ role to monitor the players and the uniform. This role begins in pre-game warmups, even when all of the uniform and accessories may not be visible.
Vigilance, visual monitoring and communication with both coaches and players during this time may prevent unfortunate situations and their subsequent penalties. Violations cannot be ignored. When preventative monitoring can prevent a player from entering the game with non-compliant items, those steps should be taken. If that isn’t possible, then proper penalties must be levied, whether it be against the player or the coach (dependent upon the rule).

While it is difficult to stay in front of these issues with an ever-changing marketplace, the rules in place are clear, and if properly applied by all parties, additional measures may not be necessary.

**Rules Review and Areas of Emphasis:** The NFHS Basketball Rules Committee has identified three areas where it feels the rules in place are appropriate for this level of play but need renewed emphasis as the skill level, and the ability of players continues to improve, and players attempt to duplicate actions performed on other levels.

**Establishing Pivot Foot and Traveling:** At least eight times in the last 30 years, traveling has been a point of emphasis at the high school level. By definition, traveling is moving a foot or feet in any direction more than prescribed limits while holding the ball.

The strategies for properly enforcing the rules require officials to, first and foremost, determine that player’s options for the use of a pivot foot. Officials must be in the proper position with a good, wide-angle view of the player’s feet and body.

With the advent of popular moves such as the “euro step,” officials at times appear to call infractions that are not violations because they “look funny” and at the same time, miss violations that should be called. A great deal of this can be solved by reminders concerning what is allowed by the player with his/her pivot foot.

After coming to a stop and establishing a pivot foot, a pivot foot may be lifted, but not returned to the floor, before the ball is released on a pass or try for goal. If the player jumps, neither foot may be returned to the floor before the ball is released on a pass or try for goal. The pivot foot may not be lifted before the ball is released to start a dribble.

Knowing the rules will better allow the officials to administer the rules related to traveling.

**Legal Guarding Position, Block/Charge, Screening, Verticality:** For 2018-19, the NFHS Basketball Rules Committee feels it imperative to remind coaches, officials and players about the restrictions in specific contact situations. Fundamental to each of these is the establishment of a legal guarding position with these reminders:

- Rule 4-23 defines guarding position. Once established, the defense can adjust to absorb contact or react to play while maintaining that position.

- Many times, a "no call" is not appropriate as a determination must be made.

- A defender does NOT have to remain stationary for a player-control foul to occur.
After obtaining a legal position, a defender may move laterally, even, diagonally to maintain position but may NOT move toward an opponent.

- Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.
- Charging is illegal personal contact caused by pushing or moving into an opponent’s torso.
- There must be reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in her path.
- If there is less than 3 feet of space, the dribbler has the greater responsibility for the conduct.
- A player with the ball is to expect no leniency regarding space.
- A player without the ball is to be given distance to find and avoid the defender (two strides by rule).
- A player must be in-bounds to have a legal guarding position.

If an opponent is airborne (whether or not he/she has the ball), legal guarding position must be obtained before the opponent left the floor.

**Loose Ball Recovery:** The final rules reminder emphasis deals with contact recovering a loose ball and options for the person recovering the ball. The committee feels that with these reminders, excessive physical contact while recovering a loose ball can be properly administered and prevent situations from escalating into more egregious acts. Also, the rules about recovery of the ball require constant review to ensure that acts are not deemed as violations that are in fact legal.

 Officials need to concentrate on possession of the ball and the players being hindered or obstructed from their legal path to the loose ball in determining infractions. If the loose ball is possessed by opponents, blow the whistle immediately. If a player is impeded by an opponent, rule a foul immediately.

A fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player’s grasp. After losing control of the ball, distance is not a factor in going to recover the ball.

**Loose Ball Recovery Continued:** If a player dives for a loose ball, gets control of it and his or her momentum causes the player to slide with the ball, there is no violation. It does not matter how much distance the slide covered. Once the sliding player has stopped, the player may sit up, but the player cannot roll over or attempt to rise from the floor while holding the ball.
A defender trying to recover the ball from the player in possession has a responsibility to avoid illegal contact. If there is illegal contact, then the appropriate foul should be ruled.

If a player is going for a loose ball and an opponent dives or throws his or her body which changes the direction of the player going for the loose ball, this must be considered illegal contact and a foul ruled. If a player is in possession of a loose ball and an opponent dives on top of that player, a foul must be ruled.

Without question, incidental contact is part of the judgment in loose ball situations. However, much contact is not incidental to getting the ball, but rather is violent contact with no chance to get the ball. The loose ball situation with players diving or rolling on the floor is a situation where the potential for injury increases in proportion to the number of players involved and the amount of time the ball is loose. The player who gains possession while on the floor is often fouled two or three times before passing the ball or before a held ball is called.

A review of past situations shows that in some cases, officials have also erroneously called a "held ball" prematurely to stop action rather than calling the contact foul before a player gains possession. A player going after a loose ball should not expect to be pushed, grabbed, elbowed, blocked or tackled as a penalty for going after the ball.

The committee feels that the rules of the game in these three areas are in good shape, as evidenced by the very limited number of proposals for additional change. The constant review will allow for consistent understanding by players and coaches, and consistent application by contest officials.

**Officiating Professionalism and Use of Proper Technology:** The final point of emphasis by the committee deals with professionalism by officials. In an era where officials are more needed than ever, it is important that officials maintain an air of professionalism that leaves no one questioning their motivations. Key in this professionalism is the use of proper terminology.

In an era of round-the-clock commentators using today’s latest lingo to describe game situations to entertain, officials cannot be caught up in that shift to less than professional terminology. 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; We are Officials who Officiate the Game)
- Request Time-Out (NOT Call Time-Out)
The use of proper terminology is one of many steps to ensure that the perception of game officials and the reality of their actions, remains on a higher plane and a critical part of the game.

Also, wearing the proper uniform is critical. A neatly groomed official instantly has more credibility with the coaches, game administration and even the patrons at the game. This includes the proper uniform, properly maintained shoes, a neatly maintained pre-game jacket, if worn, and the wearing of only approved items by all contest officials.

Lastly, this professionalism is always on display when the officials interact with others at the site. Professional interaction with the other contest officials while on the court, with the game management and table crew, and with the coaches involved in the game are a vital step in “selling” yourself as an official. As the saying goes, you never get a second chance to make a first impression.

Maintaining a level tone of voice in all conversations, professionally addressing and interacting with the table crew are very visible signs of your professionalism. Those individuals are key to your maintaining a good game atmosphere and will help ensure the accuracy of all of the necessary elements in managing the games. All interactions with coaches must be professional, and the conduct of the officials during these situations must be above reproach. Game officials must ensure that no matter the situation, professional actions carry the day.

A good relationship with game management is also critical. Officials must identify their “go to” person in the event of a situation such as the need to address a conduct situation involving fans. Officials should not, as a rule, have any dealings with fans but must rely on the game administration to intercede in these cases. Therefore, the development and nurturing of that positive relationship with game management are essential to the conduct of a contest.

IV. PROFESSIONALISM

A. Appearance - All officials will wear the proper officiating uniform which includes the PIAA patch (or sublimated patch). No exceptions! V-neck shirts are preferred for PIAA basketball officials. Wide panel shirts are not permitted.

B. Discussions with students should only be done during a contest and only concerning rules and the game being officiated. Officials should never be in a setting where they may be alone with a student, if avoidable.

C. Proper conduct at the game site.
V. PIAA POLICIES AND CONCERNS
   A. State Association Adoptions/Modifications
      1. Coaching rule.
      2. Contracts.
      3. Special interest bulletins.
      4. Officials' manual (everyone).
      5. Recruiting.
      6. All officials must submit disqualification forms within 24 hours when a player and/or bench personnel is ejected.

VI. AGENDA FOR CHAPTER INTERPRETERS' MEETINGS
   1. Twenty-four (24) lesson plans.
   2. Concerns from last year.

VII. ADJOURNMENT
PIAA Exceptions to NFHS:

A. Uniform*:
   
   1. Officials Uniform
      a. The official’s shirt may have a collar or may be V-neck (preferred) as long as all contest officials are dressed alike (black and white vertically striped, no wide panel).
      b. Black trousers.
      c. Black belt, if worn.
      d. Black shoes.
      e. Black whistle.
      f. Black lanyard.
      g. A pink whistle may be used by contest officials in games that are designated cancer awareness games ONLY.

   *All approved uniforms are listed in the officials’ manual at www.piaa.org

B. Disqualification:

   1. Mandatory Disqualification. Any Coach and/or contestant ejected for unsportsmanlike conduct or flagrant misconduct is disqualified for the remainder of the day and in all Contests on the next Contest day of the same level (varsity, junior varsity, or otherwise). For a Coach, participation in the next Contest includes any contact by the Coach with members of the Team, including other Coaches, between the time that the Team arrives at the Contest site and the conclusion of the last Contest of the day. The Principal must direct the Coach not to attend all of the Contest(s).
2. **Discretionary Disqualification.** Student-athletes, Coaches, and/or Teams, while Coaching or competing for a PIAA member school, engaged in flagrant misconduct while on the premises where a Contest is conducted, said student-athletes, Coaches, and/or Teams may be disqualified from participation in the next scheduled Contest following said determination.

3. **Disqualification From Last Contest of a Season.** Any Coach and/or contestant ejected from the last Contest(s) in that sport in a sport season is disqualified from Coaching and/or participating in the first Contest(s) in that sport in the subsequent sport season, at the same level (varsity, junior varsity, or otherwise) of competition, at any PIAA member school or, if the Coach and/or student changes levels of competition, such as from junior varsity to varsity, the first Contest(s) in that sport.

4. **Reporting of Disqualification.** The official must file a report with the PIAA Office within 24 hours of the contest.

C. **Sportsmanship:**

1. It is mandatory that both head coaches attend the pre-game meeting with the captains and officials.

2. PIAA requires all registered sports’ officials to enforce the sportsmanship rule for the coaches and contestants. The statement is located on the back of the official identification card as well as the Pre-Season Basketball Bulletin and must be read to the head coaches and captains at the pregame meeting.

D. **Television:**

1. May use television/replays for post-regular season tournament (PIAA Championships) for determining two or three-point goal or if goal is good prior to expiration of time.
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Lesson #1
LEARNING GOAL: Officials will be able to: List the 3 required bits of information that a team must provide to the official scorer 10 minutes prior to a game; Explain the difference between ‘bench personnel’ and ‘team members’; Describe the proper process in dealing with a player who is: unconscious, bleeding, or injured.

A. Starters (3-1, 3-2, p. 21):

1. A team must begin the game with five players, but if it has no substitutes to replace disqualified or injured players, it must continue with fewer than five.

2. When there is only one player participating for a team, the team shall forfeit the game unless the referee believes that team has an opportunity to win the game.

3. At least ten minutes before the scheduled starting time, each team shall supply the official scorer with the name and number of each team member and designate the five starting players.

4. Failure to comply results in a technical foul.

5. After the ten-minute time limit specified, a team is charged with a maximum of one administrative technical foul regardless of how many times it adds a name to the team member list; requires the scorer to change a team member's number in the scorebook; or it has identical numbers on team members.

6. Only one administrative technical foul may be charged to a team before the ten-minute mark and only one administrative technical may be charged to a team after the ten-minute mark regardless of the number of changes.

Situation: Team B does not provide its roster and team starters to the official scorer until the eight-minute mark. At the four-minute mark, team B adds three more names to the roster.
Ruling: Team B is charged with two administrative technical fouls. Team A will shoot four free throws and be given the ball for a divisional line throw-in.

Comment: One administrative technical is not having the roster and starters before the ten-minute mark and the other administrative technical is for adding names to the roster after the ten-minute mark.

B. **Bench Personnel/Team Members (4-34-2, p. 37):**

7. Bench personnel are all individuals who are part of or affiliated with a team, including, but not limited to substitutes, coaches, managers, and statisticians.

8. During an intermission, all team members are bench personnel for the purpose of penalizing unsporting behavior.

9. A team member is a member of bench personnel who is in uniform and is eligible to become a player.

10. A player becomes bench personnel after his/her substitution becomes a player or after notification of the coach following his/her disqualification.

Situation: The third quarter ends and as the teams are heading to their respective benches, team members A1 and B1 verbally taunts one another.

Ruling: Double technical foul charged to A1 and B1 (no free throws).

Comment: During intermission, all team members are considered bench personnel. Both head coaches are indirectly charged with technical fouls and lose their coaching box privileges. Play will resume at the point of interruption, which is the alternating possession throw-in to start the fourth quarter.

C. **Unconscious/Injured/Bleeding Player 3-3-6, 3-3-7, p.22:**

11. A player who has been injured to the extent that the coach or any other bench personnel is beckoned onto the court shall be directed to leave the game, unless a time-out is requested by and granted to his/her team and the situation can be corrected by the end of the time-out.
12. A player who is bleeding from an open wound and has any amount of blood on his/her uniform shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform is cleaned properly or changed before returning to competition unless a time-out is requested and granted and the situation can be corrected by the end of the time-out.

13. If players from both teams are directed to leave the game because of injury/blood, both teams must request and be granted a time-out in order to keep each player in the game (time-outs run concurrently).

14. A time-out granted to keep a player in the game must be requested before the replacement interval begins.

15. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion, such as loss of consciousness, headache, dizziness, confusion, or balance problems, shall be immediately removed from the game and shall not return to play until cleared by an appropriate health care professional (M.D. or D.O.).

Situation: Officials discover blood on players A1 and B1 simultaneously and direct both players to leave the game. Both coaches request a time-out in an attempt to keep players A1 and B1 in the game. Coach of team A requests a 30-second time-out and coach of team B requests a 60-second time-out.

RULING: Both teams are charged a time-out and they run concurrently.

COMMENT: The duration shall be 60 seconds. Both A1 and B1 must be ready to play at the end of the time-out.

D. Substitutions (3-3-1 p. 21; 2-7-7 p. 17):

16. A substitute who desires to enter shall report to the scorer, giving his/her number.
17. The official shall blow his/her whistle and beckon substitutes to enter the court.

18. A captain may request a defensive match-up if three or more substitutes from the same team enter during an opportunity to substitute.

19. Between quarters, at halftime, and during a time-out, the substitute must report or be in position to report to the scorer, prior to the warning signal which is sounded 15 seconds before the end of the intermission or the time-out.

Situation: After a lengthy substitution process involving multiple substitutions for both team A and team B, A5 goes to the bench and remains there, believing he/she has been replaced. The ball is put into play even though team A has only four players on the court. Team A is bringing the ball into A’s frontcourt when coach of team A realizes they have only four players. The coach yells for A5 to return and he/she catches up with the play.

Ruling: No technical foul is charged to A5 since he/she was not removed from the game.

Comment: A5’s return to the court was not deceitful, nor did it provide A5 an unfair positioning advantage on the court. If it was deceitful or it provided an unfair advantage, then you would charge team A with a team technical because all players did not return to the floor at the same time.
A smooth start to a basketball game will go a long way to insure a successful finish. That start comes well before the opening tap. Taking care of all of the little things that arise before the tap can help to achieve a positive finish.

Once an assignment has been received, an official should always honor that assignment unless something extraordinary occurs. As the date approaches, contacts should be made with the school and with partners. Reaffirming the date can alleviate any problems. Riding to the game with partners can be a time for pregame discussions and game preparation.

When arriving at the game site, let the game manager know that the officials have arrived. Locate the dressing area. Watch the JV game together but avoid contact with coaches other than polite hellos. Stay away from fans. JV teams often run offenses and defenses similar to the varsity, and watching the game can give insights as to what the varsity game will entail. The JV game is also an excellent time to begin the pregame discussion.

Be sure to leave plenty of time in the locker room area for dressing, pregame discussion, and warmup. Wear only approved uniforms. A clean black and white striped shirt, black whistle and lanyard, beltless pressed black slacks, and shined shoes are the necessities. Personnel appearance is also very important. Look like an official. A pregame discussion covering all aspects of the game is essential. No one likes surprises on the court. Finally, attempt to warmup. Jumping jacks, running in place, and other functional activities can help the body get ready to run.

Officials should enter the court area fifteen minutes before game time. During team warmups, no socializing with fans or coaches. Watch both teams warmup. Notice the court and any potential problem areas. Look for areas like bleachers close to the playing area, confusing lines on the court, and wires and cables suspended from the ceiling. Count the number of players on each team. Check to make sure any player equipment is legal and of the correct color. Watch the players. Who are the shooters? Who is tall and likely to be a post player? Focus on the game.

The referee must check scorebooks before the ten minute mark, looking for rosters, shirt numbers, and starters. Any instructions for the scorer and timer should be reviewed at this time. Make them feel they are part of the officiating crew. Check the game ball for proper inflation. Make sure to be aware of any special events (Sr. Night,
one thousand point scorer, etc.) that may come up during the game.

Meeting with head coaches and captains is a must. Read the PIAA Sporting Statement verbatim. Be professional and friendly. Instructions to captains and coaches should be short and concise. Answer any questions about the playing area. Taking care of all of the little items efficiently and professionally before the opening tap can help officials get the game off to a positive start.
LESSON #2

Traveling Defined: Traveling is moving a foot or feet in any direction in excess of prescribed limits while holding the ball.

Limits:
1. A player who catches the ball with both feet on the floor may pivot using either foot. When one foot is lifted, the other foot becomes the pivot foot.
2. A player who catches the ball while moving or dribbling may stop and establish a pivot foot as follows:
   a. If both feet are off the floor and the player lands:
      i. Simultaneously on both feet, either foot may become the pivot foot.
      ii. On one foot and then the other, the first foot to touch becomes the pivot foot.
      iii. On one foot, the player may jump off that foot and simultaneously land on both feet. In this case, neither foot can become a pivot foot.
   b. If one foot is on the floor:
      i. That foot is the pivot foot when the other foot touches in a step.
      ii. The player may jump off of that foot and simultaneously land on both feet. In this case, neither foot can become a pivot foot.
3. After coming to a stop and establishing a pivot foot:
   a. The pivot foot may be lifted but not returned to the floor before the ball is released on a pass or on a try for goal.
   b. If the player jumps, neither foot may be returned to the floor before the ball is released on a pass or on a try for goal.
   c. The pivot foot may not be lifted before the ball is released to start a dribble.
4. After coming to a stop when neither foot can be a pivot foot:
   a. One or both feet may be lifted but neither may return to the floor before the ball is released on a pass or on a try for goal.
   b. Neither foot may be lifted before the ball is released to start a dribble.
5. A player holding the ball:
   a. May not touch the floor with a knee or any other part of the body other than the hand or foot.
   b. After gaining control while on the floor and touching with anything other than the hand or foot, may not attempt to get up or stand.

 Penalty: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out of bounds spot nearest to where the violation occurred.
Noteworthy:
1. It is not possible for a player to travel while legally dribbling.
2. Officials need to be aware of foot movement and locate the pivot foot.
3. Officials need to also be aware of when the ball comes to rest in a player's hand. The player's hand should never be beyond perpendicular when dribbling. Cupping (Carrying) the ball while dribbling gives that offensive player an enormous advantage, whether the dribble is in front of the player or a dribble behind the player’s back.
4. Catching the ball, stepping with one foot, and then sliding the pivot foot to square up is a traveling violation and needs to be called as such.
5. It is impossible to travel during a throw-in. While there are space restrictions for a throw-in, the thrower is not required to maintain a pivot foot or to observe any other restrictions of the traveling rule.
6. A player must have control of the ball to travel. For example, a player who bobbles a pass may take several steps legally. The traveling rule is not in effect until the player has secured control of the ball.
7. A player who dives and catches a loose ball on the floor may legally slide as far as momentum carries that player. This is not a traveling violation. However, once the player stops, that player may not roll over or attempt to stand.
8. Lifting the pivot foot alone does not constitute a travel violation. A player may pass, shoot, or request a timeout in that position. It is a travel violation, however, once the foot is returned to the floor or if a dribble is started.

Traveling Links:
1. https://www.youtube.com/watch?v=MNRXBJOWpQk
2. https://www.youtube.com/watch?v=gmW76a-vbA0
3. https://www.youtube.com/watch?v=E9AZncFvB0s
LESSON #3:

A. Unsportsmanlike Conduct:

1. Teams entering the gymnasium shall go directly to their respective baskets.

2. If they enter the court on one side of the floor, they shall proceed directly to their half of the floor.

3. They shall not run through the area occupied by the opposing team or under the basket where opponents are warming up.

4. Teams should only enter, jog, and warm up on their half of the court.

5. If one team leaves the floor, the other team may not use the entire court for warming up prior to the game or at halftime (may use only their half of the court).

6. Gatherings intended to motivate a team after the warm-up period, during or following player introductions and post-game celebrations shall be performed in the area directly in front of the team bench (not the circle at the division line).

7. Only authorized personnel; e.g., cheerleaders, athletic trainers, managers, administrators, should be permitted on the floor; all spectators should be in designated areas.

8. If either team abuses any of the above, it is a team technical foul.

9. During these times, all players are considered bench personnel; therefore, it would also be an indirect technical on the coach and he/she must sit from that point on.

B. Rules Enforcement:

1. There appears to be continued movement away from consistent enforcement of NFHS playing rules.
2. Personal interpretations of the rules by individual officials have a negative impact on the game.

3. The rules are written to provide a balance between the offense and defense, minimize risk to participants, promote the sound tradition of the game, and promote fair play.

4. Individual philosophies and deviations from the rules as they are written and interpreted by the NFHS, negatively impact the basic tenets and fundamentals of the game.

5. Illegal tactics that are permitted are promoted.

6. When officials allow players to use illegal tactics without penalty, the behavior is condoned and consequently encouraged.

7. When officials consistently enforce the playing rules as intended, players and coaches are able to make the proper adjustments, promoting skill development and a level playing field.

C. Official's Authority:

1. No official has the authority to set aside or question decisions made by the other official(s) within the limits of their respective outlined duties.

2. If an official calls an intentional foul, his/her partner(s) cannot change the call; that is within his/her responsibilities.

3. If the lead calls an out-of-bounds violation on B at the end line after the ball was batted by B, his/her partner cannot change the call even though he/she saw the ball touch A’s foot before going out-of-bounds. He/she should run over to the official who made the call and say the ball touched A’s foot before going out-of-bounds and allow the official to change the call if he/she wants to. Make sure you see the whole play before making a call, do not assume anything. Look to your partner for assistance if you are not 100 percent sure.
4. If you have double whistles and the two officials are giving two different signals immediately, one foul signal and the other a violation signal (traveling), then you have to decide which occurred first. Did the foul cause the travel violation or did the travel violation occur first. (Do not be in a hurry to give the signal immediately after sounding the whistle, particularly, if you hear that second whistle). Make eye contact and allow the official to make the call in his/her primary area. If you are confident that the traveling occurred first, give a second toot on the whistle, come in strong and give the traveling signal and state that it occurred first.

5. There are specific duties and responsibilities for the referee, but it does not include changing a call made by his/her partners.

6. The jurisdiction of the officials is terminated and the final score has been approved when all officials leave the visual confines of the playing area.

D. Post-Game Review:

1. After the game, the crew should take some time for introspection.

2. Were you satisfied with your effort?

3. Think of any situations that you might like a second chance at.

4. If any unusual play occurred, discuss it.

5. If any injuries occurred where a player had to be helped off the court, you must submit an injury form to the PIAA.

6. If a player or coach received a flagrant personal or technical foul, the PIAA must be notified immediately since that individual cannot participate at the next scheduled game (coach should not be in the gym).

7. Leave the gym together for safety reasons.
LESSON #4:

VIOLATIONS AND PENALTIES

A. Free Throw Provisions:

1. The try shall be attempted from within the free throw semicircle and behind the free throw line.

2. Teams shall properly occupy marked lane spaces according to number and space requirements (no more than four defensive and two offensive).

3. The first space on each side of the lane must be occupied by the defense.

4. The second and third lane spaces may be alternated by offense and defense.

5. If the offense or defense does not choose to alternate the second and third lane spaces, either team players may occupy the second or third lane spaces if they are unoccupied as long as there is a maximum of four defensive and two offensive players.

6. The thrower shall release the ball within ten seconds once the ball is at his/her disposal and the ball must enter the basket or touch the ring before the free throw ends.

7. The free thrower shall not fake a try, nor shall any player in a marked lane space fake to cause an opponent to violate.

8. No opponent shall disconcert the free thrower.

9. No player shall enter or leave a marked lane space until the try has ended.

10. A player shall position one foot near the outer edge of the free throw lane line. The other foot must be within the designated 36-inch lane space.
11. The thrower shall not have either foot beyond the vertical plane of the edge of the free throw line.

12. A player who does not occupy a marked lane space may not have either foot beyond the vertical plane of the free throw line extended and the three-point line which is farthest from the basket.

Penalties: If the thrower or the offense violates, the throw is negated. If there are subsequent free throws, continue with those. If not, award the ball to the defense for a throw-in. If the defense violates, used the delayed violation signal and award a substitute free throw if missed. If made, ignore the violation. If there are simultaneous violations by both teams, the ball becomes dead and no point can be scored. Continue with any subsequent free throws, if appropriate, and if not, go to the alternating possession arrow (AP).

B. Throw-in Provisions:

1. The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass.

2. The ball shall be passed by the thrower directly into the court from out-of-bounds so it touches or is touched by another player on the court before going out-of-bounds untouched.

3. The thrown ball shall not be touched by a teammate of the thrower while the ball is on the out-of-bounds side of the throw-in boundary-line plane.

4. Once the throw-in starts, the ball shall be released on a pass directly into the court before five seconds have elapsed.

5. The thrown ball must not touch the thrower in the court before it touches or is touched by another player.

6. The thrower shall not carry the ball onto the court.
7. The thrown ball shall not enter the basket before it touches or is touched by another player.

8. The thrown ball shall not become lodged between the backboard and or come to rest on the flange before it touches or is touched by another player.

9. The thrower shall not be replaced by a teammate after the ball is at the thrower’s disposal (may throw to a teammate out-of-bounds after a score).

10. No teammate of the thrower shall be out-of-bounds after a designated spot throw-in begins.

11. The opponent(s) of the thrower shall not have any part of his/her person through the inbounds side of the throw-in boundary-line plane until the ball has been released on a throw-in pass.

Penalties: Any violation by the team making the throw-in results in the awarding of the ball to the opponents for a throw-in at the previous spot. If an opponent reaches through the plane, a team warning shall be assessed to that team. Any subsequent violations by that team results in a team technical foul. If an opponent reaches through the plane and touches or dislodges the ball, it is a technical foul on the offender. In addition, if a team warning had not been assessed to that team for violating the plane, the team warning also applies. If an opponent reaches through the plane and fouls the thrower, an intentional foul will be assessed to the offender. If the contact is malicious, a flagrant foul should be assessed (throw-in following a technical shall be made at the division line opposite the table and a throw-in made following an intentional foul or flagrant foul shall be from the spot closest to where the foul occurred).

C. Excessive Swinging of Arms/Elbows:

1. A player shall not excessively swing his/her arm(s) or elbow(s) even without contacting an opponent (violation).

2. A moving elbow that is excessive can be either and intentional foul or a flagrant foul (contact above the neck is flagrant).
3. A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.

4. Action of arm(s) and elbow(s) resulting from total body movements as in pivoting or movement of the ball incidental to feinting with it, releasing it, or moving it to prevent a held or loss of control shall not be considered excessive.

   **Penalty:** The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation if no contact results. If hard contact is made, the foul should be considered intentional or possibly flagrant.

D. **Fighting:**

1. Fighting is a flagrant act and can occur when the ball is dead or live. Fighting includes, but is not limited to combative acts such as:

   a. An attempt to strike, punch, or kick by using a fist, hands, arms, legs, or feet regardless whether contact is made.

   b. An attempt to instigate a fight by committing an unsporting act that causes a person to retaliate by fighting.

   **Penalty:** Player(s) involved with fighting are assessed a flagrant personal foul or flagrant technical foul depending on whether the ball is live or dead when the fighting takes place. In addition, player(s) are ejected to the bench and disqualified from participating the rest of that day and the next scheduled game for the entire day and the next scheduled game for the entire day. All fouls count toward the bonus. If bench personnel enter onto the floor, they are assessed flagrant technical fouls whether they participate or not. The same restrictions apply to all the players who entered onto the playing floor which also has serious ramifications for the coaches.
LESSON #5:

A. Officials Pregame Concerns:

1. Every game must always have a pregame with partner(s).
2. Do not say, we worked together before, you know what to do.
3. You take care of your business and I will take care of mine is not acceptable.
4. Do not start the pregame until all officials are properly dressed and focused.
5. The pregame should be at least 15 minutes long.
6. All officials should participate with the referee leading the way.
7. Review differences of high school versus college (many officials work at both levels).
8. Review the new rules.
9. Review the points-of-emphasis.
10. Review last year’s changes.
11. Review new mechanics changes and last shot responsibilities.
12. Making good eye contact with partner(s) before putting the ball in play.
13. **U1** is responsible for counting the home team players in all situations, **U2** counts the visitors, and the **referee** counts all ten players (three checks to prevent mistakes).
14. Talk about setting the tone of the game as far as officiating is concerned.
15. Guidelines for post play, specifically cleaning it up early (first two minutes).
17. Off-the-ball coverage, concentrate on your own area of responsibility.

18. Shot from your area, stay with the shooter to ensure no contact after the try.


20. No substitution until disqualified player is replaced.

21. Floor coverage, move where you need to go to see the play (avoid being straight lined).

B. Discuss Help Calls:

1. Ball goes out-of-bounds on your line, but you are not sure who caused it, blow your whistle with your hand high above your head, open palm, fingers close together, and look to the nearest official for help.

2. Nearest official should give the proper directional signal and state the color of the team to receive the throw-in (no need to confer).

3. Ball goes out-of-bounds on your line and you call white and give the proper directional signal.

4. Official sharing responsibility runs in quickly and asks you if you saw the ball touch a white team player before going out (he/she does not change it).

5. Calling official will then decide to change the call or not (must be done quickly).

6. An official gives the three-point signal and another official knows 100 percent that the player was on the line while attempting the try, waive the three points off and give the proper two-point signal immediately.

7. When an official calls a foul, partner(s) help to identify shooter.

8. Fast break, three on two or two on one, and the player passes the ball to another teammate, and a collision ensues; talk about which
official stays with the player driving and which picks up the pass.

9. Discuss double whistles and not giving any preliminary signals until eye contact is made and defer to the official who has primary coverage.

C. Line Coverage:

1. **Lead** is responsible for the entire end line.

2. **Center** is responsible for his/her sideline.

3. **Trail** is responsible for his/her sideline, division line, and backcourt end line.

4. One whistle when ball goes out-of-bounds.

5. Look for help from nearest official or the official sharing area of responsibility.

D. Primary Coverage Area (PCA):

1. **Lead** has half of the lane up to free throw line and over to the three-point area.

2. **Center** has half of the lane up to the free throw line over to the nearest lane line and directly to the division line.

3. **Trail** has the farthest lane line to the division line, the top of the circle and outside the three-point area to the end line.

4. Maintain a wide triangle whenever possible.

5. “Move to improve” and do not get straight lined.

6. Rotate based on ball movement.

7. Properly identify secondary coverage areas to assist partner(s).

8. Calls may be made outside an official’s primary area, but the primary coverage official should be given the opportunity to make the call. Exceptions: flagrant and unsporting acts should be called immediately regardless who has primary coverage.
9. When a player starts a drive from an official’s primary area, that official has primary coverage of the player and the ball all the way to the basket.

10. Officials must thoroughly cover “primary” and “secondary” coverage areas that intersect in the pregame meeting.

E. Rotation:

1. Ball location keys the need for a rotation.

2. Trail or Center may facilitate a rotation, but only the lead initiates a rotation.

3. Rotation should take place when all three officials are in the front court.

4. Move “briskly” through the lane when initiating a rotation (briskly means lively and invigorating).

F. Switching:

1. We do make the long switch in three-person mechanics.

2. Switch when a “non-shooting” foul is going to the opposite court.

3. Do not switch on a foul in the front court if the calling official is on tables.

4. All other fouls we do switch (calling official goes tableside, tableside official replaces calling official, and third official stays).
LESSON #6:

Objective: The official will understand the proper mechanics for calling a foul, reporting a foul, the importance of proper mechanics for communication purposes, game clock awareness, and proper procedures for requesting and granting a time out.

A. Proper Procedure for Fouls:

1. **Site of the foul:** It is imperative that a definite procedure in officiating mechanics be used when a foul occurs. The following duties should be performed in the order listed by the calling official:

   a. Inform the timer and alert the scorer by sounding the whistle with a single sharp blast while raising one hand, fist clenched, straight, and high above the head.

   ![Hand Signal]

   b. While holding the foul signal, move toward the play and near the fouling player, stop and verbally inform the player that he/she fouled by stating the jersey color and number.

   ![Foul Signal]

   c. When clarification is needed, extend the other hand, palm down toward the fouling player’s hips (bird dog optional)
d. Lower the foul signal and indicate the nature of the foul by giving a preliminary signal at the site.

e. If a basket has been scored, signal to count the score.

f. Indicate the throw-in spot if a throw-in will follow.
g. If a team control foul, raise arm high and straight above the head, fist clenched, move toward the play, and close to the fouling player, state color and number of jersey, drop the arm with fist clenched, and punch forward, give the appropriate signal of the foul; i.e., charge, pushing, holding, give the proper directional signal toward the opponent's basket and then point to the spot where the ball will be put into play.

h. Do not be in a rush to leave the play area if players are in close proximity or on the floor. Attend to the situation before leaving to report to the table.

i. If a shooting foul, signal number of throws and state the number of the shooter to your partner(s).

2. Reporting the Foul:

Reference:
a. Move quickly to the reporting area by moving around not through players.

b. Report to the table before addressing questions from either coach.

c. The calling official shall follow the following procedure:

   (1) Once in the reporting area, come to a complete stop.

   (2) Slowly state the color of the jersey and while stating the number, give visual one-handed signals.

   (3) Give a visual signal indicating the nature of the foul.

   (4) If free throws are to be attempted, indicate the number with one hand or two if a one plus one.

   (5) If a player control foul or team control foul, use the player control or team control foul signal only.

   (6) Observe activity around each team’s bench and penalize when necessary.

   (7) Complete all communications with the table before admitting a substitute or acknowledging a request for time-out.

   (8) Move quickly to your new position.

B. Mechanics and Signals:

1. Communication and consistency remain the most important elements of good officiating.

2. It is essential for officials to be familiar and comfortable with proper NFHS officiating mechanics and signals.

3. The primary reasons for utilizing only approved NFHS mechanics and signals are:

   a. Effective court coverage related to primary coverage areas.
b. Effective communication between officiating partner(s).

c. Provide immediate information and feedback to coaches, players, scorers, timers, and fans.

4. Approved NFHS signals are dignified, informative, and meaningful.

5. The use of unauthorized signals frequently confuses, because the meaning is unknown.

6. Problems are also created when officials engage in “hit and run” officiating. This occurs when an official blows the whistle and immediately leaves the area without taking time to follow proper procedures for calling the foul or violation.

7. Signals should be given in a manner that is calm, under control, unhurried, and professional.

C. Game Clock:

1. Be aware of the game clock at all times.

2. Work to look at the clock on any whistle to ensure that the clock is properly stopped.

3. Conversely, when the ball is put back in play, the official chopping in time should ensure that the clock is properly started.

4. Clock malfunctions occur; there are no provisions in the rules for “do-overs.” Know the rules regarding these unusual situations and apply them appropriately.

5. Remember, an official’s count; e.g., back court, throw-in, etc., can be used to correct a timing error.

6. If you have direct knowledge that a timing error occurred, you may correct it (definite information relative to the time involved).

D. Time-outs Excessive/Successive:

1. Proper procedures for requesting and granting time-outs have become an area of concern.

   a. Granting time-outs:
Coaches attempting to call a time-out during playing action are a continuing problem.

When player control is lost, officials must concentrate on playing action while attempting to determine if a time-out should be granted.

Coaches should recognize that a request for a time-out does not guarantee that a time-out will be granted until player control is clearly established.

Officials should not grant a time-out until player control is clearly established.

The length of a 30-second time-out has increasingly been improperly extended.

a. Failure to return to the court at the warning signal, continually cleaning up spilled water, and cheerleaders or other on-court entertainment are prime examples.

Officials shall indicate to the benches when the warning signal has sounded.

Coaches should immediately prepare players to return to the floor so that the game may promptly begin when the second horn is sounded.

Hydrating players should be done near the team benches and off the playing surface.

Delaying the resumption of play after any time-out due to water cleanup shall result in the issuance of a team warning.

Cheerleaders or other on-court entertainment are not permitted on the court during a 30-second time-out.

Three 60-second and two 30-second time-outs may be charged to each team during a regulation game.
(7) Each team is entitled to one additional 60-second time-out during each extra period.

(8) Unused time-outs accumulate and may be used at any time.

(9) Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any extra period at the expense of a technical foul.

(10) Successive time-outs shall not be granted after expiration of playing time for the fourth quarter or any extra period.

(11) A time-out shall not be granted until the ball has become live to start the game.

(12) The additional 60-second time-out provided for each extra period(s) shall not be granted until after the ball has become live to start the extra period(s).

(13) The imaginary rectangle designates the area to be used for time-outs.
LESSON #7:
Learning Goals:  A. Officials will develop an awareness of the symptoms of concussion and to understand their role in concussion management.  B. To gain a greater understanding of proper apparel.  C. Officials will become more proficient at calling palming.  D. To discuss consistent rule enforcement and proper signal use.

A. Concussions:

1. Any player who exhibits signs, symptoms, or behavior consistent with a concussion:
   a. Must be immediately removed from the game.
   b. Shall not return to play until cleared by an appropriate health care professional, (M.D. or D.O.).
   c. Do not try to judge the seriousness of the injury yourself.
   d. Have (A.D.) or designee inform athlete's parents or guardians about the known or possible concussion if possible.
   e. Coach and school are responsible to ensure that the player has been checked by the appropriate health care professional before returning to action.

2. Signs observed by coaching staff:
   a. Appears dazed or stunned.
   b. Is confused about assignment.
   c. Forgets plays.
   d. Is unsure of game, score, or opponent.
   e. Moves clumsily.
   f. Answers questions slowly.
   g. Loses consciousness.
h. Shows behavior or personality changes.

i. Cannot recall events prior to hit.

j. Cannot recall events after hit.

3. Symptoms reported by athlete:

a. Headache.

b. Nausea.

c. Balance problems or dizziness.

d. Double vision or fuzzy vision.

e. Sensitivity to light or noise.


g. Feeling foggy or groggy.

h. Concentration or memory problems.

i. Confusion.

B. Proper Apparel:

1. Although there has been a marked improvement in this area, there is still a need to enforce the proper wearing of the uniform, especially as it relates to keeping the jersey tucked in and the shorts pulled up above the hips. Officials should also continue to enforce proper wearing of the uniform and direct players to leave the game when a uniform is not being worn properly.

a. Undershirts:

   (1) If visible, undershirts shall be similar in color to the torso of the jersey and shall not have frayed or ragged edges.

   (2) If the undershirts have sleeves, they shall be the same length on each individual and must be hemmed.
(3) Only one visible logo is permitted. See 3-6 for logo requirements.

b. Compression Sleeves:

3-5-3 Art. 3 (new p. 25): Arm sleeves, knee sleeves, lower leg sleeves and tights are permissible:

- Anything worn on the arm and/or leg is a sleeve, except a knee brace, and shall meet the color restrictions.
- The sleeves/tights shall be black, white, beige or the predominant color of the uniform and the same color sleeves/tights shall be worn by teammates.
- All sleeves/tights shall be the same solid color.
- Meet the logo requirements in 3-6.

Note: In general, a brace is defined as anything that contains hinges and/or straps or an opening over the knee cap.

c. Knee and ankle braces do not need to meet the color restrictions (new 3-5-2.c. p. 25)

d. (New 3-5-4.a. p. 25) Headbands and wristbands shall be white, black, beige or predominant color of the uniform and shall be the same color for each item and all participants.

C. Palming:

1. Offensive players “palming” the ball continue to gain a tremendous advantage over defensive players.

2. Emphasis is not only to be given to the dribbler’s hand position, but also the activity of the ball while the dribble is occurring.

3. “Palming” not only occurs while the palm is facing “skyward,” but can also occur while the palm is facing the floor.

4. A definite advantage to the offensive player is gained on the “hesitation move” to beat a defender toward the basket or just to go by him/her (the ball “comes to rest” in the player’s hand).

5. Another area of concern is when the dribbler “goes around the back,” cups the ball with the opposite hand, and “carries” the ball...
past the defender.

6. A violation must be called by the official as there is no way to legally defend against these moves and the defense is put at distinct “disadvantages.”

Note: You may wish to use a ball to demonstrate the following:
There are three issues to highlight with palming…..
(1) Hand more than 90 degrees from the floor
(2) “hesitation move” where the ball comes to rest in the hand
(3) Behind the back dribble; ball cupped in hand
Proper call is a double dribble.

D. Rules Enforcement and Proper Use of Signals:

1. The committee has seen a movement away from the consistent application of rule enforcement and use of approved mechanics/signals.

2. Rules Enforcement:
   a. Officials need to be aware that personal interpretations of the rules have a negative impact on the game.
   b. The rules are written to provide a balance between offense and defense and minimize risk to participants.
   c. Rules promote the sound tradition of the game and promote fair play.
   d. Individual philosophies and deviations from the rules as written negatively impact the basic fundamentals and tenants of the rules.
   e. Officials must be consistent in the application of all rules Including:
      (1) Contact – Contact that is not considered a foul early in the game should not be considered a foul late in the game. Conversely, contact that is considered intentional late in the game should likewise be called intentional early in the game.
(2) Closely Guarded – Officials must properly judge the six-foot distance and begin a closely-guarded count. Failure to properly judge the six-foot distance and require the defender to be within three or four feet of the dribbler before beginning the closely-guarded count puts the defensive player in an unfair position.

(3) Coaching Box – The head coach is the only person on the bench who is permitted to stand and must remain in the coaching box. All other bench personnel must remain seated at all times, except when a team member is reporting to the scorer’s table, during time-outs or intermission, and to spontaneously react to a play.

3. Proper Signal Use

a. Signals are a means of communication by officials to scorers, players, coaches, spectators, and media.

b. Deviation from approved NFHS (PIAA) is unacceptable.

c. Officials will practice using the proper signals by working in pairs and examining his/her partner during which situations will be verbalized and a whistle blown. See NFHS Signal Chart.
LESSON #8:

Topic Introduction:
A. Player, Coach and Spectator Behavior
B. Rough Play on Free throws.
C. Disconcertion
D. Intentional fouls

Measurable Outcome:
A. Officials will recognize situations when unsporting behaviors are likely to occur and to take the proper measures to control or minimize it.
B. Officials will recognize “rough play” on free throws and call it when it happens.
C. Officials will recognize and call any actions deemed to be a disconcerting act.
D. Officials will recognize the acts defined as an “intentional foul” and call it when it happens.

Body of Presentation:
A. Player, Coach, and Spectator Behavior:

1. Uniforms – players are increasingly using their uniforms in unsporting ways.
   a. Holding the uniform out from the chest area to display the team name to the opponent or fans.
   b. Pulling the uniform out of the shorts in an emotional display.
   c. Removing the jersey either on the court or near the team bench, especially after a disqualification (the penalty is a technical foul).
   d. Uniforms must be worn as intended and the rule must be enforced.
   e. The jersey must be tucked in and the shorts must be worn properly. Rolled shorts which reveal illegal logos/drawstrings are not permitted.
   f. When a player is in violation of the rule, that player is directed to leave the game. While an untucked jersey
during the normal course of play is understandable until it can be corrected, too often there are multiple warnings for clear violations.

g. Coaches bear a great responsibility in ensuring uniforms stay on team members.

h. Officials must enforce the rule.

2. Time-outs - When a team goes on a scoring run, emotions often run high.

a. There is an apparent increase in bench personnel running out onto the court after a time-out is whistled. Typically, the bench personnel of the team that has gained momentum run onto the court to celebrate and congratulate their teammates.

b. The other team’s players, heading toward their bench area, often cross with the celebrating team.

c. This situation often leads to bumping, pushing, and/or taunting.

d. Coaches must make sure that bench personnel remain in the team bench area (1-13-3) after a time-out.

e. Officials must be aware of the potential for confrontation, use preventive officiating techniques, if necessary, penalize appropriately.

3. Spectators – Fan behavior remains a critical concern.

a. Too often, fans are using abusive language toward coaches, players, and officials.

b. Fans are also approaching the court, team areas, and locker rooms, places that used to be “off limits” to confront participants.

c. Game administrators ultimately are responsible to
provide a safe environment for players, coaches, and officials.

d. Officials should never directly confront fans.

e. Find an administrator to take care of the problem. In extreme cases, delay the game until the offending fan is removed.

f. The coach’s sideline action has a tremendous impact on fan behavior, positively or negatively.

g. Schools are encouraged to have security personnel on site for such situations.

4. Coaching Box – The committee wants coaches to stay in the coaching box.

a. There is a constant problem when the coaches wander.

b. There is a distinct advantage to the coach who is permitted to be out of the box because the coach has a better chance to communicate with his/her team.

c. The coach can also influence play by being out on the court.

d. The rule is black and white, but most officials have not dealt with it properly or enforced it.

e. The fact that the coach is not directing comments to the officials or is “coaching the team” has no bearing on rule enforcement.

f. The officials must enforce the rule and remove the privilege of the use of the box.

g. Assistant coaches must be seated at all times, except during time-outs and to react to an outstanding play.

h. Again, the fact that an assistant coach is “only coaching” has no bearing on the rule or enforcement.
B. Rough Play on Free Throws:

1. Officials cannot relax on free throws. There is more rough play on rebounding free throws than when rebounding a field goal attempt.

   a. Ensure that the players’ arms, hands, and feet occupy their own lane spaces.

   b. The same is true for player restrictions ending when the attempt is released.

   c. Still, rough play is a concern.

   d. Coaches must not teach players to “lock up” arms along the lane line nor drive players further under the basket with brute force.

   e. Officials must call those calls

C. Disconcertion:

1. Free throw disconcertion must be carefully monitored, particularly when the free throw will become dead (first of two or first two of three).

   a. Defensive players often employ tactics which serve no other purpose than to disconcert the shooter during free throws (“boxing out” the free thrower off the free-throw line, waving arms, yelling instructions to teammates, etc.).

   b. Another increasing trend is opponents outside the arc saying things to the thrower.

   c. If any of these things occur, officials must call it and award a substitute free throw.

   d. If persistent or deemed unsporting, the team player may be penalized with a technical foul.

   e. Be aware of disconcertion by the players in the last lane space closest to the shooter.
D. Intentional Fouls:

1. The intentional foul rule has evolved into misapplication and personal interpretations.
   a. An intentional foul is personal or technical foul that neutralizes an opponent’s obvious advantageous position.
   b. Contact away from the ball or when not making a legitimate attempt to play the ball, specifically designed to stop or keep the clock from starting, shall be intentional.
   c. May or may not be premeditated and are not based solely on the severity of the act.
   d. A foul also shall be ruled intentional, if while playing the ball, a player causes excessive contact with an opponent.

2. Anytime in the game:
   a. Acts that neutralize an opponent’s obvious advantageous position and must be deemed intentional are:
      (1) Excessive contact on any player attempting a shot.
      (2) Grabbing and holding a player from behind or away from the ball.
      (3) Grabbing or shoving a player from behind when an easy basket may be scored.
   b. These are “non-basketball” plays and must be considered intentional fouls anytime they occur in a game.

3. Late in the Game:
a. Fouling is an accepted coaching strategy and is utilized by nearly all coaches in some form.

b. It is viewed as a chance for a team behind to catch up.

c. There is a right way and a wrong way to foul.

(1) “Going for the ball” is a common phrase heard, but intentional fouls should still be called on players who go for the ball if it is not done properly.

(2) Conversely, a coach who yells “foul” instructions to his team does not mean the ensuing foul is automatically an intentional foul, even though it is a strategic foul designed to stop the clock.

(3) It is the act itself that determines whether the foul was intentional or not.

Questions:
Allow officials to ask questions regarding the presented material and respond accordingly.

Summary and Post Test:
Give a brief summary of critical learning points. Ask officials to respond to questions asked.
LESSON #9:

**Learning Goal:** The official should be able to better understand and be more aware of unacceptable sporting behavior and penalty enforcement for such actions.

**PIAA Sportsmanship Message:**

"PIAA requires all registered sports' officials to enforce the sportsmanship rules for coaches and contestants. Actions meant to demean opposing players, contestants, teams, spectators and officials are not in the highest ideals of interscholastic education and will not be tolerated. Let today's contest reflect mutual respect. Coaches please certify to the contest official(s) that your contestants are legally equipped and uniformed according to NFHS rules and PIAA adoptions. Good luck in today's contest."

Officials shall uphold the honor and dignity of the profession in all interactions with student-athletes, coaches, athletic directors, school administrators, colleagues and the public.

Be respectful of the people you meet and work with as an official. We are given a vast amount of "final" power. We need to be continually cognizant of behaving in a professional manner at all times.

Officials must be diligent.

 Officials must rule immediately on any unsporting act – verbal or nonverbal.

 Officials must communicate when they have heard enough from the bench. Put up the STOP SIGN.

IF an ejection is eminent be cool, be professional, and be rational. Crew members need to be alert to reactions and mentally note what transpired and led up to the ejection.

Be swift, be decisive, and if coach wants specifics, then give him specifics, be clear with your words.

We have the FINAL and LAST word. PERIOD!

DO NOT BE BULLIED BY COACHES, PLAYERS, OR SPECTATORS!

Get game administrators and/or security if a threatening situation arises.

Reports must be filed. Give all the details. If player or coach uses inappropriate language, document it, using specific language in quotation marks. Also acknowledge that the Sportsmanship Message was read to the Head Coach and Captains.

Complete all reports within 24 hours and or less to the PIAA Office. Principals, Athletic Directors, and Administrators need to be able to react prior to next game. All ejection forms can be done on line.

Sporting Behavior Responsibility of Coaches, Players, Fans and Officials
A. SPORTING BEHAVIOR RESPONSIBILITY:

1. **Coaches** – Demonstrate leadership by immediately removing all unsporting behavioral tactics from practices and games. Taking a lead role of promoting Sportsmanship.

2. **Players** – Demonstrating that the game can be played at a high level of intensity without negativity, taunting, baiting, immoral acts, drawing attention to self.

3. **Fans** – Demonstrate that two teams are competing for one desired outcome. Winning the game. Demonstrate that fans can cheer wildly for their team, and applaud an opponent when warranted. Booing, taunting, throwing objects are unacceptable behavioral attributes.

4. **Officials** – Being prepared to STOP these unsporting Acts immediately and immediately penalize the offender.

B. UNSPORTING ACTS:

**Player**

1. Taunting and Self Promotion
   a. Players directing their celebratory actions toward their opponent or officials should be interpreted as taunting and baiting, and penalized accordingly.
   b. Players “playing the crowd” in an attempt to raise and promote individual accomplishments rather than toward the game and team achievements.
   c. Players Verbal and non-verbal accusatory actions
   d. Extreme illegal acts be they verbal, non-verbal or unacceptable behavioral acts
   e. Penalty: Technical Foul resulting in 2 shots and ball awards to opponents at mid court
   f. Penalty: Immediate ejection.
   g. Penalty: Removed from that game for the rest of the night and the next game at that level

**Coach**

2. Taunting and Self Promotion
   h. Coaches directing their celebratory actions toward their opponent or official should be interpreted as taunting and baiting, and penalized accordingly.
   i. Coaches “playing the crowd” in an attempt to raise ire and temperament of the spectators
   j. Coaches Verbal and non-verbal accusatory actions toward their opponent or officials
   k. Extreme illegal acts be they verbal, non-verbal or unacceptable behavioral acts toward their opponent or officials
   l. Penalty: Technical Foul resulting in 2 shots and ball awards to opponents at mid court
   m. Penalty: Immediate ejection.
n. Penalty: Removed form that game for the rest of the night and the next game at that level

Team

3. Taunting and Self Promotion
   o. Teams directing their celebratory actions toward their opponent or official should be interpreted as taunting and baiting, and penalized accordingly.
   p. Teams “playing the crowd” in an attempt to raise ire and temperament of the spectators
   q. Teams Verbal and non-verbal accusatory actions toward their opponent by deliberately running through or disrupting the opponents pregame warm-up.
   r. Extreme illegal acts be they verbal, non-verbal or unacceptable behavioral acts toward their opponent by competing for the “center circle when entering the court of following player introductions”.
   s. Penalty: Technical Foul resulting in 2 shots and ball awards to opponents at mid court
   t. Penalty: Immediate ejection.
   u. Penalty: Removed form that game for the rest of the night and the next game at that level

Officials

4. All unsporting acts have no place in our game. Act swiftly, be diligent, be objective, be observant. The Officials Code of ETHICS comes with big responsibilities. Proper sporting behavior is paramount in interscholastic education. If an ejection is eminent act professional, be swift, be decisive, and be correct. Officials are reminded that we DO NOT get involved in administrative actions. We call what we see, we react to the action and we document the action and words. Officials must be reminded that somewhere a recording device will be operating catching the action of the event. Make 100% sure you see the whole play and act accordingly.

Administration

5. All unsporting acts have no place in our game. Act swiftly, be diligent, be objective be observant. The Administration has the responsibilities to counteract this type of negativities directly in their home school with those who perform an unsporting act. Proper sporting behavior is paramount in interscholastic sports as well as proper disciplinary action.

The PIAA Sportsmanship Message will be read verbatim to both Head Coaches and Captains at the 4 minute mark prior to tip off.

"PIAA requires all registered sports’ officials to enforce the sportsmanship rules for coaches and contestants. Actions meant to demean opposing players, contestants, teams, spectators and officials are not in the highest ideals of interscholastic education and will not be tolerated. Let today’s contest reflect mutual respect. Coaches please certify to the contest official(s) that your contestants are legally
equipped and uniformed according to NFHS rules and PIAA adoptions. Good luck in today's contest."

In every interscholastic game we must be aware that officials are dealing with student athletes and coaches associated within an educational setting. To that point in every interscholastic event we have “teachable moments.” This may occur in a fleeting positive comment between student athletes or coaches and with the official, usually accompanied by a positive body image. But sometimes a teachable moment occurs in a negative and officials must be ready to handle those moments in a professional manner. When they occur take a deep breath, take a mental snapshot of the occurrence, and then proceed. Every official at every level of competition needs to read the Sportsmanship Message prior to the tip off to all Head Coaches and Captains. Each and every official needs to understand his or her responsibility to the game. The main focus is to put an end to the undesirable acts by coaches, players, and fans. That single defining objective is clearly stated and integrated in the PIAA Sportsmanship Message. Read it. Pass it out. We are charged with being the “keepers” of the game and its integrity. The educational goals of sportsmanship and the sporting behavior of Coaches, Players, and Spectators must reflect mutual respect. The educational outcome for student athletes, coaches, spectators, administrators, and officials must begin with knowledge, skills, values, and traits as they relate to sportsmanship in a highly competitive interscholastic event. To that end officials must be cognizant and focused on sporting behavior. Officials must put an end to undesirable acts in the education setting.

C: NFHS CASEPLAYS

Rule: 8.6.2 Free throw resuming play differences…

8.6.2 SITUATION C:

During the dead-ball period immediately following a goal by A1, B1 is charged with an unsporting technical foul for using profanity toward A1. A few seconds later, A2 is charged with an unsporting technical foul for taunting B1. Are free throws awarded or are the fouls considered to have occurred simultaneously with offsetting penalties?

RULING: The fouls did not occur simultaneously and free throws are awarded in the order in which the fouls occurred. Team A attempts their two free throws followed by Team B’s two attempts. Following the second attempt by Team B, they will have a throw-in from the division line opposite the table.(4-19-9, 10)

Rule: 9.3.3 Player runs OOB…
9.3.3 SITUATION D:

The score is tied 60 to 60 with four seconds remaining in the game. A1 has a fast break and is near the free-throw line on his/her way to an uncontested lay-up. B5 running down the court near the sideline, intentionally runs out of bounds in the hopes of getting a leaving-the-floor violation called.

RULING: B5’s intentional violation should be ignored and A1’s activity should continue without interruption.

COMMENT: Non-contact, away from the ball, illegal defensive violations (i.e. excessively swinging the elbows, leaving the floor for an unauthorized reason) specifically designed to stop the clock near the end of a period or take away a clear advantageous position by the offense should be temporarily ignored. The defensive team should not benefit from the tactic. If time is not a factor, the defense should be penalized with the violation or a technical foul for unsporting behavior. (10-1-8)

Rule: 5.6.2 Period ends...

5.6.2 SITUATION G:

The score is tied when A1 is fouled in the act of shooting and the try is unsuccessful. Playing time for the fourth quarter expires while the ball is in flight. No players are allowed along the lane. A1's first free-throw attempt is successful. Immediately following the made free throw the occupants of the Team A bench rush onto the court and a mini celebration takes place.

RULING: The second free throw is not required. No penalty unless the celebration or any act is unsporting and a foul is charged to Team A before the final score has been approved. (5-6-2 Exception 3)

Rule: 10.3.6 Unsporting Foul...

10.3.6 SITUATION C:

With 4 minutes remaining in the second quarter, B1 commits his/her third foul against airborne shooter A1; the try is unsuccessful. Team B's coach sends B6 to the scorer's table to replace B1 after A1’s first free-throw. B1's replacement may not enter the game until after A1’s first free throw. B1, disgusted with the official's call and realizing he/she will soon leave the game, goes and sits on the end of Team B's bench just after the official reports the foul.
RULING: B1 is assessed an unsporting technical foul for leaving the court for an unauthorized reason to demonstrate disgust. A1 will attempt the two shooting-foul free throws followed by any Team A member attempting the two free throws for the technical foul. (10-3-6i; 3-3-2)

Rule: 10.4.1 Unsporting Foul…

10.4.1 SITUATION F:

A1 is driving toward the basket for an apparent goal when the official, while trailing the play advancing in the direction in which the ball is being advanced, is cursed by the head coach or bench personnel of Team B. How should the official handle this situation?

RULING: The official shall withhold blowing the whistle until A1 has either made or missed the shot. The official shall then sound the whistle and assess the Team B head coach or bench personnel with a technical foul. If the official judges the act to be flagrant, the offender shall be ejected. If A’s coach or bench personnel was the offender, the whistle shall be sounded immediately when the unsporting act occurs. (10-4-1a)

Rule: 5.6.2 End of period, unsporting foul…

5.6.2 SITUATION H:

Team A is leading 61 to 60. B1 fouls A1 in the act of shooting as time expires. As the officials approach the scorer’s table, the Team A coach rushes the floor and begins screaming obscenities at the officials.

RULING: A flagrant technical foul is assessed to the Team A coach. The foul at the expiration of time is no longer ignored. The flagrant technical foul on the Team A coach created a false double foul situation, which may affect the outcome of the game. The penalties are administered in the order in which they occurred. With the lane cleared, A1 shoots two free throws for being fouled in the act of shooting. If both are successful, the game is over. If one or both are missed, an eligible player from Team B shoots the two technical foul free throws. The free throws will determine the outcome of the game or an extra period will be played.

COMMENT: Jurisdiction of the officials is terminated when all officials leave the visual confines of the playing area. While the preferred action would be for all officials to immediately leave the playing area, such an observable action by the coach should be penalized as unsporting or flagrant. (10-4-1c; 4-19-9; 5-6-2 Exception 3)
Rule: 2.8.1 Penalizing unsporting conduct…

2.8.1 SITUATION:

What guidelines should be exercised by the officials when spectators' actions are such that they interfere with the administration of the game?

RULING: The rules book states "the official may rule fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game." It is significant to note the word used is "may." This gives permission, but does not in any way imply that officials must call technical fouls on team followers or supporters for unsporting acts. Thus, while officials do have the authority to penalize a team whose spectators interfere with the proper conduct of the game, this authority must be used with extreme caution and discretion. While the authority is there, the official must rarely use it, because experience has demonstrated that calling hasty technical fouls on the crowd rarely solves the problem and may, in fact, result in penalizing the wrong team because the official may not have proper knowledge as to which team's supporters were responsible for the unsporting act.

COMMENT: Responsibility for the behavior of spectators is that of home or game management. The rules book stipulates that insofar as the management can reasonably be expected to control the spectators, it is its responsibility to do so. Home management has the responsibility of providing a site where the game can proceed in a sporting manner. If the conduct of spectators prohibits the orderly continuance of a game, the officials should have a representative of game management take whatever action is necessary. This may require the removal of a team follower(s). This can be done without charging the supporters' team with a technical foul. The advised procedure is for the official to notify game management as to which follower(s) must be removed from the site. The officials may stop the game until host management resolves the situation. Another problem arises when team supporters throw debris, paper, coins, ice or other items on the floor. If the official has positive knowledge as to which supporter(s) threw the items, the official should instruct game management to have the supporter(s) removed from the site. As in the previous case, this can be done without charging the supporters' team with a technical foul. If the official does not have positive knowledge, the official should instruct game management to make a public address announcement stating that the next time debris is thrown on the floor, it will result in a technical foul charged to that supporters' team and will also result in the supporter(s) being removed from the facility. If after the announcement, the situation is not brought under control, the officials may also stop the game until host management resolves the situation. In most situations, after an announcement has been made, game management is very aware of the problem and will usually have positive knowledge as to which supporter(s) threw the items on the floor. If the disruption is not
brought under control and the contest cannot safely continue, rather than assess several technical fouls, officials are advised to suspend the game.

Rule: 4.19.14 Unsporting foul defined…

4.19.14 SITUATION:

What type of foul is committed when: (a) during a dead-ball period A1 taunts B1; (b) B1 crosses the end line and fouls thrower A1; (c) immediately after the ball passes through the basket, airborne shooter A1 fouls B1; or (d) B1 reaches through the end-line boundary and slaps the ball from the hands of thrower A1.

RULING: It is an unsporting technical foul in (a) and an intentional personal foul in (b). There is no score in (c), as A1 has committed a player-control foul. The foul in (d) is a technical foul charged to B1.

Rule: 2.8.1 Officials’ duty to penalize unsporting conduct…

2.8.1 COMMENT:

Unsporting tactics, in general, involve relationships between opponents, between the players and officials, between the spectators and officials, between the players and spectators, between the coaches and spectators, and between coaches and officials. In some situations, it can also apply to the relationship of a player to teammates, and to the coach and members of the team. For example, profanity on the part of a participant, coach or member of the team is considered to be an unsporting act, whether or not the profanity is directed at any individual or is merely a means of "letting off steam." (10-1-8; 10-3-6; 10-4-1)

Rule: 2.11.11 Scorers duties…

2.11.11 SITUATION:

Team A's scorebook is the official scorebook for the game. Team A's scorer is requested by Team A's head coach to bring the scorebook to the locker room at halftime to review several pieces of information.

RULING: Prohibited; the scorebook shall remain at the table throughout the game, including all intermissions. There is no specific penalty for removing the scorebook; however, if the officials believe the scorebook was removed as an unsporting act, it could be penalized accordingly. (10-1-8; 10-3-6; 10-4-1)
Rule: 4.34.2 Bench Personnel…

4.34.2 SITUATION:

The third quarter ends; as the teams are heading to their respective benches, team members A1 and B1 verbally taunt one another.

RULING: Double technical foul charged to A1 and B1. During the intermission between quarters, all team members are bench personnel for the purpose of penalizing unsporting behavior. Both head coaches are indirectly charged with technical fouls and lose their coaching box privileges. Play will resume at the point of interruption, which is an alternating-possession arrow throw-in, to begin the fourth quarter. (10-4-1c Penalty; 10-5-1a)

Rule: 3.3.7 Bleeding player…

3.3.7 SITUATION B:

A1 discovers she is bleeding and intentionally wipes blood on the arm of both B4 and B5. In (a) neither the referee or umpire observes the bleeding or the action of A1; (b) U1 observes that A1 is bleeding from a cut on her arm; (c) U1 observes B4 and B5 with blood on their arm; or (d) U1 observes A1 bleeding, and observes A1’s action of wiping blood on the arm of B4 and B5.

RULING: In (a), A1 must leave the game when the bleeding is discovered; (b) A1 must leave the game when bleeding is observed; (c) B4 and B5 must leave the game when blood is observed on their person; (d) A1, B4 and B5 must leave the game and, A1 is charged with a technical foul for an unsporting act. If in the judgment of U1 the actions of A1 were flagrant, A1 would be disqualified from further competition. Any player or legally entering substitute may attempt the two free throws, after which B will have the ball for a division line throw-in. In all situations, a team may call a time-out to keep a player in the game.

Rule: 8.2 Personal foul free throw, who may attempt…

8.2 COMMENT:

When A1 is designated to attempt a free throw(s), no other player shall be permitted to make the attempt unless A1 is injured or disqualified prior to the attempt. If the wrong
player attempts the free throw, it may be corrected as prescribed in Rule 2, Section 10. In certain situations, the attempt by the wrong player may be due to a justifiable misunderstanding. In such case, there should be no penalty. But, if it is a situation in which it is reasonable to expect the player to know that he/she is not the proper one to attempt the free throw, a technical foul for unsporting conduct shall be called. In this situation, the proper player is entitled to his/her free throw(s) which will be followed by the administration of the technical foul. (10-3-6f)

Rule: 10.3.6 Unsporting technical foul...

10.3.6 SITUATION B:

A1 has the ball out of bounds for a designated spot throw-in. B1 is putting great pressure on and the count is at four seconds when A1 throws the ball and it strikes B1’s face. The ball rebounds from B1’s face directly out of bounds.

RULING: The administering official will have to make a decision based upon a number of observations. Was the throw-in to B1’s face purely accidental or was it a voluntary, planned act? Was the ball contact caused by the movement of the defender? Was the act of an unsporting nature? The administering official must be aware that players often react negatively in situations where they are frustrated or are retaliating for something which happened earlier in the game.

Rule: 4.34.3 sub becomes player...

4.34.3 SITUATION:

Substitute A6 reports to the scorer to replace player A1 and awaits entry to the game. The U2 beckons A6 onto the court, and (a) A6 enters the court to participate; (b) A6 enters the court and commits an unsporting, non-contact foul; or (c) A1 swears at the official while heading to the bench.

RULING: A6 became a player upon being beckoned by the official and entering the court. Legal in (a). In (b) A6, now a player, is penalized with a technical foul which is added to the team foul total. In (c) A1, now bench personnel, is penalized with a technical foul, which is added to the team foul total and also charged as an indirect technical foul to the head coach resulting in the loss of coaching-box privileges.

Rule: 10.5 Head Coaches Rule...

*10.5 SITUATION:
(a) The head coach is charged (directly or indirectly) with a third technical foul, or a second direct technical foul; or (b) A1 commits a flagrant technical foul against B1.

RULING: In (a), the coach shall leave the vicinity or the playing area and have no further contact with the team. The official has no option and may not set aside the provision which requires removal. This also applies to all adult bench personnel who receive two technical fouls. In (b), the flagrant technical foul disqualifies A1 from further participation in the contest. A disqualified team member or student bench personnel shall go to or remain on the bench. However, in an unusual situation, an official has the authority to require that these individuals who have committed a flagrant technical foul must leave the vicinity of the court. This action is necessary when permitting such offenders to remain at courtside would tend to incite the crowd, to incite the opponents, or to subject the officials, opponents or others administering the game, to unsporting harassment. In such circumstances, the official should require the individual who has committed a flagrant foul to leave the vicinity of the court with an adult supervisor. It must be emphasized that an official does have this authority, when the circumstances resulting from any flagrant foul warrant it. (10-5 Penalty Note)

Rule: 10.3.6 Unsporting foul...

10.3.6 SITUATION A:

Does holding or moving a hand or hands in front of the face of a player who has the ball, by an opponent who is in a legal guarding position, constitute unsporting tactics?

RULING: Yes. The described action is illegal. It is unsporting for a guard to take a position behind a post player, or to take a position facing an opponent, or to take a position with his/her back to the ball and facing the opponent and then in either case, wave or hold the hands in front of the opponent’s eyes so that the opponent cannot see. Holding or waving hands near the eye for the ostensible purpose of obstructing an opponent’s vision is unsporting. (10-3-6c)

Rule: 10.1.8 Unsporting foul...

10.1.8 SITUATION:

Immediately following a goal or free throw by Team A, A1 inbounds the ball to A2 and A2 subsequently throws the ball through A’s basket.

RULING: The following procedure has been adopted to handle this specific situation if it is recognized before the opponents gain control or before the next throw-in begins: (a) charge
Team A with an unsporting technical foul; (b) assess a delay-of-game warning for interfering with the ball after a goal; (c) cancel the field goal; (d) cancel any common foul(s) committed and any non-flagrant foul against A2 in the act of shooting; and (e) put "consumed" time back on the clock.

COMMENT: If there is no doubt the throw-in was a result of confusion, the entire procedure would be followed except no unsporting team technical foul would be charged. A team technical would be assessed if the team had received a previous delay warning. This procedure shall not be used in any other throw-in situation in which an official administers the throw-in and a mistake allows the wrong team to inbound the ball. (4-47-3; 7-6-6; 10-1-5d)

Rule: 2.10.4 Correctable Error…

2.10.4 SITUATION A:

A1 is fouled by B1 during a field-goal try which is successful. A2 is erroneously awarded the free throw. While A2’s successful attempt is in the air: (a) B1 fouls A3; or (b) B1 intentionally fouls A3. Prior to the ball becoming live, the coach of Team B properly asks the referee to correct the error of awarding the free throw to the wrong player.

RULING: The free throw by A2 is canceled and A1 will properly attempt the free throw which should have been awarded originally. The common foul by B1 in (a) is canceled. The intentional foul in (b) cannot be canceled. In (b), the game continues with the administration of the two free throws to A3 resulting from the intentional foul by B1. Team A will then be awarded the ball for a throw-in. If the corrected error is a free throw by the wrong player, at the wrong basket or the awarding of an unmerited free throw, the free throw and the activity during it other than unsporting, flagrant, intentional or technical fouls are canceled.
LESSON #10:

A. Receiving a Pass: Time and Distance:
   1. The guard must give the opponent the time and/or distance to avoid contact.
   2. The distance needed is a maximum of two strides.
   3. It is also important to note that if the opponent is airborne, the guard must have obtained the legal defensive position prior to the opponent leaving the floor.
   4. If an airborne player gains possession of the ball, returns to the floor, and takes one step and crashes into the torso of an opponent, it is a player control foul.

B. "Bumping the Cutter:"
   1. Excessive contact is occurring when players cut through the lane.
   2. Offensive players are being held, tripped, elbowed, and illegally blocked while attempting legal offensive moves.
   3. Illegally impeding a player who is attempting to move through the lane leads to progressively rougher play.
   4. It is imperative for the off-ball official to observe action on the cutter.
   5. No displacement of a cutter.

C. Loose Ball Contact:
   1. A key to judging whether or not contact on a loose ball play is legal hinges on when players get to the loose ball.
   2. When two opponents reach a spot on the floor at the same time, contact should be ruled incidental.
3. When one player is making an attempt to reach or actually reaches for the loose ball and then an opponent dislodges or displaces the first player, a foul has occurred.

4. Failure to call a foul when one player "piles" on top of the opponent will create retaliatory fouls.

5. "Going for the loose ball" is not a license for illegal contact.

D. Game-Ending Procedures:

1. During time-out situations, the reporting official should check with the scorer to see that the scorebook is correct, number of time-outs remaining for each team, and number of team fouls for bonus or two shot free throws.

2. The timer should be reminded to watch the officials to see the clock-start and clock-stop signals.

3. Officials should remind each other of last second shot responsibility (trail in 2-person and Opposite in 3-person).

4. Following the game-ending horn, the referee should give a look to the scorer to verify everything is correct, then leave the floor with his/her partner(s).

5. The officials’ jurisdiction ends and the final score have been approved when all officials leave the visual confines of the playing court.

E. Continuous Motion:

1. The "continuous motion" continues to cause misunderstandings among players, coaches, officials, and spectators.

2. A player who has started the motion for a try is permitted to complete normal foot and arm movement while holding the ball.

3. The shooter only has to merely begin the shooting motion in visual as in "continuous motion."
4. Continuous motion ceases when the ball is tapped to the floor after movement for a try has started.

5. Too many times an official will call a foul on the defense when the try has started and then rule that the shooter was still on the floor when fouled when, in fact, the shooter was in "continuous motion."

6. Continuous motion also applies to a free throw try even if a foul occurs after A1 has started the free throw shooting motion.

7. On a tap for goal, the motion does not begin until the ball is touched.

8. If a player is in "continuous motion" mode and time expires while the ball is in the shooter's hand(s), then the basket cannot be counted if scored.

F. Closely Guarded:

1. A closely guarded situation occurs when a player in control of the ball in his/her team’s front court is guarded by an opponent who is within six feet of the player who is holding or dribbling the ball.
   
   a. Immediate switch by guarding opponents’ continue the count.

2. A player shall not while closely guarded:
   
   a. In his/her front court, hold the ball for five seconds or dribble the ball for five seconds.

   b. In his/her front court, control the ball for five seconds in an area enclosed by screening teammates.

   c. A closely guarded count shall be terminated during an interrupted dribble.
G. Team Control Fouls:

1. A new definition for a team control foul was added and makes the penalty consistent with a player-control foul.
   
a. Changed the penalty to a throw-in for a team control foul in all cases.
   
b. There is no team control on a:
      
      (1) Shot or tap
      
      (2) Jump ball

H. Double Personal/Double Technicals/Simultaneous Fouls:

1. Changed the penalty for double personal, double technicals, and simultaneous fouls from an alternating possession throw-in to resuming play from the point of interruption (POI).

2. If a double foul occurs during a try or tap which is unsuccessful, then use the alternating possession arrow (AP).

I. Leaving the Court:

1. Changed the penalty for leaving the court to avoid a screen or running out-of-bounds to gain an advantage from a technical foul to a violation.

a. Throw-in is awarded to opponents at the spot where the player left the floor.

b. Violation occurs as soon as player leaves the court.
LESSON #11:

A. In Bounds/Out of Bounds:

1. A player who is dribbling (player control) and steps out of bounds during the dribble, even though he/she is not touching the ball at the time has violated.

2. A player who is holding the ball and steps out of bounds has obviously violated.

3. A player who is dribbling when the ball hits his/her foot and bounces away from the player (interrupted dribble) and touches a boundary line on the way to retrieve the ball has not violated.

4. A player who bats the ball inbounds while his/her momentum carries him/her out-of-bounds and returns inbounds and possesses the ball has not violated.

B. Basket Safety Strap:

1. Each basket ring shall be securely attached to the backboard with a ring-restraining device.

2. Such device shall ensure that the basket stays attached in the event that a glass backboard breaks.

3. A note was added recommending that basket rings be inspected for rules compliance

4. School administrators should include this inspection with their regularly scheduled facility review.

C. Possession Arrow Shall Be Located at the Scorer's Table:

1. Some facilities are not placing a "possession arrow" at the table.

2. They are utilizing the possession indicator on the scoreboard.
3. Due to the fact that the scoring table is the center of all official action; i.e., foul reporting, substitutions and time-out reporting, it is mandatory that a possession arrow be located at the table.

D. Designated Spot:

1. The spot is a three-foot wide area and as deep as the court will allow.

2. The player must keep one foot on or over the three-foot area.

3. Movement within this area with both feet is legal.

4. The thrower may shuffle both feet or/and jump repeatedly in an effort to inbound the ball.

5. If the thrower leaves the designated area, the proper signal is (#7), not the traveling signal.

6. The thrower must release the ball into the court within five seconds.

E. Procedure for Handling a Disqualified Player or Coach:

1. A player is disqualified for:
   a. Five personal fouls.
   b. Four personal fouls and one technical foul.
   c. A flagrant personal or technical foul.
   d. Two technical fouls.

2. The official must notify the coach, scorer, and the player when a player is disqualified/ejected.

3. The player is disqualified/ejected to the bench.
4. The coach is ejected for:
   a. Three indirect technical (must).
   b. Two direct technical (must).
   c. A flagrant technical foul (must).

5. The official must notify the coach and he/she must leave immediately.

6. The coach must leave the gymnasium (may go to the locker room or outside, but must not be visible anywhere in the gymnasium).

7. PIAA must be notified within 24 hours with a submission of ejection report.

F. Block/Charge:

1. To obtain an initial guarding position on a player with the ball, the defender must:
   a. Get to the spot first without contact.
   b. Have both feet touching the floor initially.
   c. The defender must be initially facing the opponent.

2. Once the initial guarding position has been obtained, the defender may move laterally or at an angle or backwards in order to maintain a legal guarding position.

3. A defender may turn or duck to absorb the shock of imminent contact (player control).

4. A player is never permitted to move into the path of an opponent after the opponent has jumped into the air (blocking).

5. A player who extends an arm, shoulder, hip or leg into the path of
an opponent and causes contact is not considered to be in a legal guarding position (blocking).

6. Time and distance are of no consequence when an opponent has the ball.

7. If the offensive player gets his/her shoulders past the front torso of the defender and contact occurs, blocking is the proper call.

8. When an offensive player receives a long pass with his/her back turned and places one foot on the floor and then crashes into a legally set defender, it is a player control foul.

9. A real concern is when players get knocked to the floor and no call is made.

G. **Sportsmanship:**

1. Over the past 30 years, there has been an unacceptable decline in sportsmanship at all levels of basketball.

2. Taunting or criticism of players, coaches, or game officials are not an acceptable “educational experience” at the high school level.

3. Messages must be sent to all concerned that disrespectful behavior at contests will not be tolerated.

4. School and game officials must step forward and remove players, coaches, and spectators displaying unacceptable behavior from further participation until such time that a school can be assured no further problems will occur.

5. Athletic administrators must increase their efforts to promote good sportsmanship.

6. **OFFICIALS MUST READ THE FOLLOWING SPORTSMANSHIP STATEMENT VERBATIM TO CAPTAINS AND HEAD COACHES PRIOR TO GAMES AT ALL LEVELS.**
PIAA requires all registered sports’ officials to enforce the sportsmanship rules for coaches and contestants. Actions meant to demean opposing contestants, team, spectators, and officials are not in the highest ideals of interscholastic education and will not be tolerated. Let today’s contest reflect mutual respect. Coaches please certify to the officials’ that your players are legally equipped and uniformed according to NFHS rules and PIAA adoptions. Good luck in today’s contest.

For distribution purposes, this message is printed on the back of all PIAA registered sports officials’ identification cards. Chapter interpreters are requested to remind all officials to read this message at each contest they officiate.
LESSON #12:

A. Rough Play:

1. The committee is concerned with keeping skill and finesse as part of the game of basketball and not letting the physical player overtake the game.

2. Too many officials continually give verbal caution to players in an effort to discontinue rough play such as pushing, shoving, and hand checking.

3. Defenders are not permitted to have hands on the dribbler. Any tactic using the hands, arms, or body to “control” (hold, impede, push, direct, slow, or prevent) the movement of an opposing player is a foul.

4. Post Play:

a. Do not allow the defensive player to push or knee the post player out of his/her position.

b. Do not allow the post player to use the swim stroke motion to move the hand and arm of the defensive player.

c. Do not allow the post player to use his/her free arm to push or hook the defensive player on his/her move to the basket.

d. Do not allow the post player to back up the defensive player in an attempt to receive a pass for an easy basket.

e. The key word is DISPLACEMENT! If a player is displaced, it is a foul.

f. This applies to both offensive and defensive players, whether or not it is a knee or “swim” maneuver.

g. All the above instigate more physical contact which results in rough play and possibly even an altercation.
5. **Rebounding:**

   a. Some of the pushing and shoving on rebounding situations resembles a "combat zone."

   b. Elbows are flying and bodies are being forced to positions from which they can make no play on the ball.

   c. Boxing out is a legal maneuver if it is done correctly.

      (1) The player may spread his/her stance and have his/her elbows out parallel to the floor (must be stationary).

      (2) The player may not move back into the opponent and move the opponent from his/her original spot (dislodging an opponent is a foul).

      (3) The player who has inside rebounding position may not jump back into an opponent who is jumping vertically into the air to obtain a rebound (principle of verticality).

      (4) The opponent being boxed out has a right to his/her position and should not be pushed from that spot.

      (5) A player has the right to any spot on the floor he or she may get to legally. (To obtain or maintain a legal rebounding position, a player may not displace charge or push an opponent.)

B. **Dribbling:**

   1. A dribble is a movement caused by a player in control who bats (intentionally strikes the ball with the hand(s) or pushes the ball to the floor once or several times.

   2. The dribble may be started by pushing, throwing, or batting the ball to the floor before the pivot foot is lifted.
3. During a dribble the ball may be batted into the air provided it is permitted to strike the floor before the ball is touched again with the hand(s).

4. The dribble ends when:
   a. The dribbler catches or causes the ball to come to rest in one hand or both hands.
   b. The dribbler palms/carries the ball by allowing it to come to rest in one or both hands.
   c. The dribbler simultaneously touches the ball with both hands.
   d. The ball touches or is touched by an opponent and causes the dribbler to lose control.
   e. The ball becomes dead.

C. Illegal Dribble:

1. A player shall not dribble a second time after his/her first dribble has ended, unless it is after he/she lost control because of:
   a. A try for goal.
   b. A touch by an opponent.
   c. A pass or fumble which has then touched or been touched by another player.

Penalty-The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. (During an interrupted dribble, if the player catches up to the ball and is able to continue his/her dribble, that would be legal; however, he/she may not pick the ball up and start another dribble.)
D. **Interrupted Dribble:**

1. There can be no player control foul (common, intentional or flagrant).

2. Player may not call a time-out to avoid losing the ball or to prevent the ball from rolling out-of-bounds.

3. If in the frontcourt, the three-second count will continue.

E. **Body Marks:**

1. Committee is urging administrators and coaches to step up and not allow players to adorn themselves with unnecessary markings.

2. The committee was unanimous in agreeing this fad of temporary adornments, such as tattoos and body paint, had a negative impact on the game and that it is an issue, which needs to be addressed.

3. The committee also realizes that officials should not be put on the line to determine what is objectionable and what is not.

4. However, in cases where there are displayed outright vulgarities, obscenities, taunting, or baiting marks or attacking one's religion, the officials will not allow that player to participate unless those are removed or covered.

F. **Grasping the Basket:**

1. Hanging on the ring after dunking has become commonplace.

2. The exception has increased the problem.

3. Returning to the floor in slow motion when there is no possibility of injury is illegal.
   
   a. Hanging on could be considered a form of taunting and baiting.

   b. Pulling oneself up in a chinning motion.
c. Swinging and turning one’s body.

4. Many officials do not penalize because they feel that the grasping may have been done to prevent injury (it should not be used as a "catch all" justification to grasp the ring).
LESSON #13:

LEARNING GOAL: Officials will be able to: Define a tap, relate the process for granting and administering a 30 second timeout, explain the restrictions during a foul shot, and name the penalty for locking arms or grasping a teammate in an effort to restrict movement of an opponent.

A. Redefined a Tap To Be Similar To a Try For Goal:

1. A tap for goal is the contacting of the ball with any part of a player’s hand(s) in an attempt to direct the ball into his/her own basket.

2. The tap starts when the player’s hand(s) touches the ball.

3. A tap for goal shall be considered the same as a try for goal.

4. If a player is fouled while tapping the ball, free throws will be awarded similar to a try, depending on whether or not the tap results in a goal.

5. If a tapper is fouled before returning to the floor, award two shots if missed.

6. If an airborne tapper fouls a defensive player before returning to the floor, it is a player control foul and the goal, if made, would not count.

B. Thirty Second (30) Time-outs:

1. A head coach or player on the floor may request a time-out.

2. If the coach does not indicate a 30-second time-out, the official will assess a full time-out, if available.

3. Two 30-second time-outs are available to each team in addition to their full length time-outs.

4. 30-second time-outs may be used anytime throughout the game or during any overtime period.
5. Once reported, the time-out is charged as either a 30-second time-out or a full length time-out and will not be changed.

6. A full length or 30-second time-out may be requested when successive time-outs are allowed.

7. If a team calls a time-out and does not have that specific time-out available but has the other, an excessive time-out will be averted.

8. The request for a time-out relative to a correctable error or to prevent timing or scoring or alternating possession error is always a full-length time-out if the error is not correctable. However, a 30-second time-out may be charged for this purpose if it is the only time-out available.

9. Once the players are in front of their respective benches, instruct the timer to start the 30-second time-out (timer will signal a warning at 15 seconds and a second horn to begin play at the 30-second mark).

10. Players shall remain standing during a 30-second time-out.

11. Administering official shall use the resuming-play-procedure to put the ball in play following the horn, which ends the time-out.

C. Free Throw Restrictions:

1. Restrictions on movement of players along the lane are in effect until the ball is released, or until the free throw ends.

2. Players occupying marked lane spaces may not enter the free-throw semi-circle until the ball touches the ring or the free throw ends.

3. If a teammate of the free thrower breaks the plane before the ball is released, it is a violation (immediately, blow the whistle which negates that free throw).

4. If an opponent of the free thrower breaks the plane before the ball is released, it is also a violation. Proper procedure is holding the whistle and use the delayed violation signal {fist}, wait to see if the
try is made or missed. If made, ignore the violation, and if missed, blow the whistle and give the shooter a substitute free throw.

5. If an offensive player violates the lane provisions and then an opponent violates, it is a violation against the offensive player (the ball became dead as soon as the offensive player violated).

6. If a defensive player violates and then an offensive player violates, penalize only the defensive player.
   a. A second lane line violation is often the result of faking or has little or no effect on the shooter.
   b. Only penalize the first violation.

7. **9-1 Penalties 4b** If the second violation is by the free thrower or a teammate behind the free-throw line extended and/or the three-point line, both violations are penalized, as in penalty item 3.

**D. Locking Arms:**

1. Players shall not lock arms or grasp a teammate(s) in an effort to restrict movement of an opponent.

2. The technique is reportedly being used in some screening situations and could become a problem if not prohibited immediately.

3. Player who locks arms or grasp a teammate will have a technical foul charged to his/her team.

4. This action by a teammate(s) is not a legal guarding or screening position and must be penalized when it occurs.

5. The opponent(s) does not have to initiate contact before it becomes a foul (whenever the tactic is used, it is a team technical foul).
LESSON #14:

A. Uniforms, Equipment and Apparel

Uniforms:

1. Team jersey color and design shall adhere to the following:
   
a. The torso of the team jersey shall be the same single color for all team members.
   
b. The torso color for the home team must be white. The torso color for the visiting team shall be a dark contrasting color, of which it is recommended that the darker torso color be the darker color of the school’s color scheme or black.
   
c. There are no color or design restrictions on the jersey from the imaginary line at the base of the neckline to the top of the shoulder and in the corresponding area on the back of the jersey.
   
d. Side inserts shall be no more than 4 inches in width (2 inches on each side of the seam) and shall be the same for all team members and shall be centered vertically below the armpit. There are no color or design restrictions.
   
e. Trim, piping or any accent color differing from the torso color shall not exceed one inch around the arm openings, except as in item c above.

2. Logos, flags and patches shall adhere to the following:
   
a. A visible manufacturer’s logo not exceeding 2¼ square inches in any dimension is permitted on the team jersey. The manufacturer’s logo may be located no more than 5 inches below the shoulder seam on the front of the jersey, no more than 2 inches from the neckline on the back of the jersey, or it may be located in either side insert.
   
b. The American flag may be worn anywhere on the team jersey provided it does not exceed 2 x 3 inches and does not interfere with the visibility of the player’s number.
   
c. One commemorative patch may be worn on the jersey. The patch shall not exceed 4 square inches, shall not be a number and must be located
on the neckline or in the side insert.

d. A school or conference logo or mascot may be located at the apex/opening of the neckline, or above it, in the corresponding area on the back of the jersey, and/or in either side insert.

3. Numbers shall adhere to the following:

   a. Team jerseys shall include the team member’s number, shall be at least 6 inches high on the back of the uniform, shall be at least 4 inches high on the front of the uniform, and not less than ¾ of an inch in width excluding the border.

   b. The number shall be centered both vertically and horizontally on the portion of the jersey that is intended to be visible.

   c. The number on the front and back of the jersey shall be the same color and style.

   d. Each team member shall be numbered on the front and the back of the team jersey with plain Arabic numerals. The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54 and 55. NOTE: Although both 0 and 00 are legal numbers, a team member list may not have both of these numbers.

   e. No more than 3 colors may be used on the number. The style of the number must be clearly visible and conform to one of the following:

      i. A solid contrasting color with no more than two solid color ¼ inch borders around the entire number. If the team jersey color is used as a border, it must be counted as one of the allowed colors.

      ii. The team jersey color itself when bordered with not more than two ¼ inch solid borders contrasting with the team jersey color.

      iii. A solid contrasting color with a “shadow” trim of a contrasting color on part of the number not to exceed ½ inch in width and may be used with a ¼ inch border.

4. Identifying names shall adhere to the following:

   a. If used, lettering with team names and/or abbreviations, or team member’s names, must be placed horizontally on the jersey.
b. Lettering above a number may be arched, but the first and last letters must be on the same horizontal plane, and that plane shall not be below a plane extending through the top of the number.

c. Lettering below a number must have the first and last letter on the same horizontal plane, and that plane shall not be above a plane extending through the bottom of the number.

d. Any point on any letter shall not be closer than one inch to any point on any number.

e. Any form of decorative accent (i.e., paw, halo, star) in an identifying name or abbreviation is only permitted if that name or abbreviation is located above the number.

f. If a tail is used in the lettering of an identifying name or abbreviation, that name or abbreviation must be located below the number.

5. Uniform pants/skirts shall have only one visible manufacturer’s logo, trademark or reference. The size of that logo, trademark or reference is limited to 2¼ square inches, and shall not exceed 2¼ inches in any dimension. Rolled shorts which reveal a logo or drawstring are not permitted.

Equipment and Apparel:

1. The referee shall not permit any team member to wear equipment or apparel which, in his/her judgment, is dangerous or confusing to other players, or is not appropriate. NOTE: State Associations may authorize exceptions to NFHS playing rules in order to provide reasonable accommodations to individual participants with disabilities, special needs or unique and extenuating circumstances. The accommodations should not fundamentally alter the sport or heighten risk to that athlete or others, or place an opponent at a disadvantage.

2. Guards, casts and braces must meet the following guidelines:

   a. A guard, cast or brace made of a hard and unyielding substance shall not be worn on the elbow, hand, finger/thumb, wrist or forearm, even though covered with soft padding.

   b. A guard, cast or brace made of a hard and unyielding substance on the upper arm or shoulder must be padded with a closed-cell, slow recovery
foam padding no less than ½ inch thick.

Knee and ankle braces which are unaltered from the manufacturer’s original design and production are permitted and do not require any additional padding or covering, nor do the braces need to meet color restrictions.

c. A protective face mask may be worn and made of hard material, but must be worn molded to the face without any protrusions.

d. Must be worn for medical reasons.

3. Arms sleeves, knee sleeves, lower leg sleeves and tights are permissible as such:

a. Anything worn on the arm and/or the leg is a sleeve, except a knee brace. 3-5-3 NOTE 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.

b. Sleeves shall meet the color restrictions of being black, white, beige or the predominant color of the uniform.

c. All sleeves, including tights, shall be the same solid color for all team members.

d. All sleeves must meet the size restriction of a manufacturer’s logo limited to 2¼ square inches and shall not exceed 2¼ inches in any dimension.

4. Wristbands and headbands shall meet the following guidelines:

a. Headbands and wristbands shall be black, white, beige or the predominant color of the uniform and shall be the same for each item and all participants. All wristbands and headbands must meet the size restriction of a manufacturer’s logo limited to 2¼ square inches and shall not exceed 2¼ inches in any dimension.

b. A headband is defined as any item that goes around the entire head. If worn, only one headband is permitted per participant, it must be worn on the forehead/crown, it must be non-abrasive and unadorned, and it must be a maximum of 2 inches wide.
c. If worn, only one wristband is permitted on each arm, each wristband must be worn below the elbow, wristbands must be moisture absorbing, non-abrasive and unadorned, and each wristband must be a maximum of 4 inches wide.

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

e. Head decorations and headwear, other than those allowed in d above, are strictly prohibited. NOTE: A player may wear items to cover the head on an individual basis for medical, cosmetic, or religious reasons.

5. Equipment which is unnatural and/or designed to increase a player’s height or vertical reach or to gain a competitive advantage shall not be permitted. Equipment nor apparel shall not be modified from the original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

6. Undershirts 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, the sleeves shall be the same length. A visible manufacturer’s logo, trademark or reference is permitted on the undershirt.

7. Compression shorts are considered tights and may be any length. They must meet the color restrictions of all other sleeves/tights. All compression shorts must meet the size restriction of a manufacturer’s logo limited to 2¼ square inches and shall not exceed 2¼ inches in any dimension.

8. Jewelry is prohibited. Religious and medical alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical alert medal must be taped and may be visible.

RELIGIOUS HEADWEAR GUIDELINES

Religious headwear is permitted provided it is not abrasive, hard, or dangerous to the participant and any other player and must be attached in such a way it is highly unlikely to come off during play. Religious headwear does not need to comply with any of the color restrictions defined in applicable sport uniform codes.

Religious headwear in swimming and diving and wrestling must comply with the safety standards of the sport and be approved by the head coach and contest referee.

Hijabs, turbans and yarmulkes are acceptable types of religious headwear.
Manufacturer's Logo, Trademark and Reference:

1. One visible manufacturer’s logo, trademark or reference, or a school logo or mascot is permissible on the wristbands, headbands, compression shorts and arm and leg compression sleeves. The size of these items is limited to 2¼ square inches and shall not exceed 2¼ inches in any dimension on any item.

Safety Concerns: The referee shall not permit any team member to participate if, in his/her judgment, any item constitutes a safety concern, including but not limited to a player’s fingernails or hairstyle.
Uniform, Equipment and Apparel Related Links:


B. Substitution Procedures

1. A substitute who desires to enter the contest shall report to the scorer and provide the scorer with his/her number.

   a. Between quarters, at halftime and during a time-out, the substitute must report to, or be in position to report to the scorer prior to the warning signal. The warning signal is sounded 15 seconds prior to the end of the intermission or time-out. **NOTE:** When a substitute has not properly reported, the players in the game at the conclusion of the quarter or when the time-out was granted will begin play upon resumption.

   b. Substitutes between halves may be made by the substitute or a team representative.

   c. During multiple free throws resulting from personal fouls, substitutions may be made only prior to the final attempt in
the sequence, or after the final attempt is successful.  

**NOTE:** When a player is required to be replaced prior to administering any free throws, then all substitutes who have legally report may also enter the game.

d. If entry is at any time other than between quarters, and a substitute who is entitled and ready to enter reports to the scorer, the scorer/timer shall use a sounding device or game horn if or as soon as the ball is dead and the clock is stopped to allow the substitute to enter the game.

2. The substitute shall remain outside the boundary line until the official beckons the substitute, and the substitute must immediately enter the game. All substitutes are required to report to a designated spot on the floor in front of the scoring table marked with an “X” while the ball is live or the clock is running. If a substitute is replacing a player involved in a jump or a free throw, the substitute must wait until the next opportunity unless he/she can enter under the Rules (i.e., Injured Player shooting a Free Throw).

3. 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. A player on the court becomes bench personnel after his/her substitute becomes a player, or after notification to the Head Coach that the player has been disqualified.

4. A player who has been replaced or directed to leave the game may not re-enter the game before the next opportunity to substitute after the clock has been started properly following his/her replacement.

5. A player not wearing his/her uniform correctly (i.e., pants above the hip, shirts tucked in) shall be directed to leave the game. A charged time-out will not allow the player to remain in the game in this situation.

6. A player who has been injured to the extent that the Head Coach or any other bench personnel is beckoned and comes on the floor shall be directed to leave the game. A charged time-out in this instance will allow the player to stay in the game provided that player is ready to play at the expiration of the time-out.
7. A player who is bleeding, has an open wound or has any amount of blood on his/her uniform or person shall be directed to leave the game. A charged time-out in this instance will allow the player to stay in the game provided that the situation is corrected by the expiration of the time-out. **NOTE:** If two opponents are directed to leave the game because of injury/blood, each team must request its own time-out in order to allow that player to remain in the game. In such an instance, the time-out must be requested prior to the replacement interval begins.

8. Any player who exhibits signs, symptoms or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate health care professional.

**Noteworthy:**

1. Bench personnel must remain seated at all times except to react simultaneously to an outstanding play, during time-outs and halftime and between quarters.

2. During a Technical Foul situation, substitutes can be beckoned to enter before the first or second free throw.

**C. Counting Situations**

1. Violations are called when players and/or teams fail to perform required acts within the allotted timeframe.

   a. Advancing the ball from backcourt to frontcourt within 10 seconds.

   b. A player in control of the ball in the frontcourt while being closely guarded for 5 seconds

   i. A player may legally hold the ball for 4 seconds, dribble the ball for 4 seconds, and hold the ball again for 4 seconds in the frontcourt without being in violation of the Closely Guarded Rule.

   c. Offensive players remaining in their lane area for three full seconds when the ball is in their frontcourt. **NOTE:** This 3 second count will be suspended if a player obtains the ball
and makes a direct move toward the basket even if more than 3 seconds have elapsed, provided if that player finishes with an attempt for goal. If that player pulls up and/or passes the ball, a 3 second violation has occurred and should be called immediately.

d. Throw-in time limitation is 5 seconds for the thrower-in to release the ball on a throw-in.

**D. Hand Checking**

Hand checking is defined as a player making contact with an opponent by illegally using his/her hands or arms to impede the normal progress or freedom of movement of that opponent. Hand Checking allows a player to obtain and/or maintain an advantageous position against an opponent, and occurs on players both with and without the ball, moving both East-West as well as North-South. This illegal use of hands is not incidental contact and must be called a foul.

1. Effective with the 2014-15 season, four specific illegal acts constitute a foul (by Rule) (10-6-12) when committed against a ball handler/dribbler:

   a. Placing two hands on the player

   b. Placing an extended arm bar on the player

   c. Placing and keeping a hand on the player

   d. Contacting the player more than once with the same hand or alternating hands

**Related Links:**

1. [https://www.youtube.com/watch?v=P8rcwmEH0zM](https://www.youtube.com/watch?v=P8rcwmEH0zM)

2. [https://www.youtube.com/watch?v=1iMZ1Uz9rl](https://www.youtube.com/watch?v=1iMZ1Uz9rl)

3. [https://www.youtube.com/watch?v=BQQDghlQMxw](https://www.youtube.com/watch?v=BQQDghlQMxw)

4. [https://www.youtube.com/watch?v=WiK5c1QliI](https://www.youtube.com/watch?v=WiK5c1QliI)
LESSON #15:

A. Equipment and Safety:

1. The shirt:
   a. Since the 2007-2008 season, the home team must wear white shirts and the visitors’ dark-colored shirts.
   b. Numbers 1 and 2 are legal numbers and may be used for jerseys.
   c. Numbers on the front and back shall be the same in color and style.
   d. One-half inch trims on part of the numbers.
   e. Commemorative/memorial patch may be worn on the jersey provided that it is not a number and it must be worn above the neckline or in the side insert.
   f. The American flag (2 x 3 inches) is allowed on the front of the shirt as long as it does not obscure or interfere with the number.
   g. Name of the team, may be placed vertically or horizontally on the shirt (if arched, first and last letter must be on the same plane). New jerseys may not have the names placed vertically.
   h. T-shirt must be the same basic color as the shirt (no markings on the t-shirt).
   i. T-shirt sleeves may not be frayed and must be the same length.
   j. Prohibits a “team member” from displaying jewelry during warm-ups.
   k. Official scorer is required to wear a black and white vertically striped garment.
2. Headbands and wristbands:
   a. (new) Headbands and wristbands shall be white, black, beige or the predominant color of the uniform and the same color for each item and all participants. (3-5-4.a. p. 25)
   b. There may be one visible logo/mascot or manufacturer's logo/trademark on the wristband or headband. (see 3-6-1, 2 p. 26)
   c. All players must wear the same color.
   d. Wristbands must be worn below the elbow and be a maximum of four inches (one on each arm).

3. Arm, knee, lower leg sleeves and tights are permissible (3-5-3):
   a. Anything worn on the arm and/or leg is a sleeve, except a knee brace, and shall meet the color restrictions.
   b. The sleeves/tights shall be white, beige, black, or the predominant color of the uniform and the same color for all teammates.
   c. All sleeves/tights shall be the same solid color.
   d. Meet the logo requirements in 3-6 (p. 26).

4. Guards, Casts/Braces (3-5-2 p.25):
   a. Must be worn for medical reasons.
   b. Must be worn as manufacturer intended. Knee and ankle braces which are unaltered from the manufacturer are permitted and do not need additional covering nor do they need to meet the color restrictions.
   c. Hard and unyielding items must be covered properly.
   d. Hard substance cannot be worn from the elbow to the fingers even if covered with soft material. (3-5-2.a.p.25)
5. Hair Items:
   a. Hard items such as beads, barrettes and bobby pins are illegal.
   b. Soft material is legal and it may be multicolored if worn only in the hair.
   c. If prewrap is used to control the hair, one small inconspicuous knot may be used to secure it.
   d. If prewrap is used and placed on the forehead, it must meet the same requirements as a headband (soft material, single color, and a maximum of 2 inches).

6. Safety concerns:
   a. Referee is authorized to deal with safety concerns relative to fingernails and hairstyles.
   b. Any item, in the referee’s judgment, that constitutes a safety concern is not permitted.
   c. Player shall be removed to correct either safety concern and cannot return until at least one tick of the clock has expired and the safety concern has been corrected.
   d. Team cannot use a time-out to avoid a player from returning until the next opportunity to substitute even if the safety concern is corrected during the time-out.

B. Length of Extra Periods:

1. The length of each extra period is four minutes.
   a. Four minutes is one eighth of the game.
   b. Hopefully, the extra minute in overtime will prevent multiple overtimes.
   c. You can put additional time on the clock or remove time (if
started with more or less than four minutes).

d. In games played with less than eight-minute quarters, three minutes for each extra period (games with players under 9th grade).

C. **Possession Following a Technical Foul:**

1. The throw-in following a technical:

   a. Always on the side of the court opposite the table at the division line.

   b. Removes you from the vicinity of the bench and the coach.

   c. You are facing the table to easily observe substitutes who wish to enter the game.

D. **Delays:**

1. Not having the court ready to play following a time-out or intermission.

2. Defensive player reaching through the plane.

3. Batting the ball away after a score.

4. Free throw delays:

   a. If the free thrower is not in the semicircle when the officials are ready to administer the free throw, it is a technical foul on the free thrower.

   b. If a team member(s) is making contact with the free thrower who is in the semicircle, a **team warning** shall be issued (one warning per team per game).

   c. If two or more members are huddling and the thrower is in the semicircle, it is also a **team warning** if one has not already been issued (**team technical**, if warning had been issued).

   d. If two opponents are huddling in the lane area, it is also a **team warning** on the opponents.
e. If an opponent refuses to properly occupy the first lane space when the officials are ready to administer the free throw, it is a technical foul on the player for delay of game, no warning (if one or both first lanes are completely unoccupied, it is a team technical).

f. The above procedures only apply to free throws throughout the game that do not follow a time-out or intermission.

**Note:** One warning per team per game for any of the four delay situations (following the warning, it is a technical foul).

5. Player purposely and/or deceitfully delays his/her return to the court after legally being out-of-bounds is a technical foul on that player.

**E. Disqualifications and Direct Technical Fouls:**

1. A disqualified player:
   a. Is ejected to the bench, not the vicinity of the bench.
   b. Is still supervised by the head coach.
   c. Is still under the jurisdiction of the officials.
   d. Must be replaced within 15 seconds with a warning horn at five.

2. Direct technical to the coach:
   a. Second direct technical is considered flagrant and the coach is banished from the gym (dressing room or outside).
   b. Failure to replace a disqualified player or a player asked to leave the game within 15 seconds is a direct technical to the coach.
   c. Any unsportsmanlike conduct from the head coach is also a direct technical.
d. A disqualified player returning to the game is also a direct technical to the coach.

e. Participant wears an illegal jersey, illegal pants/shirt, or illegal number is also a direct technical to the coach.

f. Players leaving the bench area/playing court for an unauthorized reason is also a direct technical to the coach.
LESSON #16:

A. Proper Positions of Officials:

1. Start of the game:
   
a. **Referee** tosses the ball facing the scorer (no whistle in mouth).

   b. Freezes his/her position after the toss, but can turn his/her head if the tap goes behind him/her to assist the umpire.

   c. The **umpire** lines himself/herself to the right of the division line.

      (1) Responsible for a legal tap.

      (2) Responsible for any violations (jumper backing out, non-jumpers, etc.).

      (3) Proper signal for starting the clock.

      (4) Moves in the direction the ball will go.

2. Free Throws:

   a. The **trail** will:

      (1) Position self somewhere between sideline and free throw line extended (approximately half way).

      (2) Check to see if the lane spaces are filled properly.

      (3) Obtain a good angle to observe the feet of the free thrower and the players facing him/her on the lane.

      (4) Give the proper signal indicating the number of throws.

      (5) Drop arm(s) and begin the ten-second count with the
arm away from the free thrower (thigh outward, flick of the wrist parallel to the floor).

(6) Be responsible for the free thrower breaking the plane too soon.

(7) Be responsible for the ball contacting the ring.

(8) Do not be in a hurry to move down the court too quickly, but rather take a step toward the basket where the free throw is being taken.

(9) On the last free throw, move hand to the stop clock position. If made, lower hand and move into your proper position. Signal, “start clock” if rebound remains in play.

b. The lead official will:

1. Make sure the right person is shooting the foul.

2. Make sure the first lane spaces are filled by the opponents and all other lane spaces are filled properly.

3. Check to see if a substitute is coming to the scorer’s table to report.

4. Give the proper signal indicating number for free throw(s).

5. Carefully bounce the ball to the free thrower.

6. Take his/her position outside of the end line and approximately three feet from the free throw lane extended.

7. Be responsible for the players in the lane spaces facing him/her and the first lane space on his/her side.
8. Be responsible for fouls under the basket or violations after the free throw are attempted.

9. Bounce the ball to the free thrower on first, second, and third free throws and return to proper position.

3. Throw-Ins:
   a. Officials always use the boxing-in principle.
   b. Make sure all lines are covered.
   c. Trail official handling the throw-in in the backcourt, should always be on the side of the player closest to the opponent's basket.
   d. The lead official should always be on the opposite side of the court.
   e. The trail official's court responsibilities:
      (1) Sideline he/she is on.
      (2) End line closest to his/her right or left depending on which side of the backcourt he/she is in bounding the ball.
      (3) Division line.
   f. The lead official's court responsibilities:
      (1) Sideline he/she is closest.
      (2) End line closest to his/her right, left, or directly behind him/her.

4. Time Outs:
   a. Administering official:
(1) Hold the ball at the spot behind you, in front of you, or in your right or left hand, depending if the throw-in will be administered at the end line or side line.

(2) You must confer with the table or your partner, and place the ball on the floor at the spot. (Move the ball to another location near the spot if it will effect cheerleaders coming onto the floor or take it with you.)

(3) Be prepared to tell the coach exactly where the spot is for a throw-in (if necessary).

(4) At the warning horn, take a few steps toward respective bench and indicate with the proper signal first horn.

b. Other official:

1. Will stand on the division line at the circle either table side or opposite side, depending whether it is a 30-second or 60-second time-out.

2. Face the table and be ready to respond to the scorer or timer, if necessary.

3. On the warning signal, move into your proper position and warn the teams by raising the index finger and stating “first horn” (do not go into the huddle and dig them out).

4. **Intermission/Quarters** – Referee at the division line where sideline intersects and the umpire on the division line, opposite side of circle.
LESSON #17:

A. Pregame Philosophy:

1. Arrive to the game site early enough to prepare yourself for the game.
   a. Watch part of the previous game (if there is one) to get your eyes and mind focused on basketball.
   b. Do not sit with any coaches.
   c. Do not be too friendly with any players.
   d. Act and dress appropriately and professionally.

B. Pregame Checklist (Both Officials):

1. Check the correct time, starting time of game, and the game ball.
2. Review rule changes and special rule situations.
   a. Double whistles.
   b. Injured player procedure.
   c. Throw-in restrictions.
   d. Correctable errors.
   e. Goaltending and basket interference.
   f. Last shot responsibility to end a period.
3. Take some practices tossing the ball.
4. Make sure you have a spare whistle.
C. **Arrival on the Playing Floor:**

1. Arrive on the floor together, leave together.

2. Look neat at all times.
   a. Dress neatly - pants pressed, clean shirt, shoes shined, and clean shaven, if appropriate (appearance alone gains respect).
   b. Remove **ALL** jewelry.
   c. Jackets, if worn, must be the same style and color (black).

3. The referee will check with the timers and scorers approximately 11 minutes before game time to correct any errors before the ten-minute deadline.
   a. Count the players warming up and check to see if all the names are in the book.
   b. Check for identical or illegal numbers.
   c. Make sure starting lineups have been indicated.
   d. Check the ball on the playing surface.
   e. Check with the timer to make sure he/she understands the substitution rule (when to sound the horn).
   f. Check the playing area.

4. The umpire inspects uniforms and numbers to see if they are legal.
   a. Checks to see if there is any illegal equipment worn by the players.
   b. Observes home team's warm-ups.
D. **Two-Person Mechanics:**

1. Three initial signals:
   
   a. Arm straight up, palm open, fingers together, thumb tucked (violation).
      
      (1) Immediately followed by appropriate signal for traveling, palming the ball, front and backcourt, etc.
   
   b. Arm straight up, closed fist (foul).
      
      (1) Immediately followed by the opposite hand (palm open and facing down) pointing at the waist of the offender (optional).
   
   c. Thumbs up (held ball).

2. Proper procedure for a foul (calling official):

   a. Closed fist in the air, while moving a few steps toward the offender, followed by the opposite hand pointing toward the waist of the offender (bird dog is optional).
   
   b. Give preliminary signal at foul site indicating the nature of the foul for all fouls as you call out the color and number of the offender (call out number of shooter to your partner).
   
   c. If non-shooting foul, point to the designated spot for throw-in.
   
   d. Drop hands and jog over to the vicinity of the table.
   
   e. Stop completely and then state clearly the color and number of the offender while using one hand only to indicate the number of the offender.
   
   f. Show/display proper signal for the foul.
   
   g. Jog back to your position.
   
   h. Switch on all fouls, exception on shooting fouls, the calling official will always become trail and be positioned tableside.
3. Proper procedure for partner:
   a. Freeze to view all players.
   b. Move toward proper position after partner turns from reporting area and moves toward new position.
   c. Retrieve ball, if necessary.
   d. Facilitate the switch with partner.

4. Officiating technique five C words:
   a. **Courage**
   b. **Coverage**
   c. **Consistency**
   d. **Condition**
   e. **Confidence**
LESSON #18:

Objective: The official will understand throw-in provisions of the rule, front court and back court and alternating possessions.

A. Designated Throw-In:

1. Coaches design specific plays and offensive/defensive strategies based on where the ball will be put in play. It is, therefore, essential for game officials to be diligent in administering the ball at the proper throw-in location.

2. The throw-in spot is the nearest spot out of bounds from where the violation, out of bounds or non-shooting foul occurred.

3. The designated throw-in begins when the ball is at the disposal of a player or team entitled to the throw-in.

   a. Thrower shall release the ball on a pass directly into the court within five seconds after the throw-in begins.

   b. It is a violation if the designated throw-in touches a teammate before it crosses the throw-in boundary plane.

   c. It is a violation if the thrower bounces the ball out of bounds on a bounce pass to a teammate who is inbounds.

   d. It is a violation if the untouched throw-in lodges between the backboard and ring or comes to rest on the basket flange.

   e. It is a violation if the thrower leaves the designated spot before releasing the ball.

      (1) Thrower may take one step laterally and release the throw-in as long as he/she keeps the other foot in or over the designated spot.

      (2) Thrower may move directly backwards as far as possible before releasing the ball.

      (3) Thrower may jump vertically off both feet before releasing the ball.
4. After a score or an awarded score for basket interference or goal tending, the thrower may run the end line before releasing the ball into the court within five seconds after the throw-in began.
   a. Thrower may also pass the ball to a teammate who is out-of-bounds after a score or awarded score.
   b. The last person must release the ball into the court within five seconds after the throw-in began.

5. The thrower may break the plane with his/her hands and arms before releasing the ball into the court.
   a. Defensive player may slap the ball out of the thrower’s hands if the ball is on the courtside of the boundary plane (free ball).
   b. Defensive player may grab the ball with his/her hands and create a held ball situation if the thrower has the ball on the courtside of the plane.

6. The defensive player cannot break the plane with any part of his/her body.
   a. First time - team warning
   b. Second time - team technical

7. It is a technical foul immediately if the defensive player reaches through the plane and slaps the ball out of the thrower’s hand (no warning).

8. It is a technical foul immediately if the defensive player reaches through the plane and touches the ball on an out-of-bounds pass between two teammates after a score or awarded score (no warning).

9. It is an intentional foul if the defensive player reaches through the plane and contacts the thrower.

10. Throw-in ends when the ball is “legally” touched by another player.
B. **Frontcourt and Backcourt:**

1. When a player is dribbling the ball from the backcourt to the frontcourt, both feet and the ball must be completely in the frontcourt to establish frontcourt status.
   
a. If only the ball is in the frontcourt and one or both feet are still in the backcourt, the ten-second count still prevails.

b. If both feet are in the frontcourt and the ball is still in the backcourt, the ten second count still prevails.

c. The entire division line is in the backcourt.

2. If a dribbler, who is in the backcourt, stops before the division line and ends his/her dribble, he/she may step with the non-pivot foot into the frontcourt and back again several times without creating a front and backcourt situation. Note: The ten-second count still is in effect.

3. On a throw-in from out of bounds, if a player who jumped into the air from his/her frontcourt receives the pass while in the air and touches the floor in the backcourt, no violation has occurred.

4. On a throw-in from out-of-bounds at the end line, if an errant pass touches a player who is in the frontcourt and deflects off his/her hands and goes into the backcourt, he/she or a teammate may be the first to touch the ball in the backcourt and no violation has occurred. NOTE: There must be possession to establish front or backcourt status on a throw-in from out-of-bounds.

C. **Alternating Possession:**

[https://www.youtube.com/watch?v=Bau65FNk3zw](https://www.youtube.com/watch?v=Bau65FNk3zw)

1. Alternating possession is the method of putting the ball in play by a throw-in.
   
a. Any held ball situation.

b. Whistle for a double foul or simultaneous fouls while the ball is in the air on a try and the try is missed.
2. If a foul occurs before the throw-in is completed on an alternating possession, the arrow does not change.

3. If a team violates the throw-in provisions on an alternating possession, that team loses the arrow.
   a. Player making the throw-in steps on the court before releasing the ball (may step on the line, but not on the court).
   b. Player uses five seconds before releasing the ball on a throw-in.
   c. Player leaves the designated spot.

(Opponents make the throw-in from the previous spot for all of the infractions above and keep the arrow for the next alternating possession.)
LESSON #19:

Learning Goal: The official will be able to determine when a player is or is not an airborne shooter, define goaltending and basket interference, and the principle of verticality.

A. Airborne Shooter:

1. An airborne shooter is a player who has released the ball on a try for goal at his/her basket and has not returned to the floor.
   
a. Airborne shooter makes contact with the defensive player who was in proper position before the shooter went airborne; it is a player control foul.
      
      (1) Shot can never count even if the contact occurred after the ball was released.
      
      (2) Opponents ball out-of-bounds nearest to where the foul occurred.

b. Airborne shooter returns to the floor and then contacts the defensive player who was in proper position.

      (1) Count the score if it goes.
      
      (2) If you call a foul, it is charging after the shot:

         (a) Bonus if applicable.
         
         (b) Opponents ball out-of-bounds at the nearest spot if not in the bonus situation.
         
         (c) If the defensive player fouls the airborne shooter before he/she returns to the floor; it is a shooting foul even if the ball was released before the contact occurred.

[1] Two or three free throws depending on the location of the shooter if the shot is missed.

[2] One free throw if the shot is made unless it is a flagrant, intentional, or multiple foul.
B. Goaltending:

1. Goaltending occurs when a player touches the ball during a field goal try or tap.
   a. The ball has to be a shot or tap/tip at one's own basket.
   b. The ball must be on its downward flight outside the imaginary cylinder.
   c. The ball must have a chance to go.
   d. It is also goaltending when a player touches a free throw outside the cylinder whether the ball is on its upward or downward flight (plus a technical foul).

C. Basket Interference:

1. Basket interference occurs when a player under the following conditions touches the ball or basket:
   a. Touches the basket (ring or net) while the ball is on or within the basket (not above).
   b. Touches the ball while it is on or within the basket.
   c. Touches the ball while any part of the ball is within the imaginary cylinder.
   d. Reaches through the basket from below and touches the ball before it enters the cylinder.
   e. Basket interference on a free throw results in a point awarded to team A if B violates (no technical foul).
   f. Causes the rim to collapse and the ball touches the rim before it returns to its proper position.
g. The rules specify that “intentionally slapping the backboard or striking the backboard” is a technical foul. (Basket interference cannot be ruled in the above situation)

D. The Principle of Verticality:

1. Verticality applies to a legal position.
   a. A legal guarding position must be obtained initially.
   b. Movement thereafter must be legal.
   c. Defender may jump vertically and occupy the space within his/her vertical plane.
   d. Arms of the defender may be raised straight up within his/her vertical plane.
   e. The defender may not "belly up" (move forward) into the offensive players when the offensive player jumps vertically into the air on a try for a basket - foul on the defender.
   f. The offensive player cannot use his/her free arm to "clear out" or lower the arms of the defender - player control foul.
   g. The offensive player may not jump back into the defender when he/she is trapped between the end line and the basket - player control foul.
   h. The player with the ball is to be given no more protection or consideration than the defender when judging which player has violated the rules.

E. Screening:

1. A legal screen is a strategy employed by the offense.
2. A screener must be stationary at the time of the screen with hands and arms close to the body.
3. It is not a moving screen unless there is contact.

4. Throwing a hip or leg out is also an illegal act.

5. Outstretched arms and elbows are illegal (must be within player’s vertical plane, shoulder width apart).

6. The offense should not be penalized or injured for executing a screen.

7. Do not allow the defensive player to run over the top of the screener or use a forearm shiver; he/she must stop on contact and divert to another path around the screener on a blind screen.

8. Do not allow the defensive player to push through a double screen when there is not enough room to go between the two players.

9. Officials must look off the ball to observe the legal or illegal screen.

10. The following are legal screens when the screener is stationary:

   a. As close as possible without touching when the screen is from the front or side.

   b. One normal step when the screen is set from behind the opponent.

   c. Two strides when screening a moving opponent.
LESSON #20:

Topic Introduction:
A. Technicals charged to the team.
B. Technicals charged to the player.
C. Technicals charged to the coach (directly and indirectly)

Measurable outcome
A. Officials will become knowledgeable of all situations leading to a team tech
B. Officials will become knowledgeable of all situations leading to a player tech
C. Officials will become knowledgeable of all situations leading to a direct and indirect technical against the head coach.

Body of Presentation:

A. **Technicals Charged To The Team:**
   
   1. Failure to supply the scorer with the name and number of each squad member.
   2. Failure to designate the starters by the appropriate time frame.
   3. Changing a starter after the designated time frame.
   4. Adding a name to the squad list after the designated time frame.
   5. Changing a player's number after the designated time frame.
   6. Identical numbers when discovered.
   7. Using television monitoring or replay equipment.
   8. Failure to occupy assigned bench.
   9. Delaying the starting to either half.
   10. After the procedure is used, further delaying the game.
   11. Having more than five squad members participating simultaneously.
   12. Failure to have all players return at approximately the same time after a time-out or intermission.

14. After the warning, committing a plane throw-in violation.

15. After the warning, committing a free throw delay.

16. After the warning, interfering with the ball after a score.

17. Failure to have the court ready following a time-out or intermission.

18. Players locking arms or grasping a teammate in an effort to restrict opponent’s movement.

B. Technicals Charged To The Player:

1. Dunking before the game.

2. Substitute entering without reporting.

3. Substitute entering without being beckoned (flagrant during fight).

4. Participating after changing his or her number without reporting it (flagrant).

5. Removing his/her jersey and/or pants/skirt within the confines of playing area.

6. Grasping either basket or dunking or stuffing a dead ball (exception - grasping to prevent injury).

7. Slapping or striking the backboard on a try for goal.

8. Delaying the game by preventing the ball from being made alive promptly.

9. Goaltending during a free throw.

10. Reaching through the plane and touching or dislodging the ball.

11. Obstructing an opponent’s vision to include the player with the
ball.

12. Faking a foul, flopping.

13. Leaving the court for an unauthorized reason to demonstrate resentment, disgust, or intimidation.

14. Committing an unsportsmanlike foul:
   a. Disrespectfully addressing or contacting an official.
   b. Using profane or inappropriate language.
   c. Baiting or taunting an opponent.
   d. Obstructing an opponent’s vision with or without the ball.
   e. Climbing on or lifting a teammate.
   f. Knowingly attempting another player’s free throw.
   g. Intentionally or flagrantly contacting an opponent during a dead ball.

C. Technicals Charged To The Coach (Directly or Indirectly):
   1. Any infraction of the bench conduct rule. (Direct).
   2. Failure to replace a disqualified player or injured player within 20 seconds (after injured player has been removed from the court). [Direct]
   3. Player participating after being disqualified. (Direct)
   4. Participant wears an illegal jersey, illegal pants/skirt, or illegal number. (Direct)
   5. Dunking before the game by a player is also credited to coach. (Indirect)
   6. Entering the court without the official’s permission. (Direct)
   7. Shall not permit team members to leave the bench area/playing
court for an unauthorized reason. (Direct)

8. Committing an unsportsmanlike act: (Head coach - Direct, bench - Indirect).
   a. Disrespectfully addressing an official. (Direct)
   b. Attempting to influence an official's decision. (Direct)
   c. Using profane or inappropriate language. (Direct)
   d. Disrespectfully addressing or baiting an opponent. (Direct)
   e. Objecting to an official's decision by inappropriate gestures. (Direct)
   f. Inciting undesirable crowd reactions. (Direct)
   g. Squad members not remaining seated other than reacting to an outstanding play. (Indirect)

NOTE: The second technical on any player or bench personnel other than the head coach results in ejection. That person is ejected to the bench (players or student personnel) or sent to the locker room or out of the building (adult bench personnel). The second technical charged directly to the head coach or the third technical charged indirectly to the head coach results in ejection.

NOTE: The coach is also ejected for a combination of the above; i.e., one direct technical and two indirect technicals.

*See page 71 of the 2016-17 NFHS Basketball Rule Book for the technical foul penalty summary. Also reprinted in the PIAA Pre-season bulletin.

Questions:
Respond to all questions from the audience

Summary:
1. Re-state the technical foul situations charged to a team
2. Re-state the technical foul situations charged to a player.
3. Re-state the direct and indirect technical foul charged to the head coach.
Post Test:
Ask officials to write five answers to each of the following questions;

1. Name ten technical foul situations charge to a team.
2. Name eight technical foul situations charge to a player.
3. Name five technical foul situations charged to the coach and indicate if it’s direct or indirect.
LESSON #21:

A. Correctable Errors:

1. Officials may correct an error if a rule is inadvertently set aside and results in:

   a. Failure to award a merited free throw
      (1) Player is entitled to a free throw, but does not receive it for whatever reason.
      (2) Team's seventh foul in the half.

   b. Awarding an unmerited free throw
      (1) Player is not entitled to a free throw, but receives one anyway.
      (2) Team was not in the bonus situation.

   c. Permitting a wrong player to attempt a free throw
      (1) Official put the wrong player on the line.
      (2) If the player is intentionally being deceitful, it is a technical foul.

   d. Attempting a free throw at the wrong basket
      (1) Officials and players get confused and proceed to the opponent's basket.

   e. Erroneously counting or canceling a score
      (1) Indicating two points for a three-point score.
      (2) Calling basket interference on the defense and not counting the score.
(3) If the clock was stopped during the error, it must be corrected during the first dead ball after the clock has started.

(4) If the clock was running, the error must be corrected before the second live ball.

(5) Points scored, time consumed and additional activity prior to the recognition of the error shall not be nullified.

(6) If an error is corrected, play shall resume from the point of interruption unless it involves awarding a merited free throw and there has been no change of team possession. (In this case, you would continue from the free throw[s].)

B. Procedure in Resuming Play Following a Time-out or Intermission:

1. Free Throw:
   a. The administering official will sound the whistle to indicate play will resume.
   b. The ball will be handed to A1 if ready or it will be placed on the floor.
   c. The free throw will begin and A or B may be charged with a violation.
   d. Following a violation by one or both teams, a technical will be called if that team or both teams continue to delay.
   e. The procedure is not used if a free throw does not follow a time-out or intermission.

2. Throw-in:
   a. The administering official will sound his whistle and indicate the direction in which the ball will be put into play.
b. The ball will be put in play if team A is ready or placed on the floor.

c. The throw-in count will begin and if a violation occurs, the procedure will be repeated for team B.

d. If one team continues to delay, that team will be assessed a technical foul.

e. If both teams continue to delay after the count has expired for A and B, a technical shall be assessed to both teams.

C. Three-Second Count:

1. Officials are very reluctant to make this call.

2. If we allow the offense to camp out, we are providing an unfair advantage.

3. The three-second violation also applies to the screener who is in the lane area.

4. The ball must be in the frontcourt for the three-second count to apply.

5. An interrupted dribble does not terminate the three-second count.

6. A player moving toward the basket with the ball delays the three-second count if he/she tries for a goal.

7. Use preventative officiating techniques when possible.

D. Bench Conduct:

1. The coaching rule is the most inconsistently enforced rule throughout the state.

2. Both experienced and new officials are reluctant to enforce this rule for whatever reason; this is not acceptable.
3. Officials cannot be selective in the enforcement of rules.

4. Only the head coach may stand in the coaching box if that privilege has not been removed because of a direct or indirect technical foul.

5. If the head coach is constantly officiating or making unfavorable gestures to the officials, a technical foul must be administered.

6. The head coach must stay within the coaching box and give commands/information to his/her team.

7. Experienced officials must take the lead in this endeavor and be role models for the novices.

8. We are doing all officials and coaches who respect the rule a disservice by not enforcing our rule.
LESSON #22:

A. A Player Who is Bleeding:

1. A player who is bleeding or has an open wound, or has an excessive amount of blood on his/her uniform must leave the game unless that team calls a time-out and is able to rectify the problem before the time-out expires.

   a. Procedure is the same for any injured player; however, in this case the bleeding must be stopped and properly attended to before the player can reenter the game.

      (1) Substitute must replace the player who is bleeding within 20 seconds once the player leaves the floor if no time out is called.

      (2) Bleeding player must have the wound properly treated before reentering the game during the next opportunity for substitutions (one tick of the clock if no time out is called).

   b. If it is determined by the referee that any part of the uniform has excessive blood on it, that part of the uniform must be removed and replaced before that player may reenter the game, in addition to getting the wound properly treated.

      (1) Team personnel may not spray that part of the uniform with a solution to prevent removing it.

      (2) Player may change his/her shirt, if necessary, and have the new number recorded in the book without any penalty imposed. (Must be done away from playing area.)

B. Music/Sound Effects:

1. Regulate the playing of music/sound effects by only permitting them during pregame, time-outs, intermission, and post-game opportunities.
a. Rule book previously did not address the playing of music or the use of artificial noisemakers during a game.

b. Provides administrators and officials with guidelines to follow in these situations.

C. Player’s Uniform Worn Properly:

1. Player’s shirt designed to be worn inside the pants shall be tucked inside the pants and the pants shall be above the hips and worn properly.

   a. Player must leave the game if he/she does not conform to the rules. This includes players with rolled shorts which expose an illegal logo or string hanging down.

      (1) When a dead ball occurs and the player had sufficient time to adjust his/her uniform if the shirt came out during normal play, he/she must leave the game and re-enter during the next opportunity to substitute (one tick of the clock).

      (2) If a player purposely pulls out his shirt, when he/she is about to enter as a substitute, he/she must return to the bench until the next opportunity to substitute.

      (3) If a player who is about to shoot a free throw is wearing his/her uniform incorrectly or purposely causes his/her uniform to be worn incorrectly, the following procedure shall be followed:

         (a) Instruct the player to tuck his/her shirt back into the pants and wear the pants correctly at the waist.

         (b) Instruct the player that he/she will leave the game after completing the free throw(s).

         (c) Clear the lane.

         (d) Opponents will be given the ball for a throw-in following the last free throw(s) whether made or missed.
(e) Opponents may run the end line if the last free throw is made, designated spot if missed.

D. **Excessively Swinging Arms and Elbows (Enforcement):**

1. If there is no contact by the player, it is a *violation*.
   a. If during a try, the goal shall count if it enters the basket and the infraction is on B.
   b. If during a try, the goal shall not count and the ball is dead immediately if the infraction is on A.

2. If there is contact by the player, who is swinging his/her arms and elbows excessively, it should be an intentional or flagrant personal foul (official must judge the severity of the act and possibly even determine intent).

   **NOTE:** If there is contact by the player who rebounds and turns into a defender with an arm or elbow and you determine that it was not excessive, you may call a player control foul.
LESSON #23:

LEARNING GOAL: Officials will become familiar with both general principles and specific details relating to the mechanics of three-person officiating.

ANCILLARY REFERENCES:  

You Tube Video - https://www.youtube.com/watch?v=FFtLMMPqJmw  
(NOTE – Preview before showing…basic and has a simplification theme.)

PHILOSOPHY –

- Know PRIMARY areas of responsibility.
- Center initiating a Flex in a timely manner makes the coverage optimal.
- Slow down on Block/Charge situations.
- 3-Person demands total concentration of the crew...no one gets the night off!
- 3-Person provides more effective coverage in pressing and full-court situations.
- Allowing the Lead and Trail to officiate the ball and the players that are between them increases the philosophy of strong side officiating.
- Proper off-ball coverage is increased because the Center official has the responsibility for off ball screens, backside coverage and weak side rebounding.
- The officials adjust their positions to the ball and the players on the court.
- *The information provided is static—
- 3-person mechanics should be fluid....

A. Three Person Flex Mechanics:

1. Terminology:
   a. Rotation refers to a live ball situation, whereby the location of the ball keys a change in coverage for all three officials (lead keys the change when the ball penetrates the top of the key and a post player is in the area).
   b. Switch refers to a dead ball situation created by an official who calls a foul.
c. Ball Side refers to the location of the ball (using the basket as the center point).

d. Strong Side is determined by the location of the lead official.

e. Weak Side is the side opposite of the lead official.

f. Table Side refers to the side of the court on which the scorers' and timers' table is located.

g. Opposite Side refers to the side of the court opposite the table.

2. Basic Principles:

a. The three-person mechanics are designed to provide better coverage by all officials.

b. Always having an official in position acts as a deterrent to fouling; therefore, promotes better basketball.

c. All officials should maintain the semblance of a wide triangle and should be moving into the proper positions each time there is a change in possession (never turn your back to the ball).

3. Jump Ball:

a. Referee (facing table) is responsible to throw the ball up straight and higher than both opponents can jump.

   (1) The ball goes to left - becomes trail on the tablesid,e.

   (2) The ball goes to right - become trail on the opposite side.

b. U1 (table side) is responsible for a poor toss and signaling the clock to start.

   (1) The ball goes to right - becomes the lead.
(2) The ball goes to left - becomes the center (table side).

c. U2 (opposite side) is responsible for the position and action of the non-jumpers.

(1) The ball goes to right - becomes the lead.

(2) The ball goes to left - becomes the center (opposite side).

4. Court Coverage:

a. Rotation:

   (1) Ball location keys the change in coverage of the lead, center, and trail.

   (2) Always aware of the ball and player location.

   (3) Always aware of the other officials' positions.

b. Lead Official:

   (1) Works the entire end line.

   (2) Works more toward the ball side.

   (3) Keys rotation when all three officials are in the front court and there is a low post player in the area.

   (4) Responsible for activity in the paint area.

   (5) Has strong side rebounding responsibility.

c. Center Official:

   (1) Base position is at the free throw line extended and moves a few steps left or right depending on ball location (works for angles).

   (2) When the ball changes sides and there is a low
post player in that area be prepared to rotate to new trail if rotation is keyed by the lead.

(3) Responsible for the last shot if opposite official.

(4) Responsible for the 3-second violation.

(5) Primary responsibility for basket interference/goaltending when a shot is taken on the trail's side.

(6) Responsible for the entire sideline.

(7) Responsible for closely guarded in his/her area. (Lane line extended to division line closest to him/her).

d. Trail Official:

(1) Works between the division line and the top of the key.

(2) When the ball changes sides and there is a low post player in that area, be prepared to rotate to the new center keyed by the lead and after the center has rotated to the trail position.

(3) Covers his/her sideline, division line and the backcourt end line.

(4) Responsible for closely guarded in his/her area. (far lane line extended to division line)

(5) Primary responsibility for goaltending/basket interference on shots from center's side.

(6) Responsible for last shot if opposite official.

5. Throw-Ins:

a. Backcourt:

(1) All throw-ins in the backcourt are administered by
the new trail.

(2) Lead and trail will always be on the same side (ball side).

(3) Center will be on the other sideline between the trail and the lead.

b. Frontcourt:

(1) Lead handles all throw-ins on the end line and is positioned on either side of the player (most advantageous position).

(2) Trail and center administer throw-ins on their respective sidelines.

6. Switching on Fouls:

a. The non-ruling officials are responsible for initiating a switch.

b. Follow the NFHS official’s manual for switching (PIAA power point also available).

7. Shooting Foul In Front Court:

a. Lead on opposite side calls the foul and goes table side and becomes the new trail.

   (1) Center on table side switches and becomes new lead.

   (2) Trail on opposite side slides down and becomes new center.

b. Trail calls the foul from the opposite side, goes table side and becomes the new trail.

   (1) Center on table side switches and becomes new center on opposite side.

   (2) Lead slides over and remains lead.
c. Center on opposite side call foul and goes table side and becomes new trail.

   (1) Trail switches to opposite side and becomes new center.

   (2) Lead remains lead.

d. Lead on table side calls foul and goes table side and becomes new trail.

   (1) Trail on table side switches and becomes new lead.

   (2) Center on opposite side remains center.

e. Trail on table side calls foul and remains trail on table side.

   (1) Lead remains lead.

   (2) Center on opposite side remains center.

8. Shooting Fouls In Back Court:

a. Lead on opposite side calls foul, goes table side, and becomes the new trail.

   (1) Center on table slides over and down and becomes new center on opposite side.

   (2) Trail on opposite side slides down and becomes new lead.

b. Trail on opposite side calls foul, goes table side and becomes the new trail.

   (1) Center on table side slides down and becomes new lead.

   (2) Lead slides down and becomes new center on opposite side.
c. Center on opposite side calls foul, goes table side and becomes new trail.

(1) Trail on table side slides down and becomes new lead.

(2) Lead slides over and down and becomes new center on opposite side.

d. Lead on tablesid e call’s foul goes table side and becomes new trail.

(1) Trail on table side slides down and becomes new lead.

(2) Center on opposite side slides down remains the new center.

e. Trail on table side calls foul and slides down and becomes new trail.

(1) Center on opposite side slides down and becomes new lead.

(2) Lead slides over and down and becomes new center on opposite side.

9. Non-Shooting Fouls In Front Court:

a. Lead calls foul on opposite side goes table side and becomes new center.

(1) Center on table side switches with lead and becomes new lead.

(2) Trail remains new trail.

b. Trail calls foul from opposite side goes table side and becomes new center.

(1) Center on table side switches with trail and becomes new trail.

(2) Lead remains lead.
c. Center calls foul on opposite side goes table side and becomes the new center.
   
   (1) Trail on table side switches with center and becomes new trail on opposite side.
   
   (2) Lead slides over and remains lead.

d. Lead on table side calls foul and goes table side and becomes new trail.
   
   (1) Trail on table side switches and becomes new lead on table side.
   
   (2) Center remains center.

e. Trail on table side calls foul and remains trail.
   
   (1) Lead remains lead.
   
   (2) Center remains center.

f. Center on table side calls foul and slides back and becomes new trail.
   
   (1) Lead on opposite side slides over and remains lead.
   
   (2) Trail on opposite side slides down and becomes new center.

10. Non-Shooting Fouls, Goes Opposite Court:

a. Lead calls foul on opposite side goes to the reporting area, returns, and becomes new center.
   
   (1) Center on table side becomes the new trail.
   
   (2) Trail slides down and becomes new lead.

b. Trail calls foul on opposite side goes to the reporting
area, returns as new lead.

(1) Center on table side remains center.

(2) Lead becomes new trail on opposite side.

c. Center on opposite side calls foul and goes to the reporting area, returns as new lead.

(1) Trail on table side becomes new center.

(2) Lead slides over and becomes new trail on opposite side.

d. Lead on tableside call's foul goes to the reporting area, returns, and becomes new lead.

(1) Trail on table side becomes new trail.

(2) Center on opposite side remains center.

e. Trail on table side calls foul, stays table side and becomes new lead.

(1) Center on opposite side remains center.

(2) Lead on table side becomes new trail.

f. Center on table side calls foul, remains table side and becomes new lead.

(1) Trail on opposite side becomes new center.

(2) Lead on opposite side slides over and becomes new trail.

11. Time-Outs:

a. Closest official to the ball stays with the ball.

b. Other two officials position themselves on the blocks of the respective lanes on the opposite side and facing the table (full).
c. Other two officials position themselves at the top of the respective keys facing the table (30-second).

d. During intermission after the first, second, third, and fourth periods if overtime exists, the referee will position himself/herself at the division line with the ball (opposite side). The other two officials will position themselves on the blocks of the respective lanes on the opposite side and facing the table.

a. In a crew of three, the trail shall mirror the lead stop-and-start-clock (chop) signals for frontcourt end line throw-ins.
LESSON #24: Standards of Excellence for Officials

LEARNING GOAL: Officials will be able to define “non-negotiable” (givens) for officials, to define “standards of excellence” for officials, and to become familiar with expectations relative to the state evaluation form.

A. Givens and “Non-Negotiables” for an official:

1. Punctual arrival at the game site: To be early is to be on time. To be on time is to be late. To be late is unacceptable.

2. Appearance: The proper P.I.A.A. uniform is worn, including the proper placement of the P.I.A.A. patch. No wide panel shirts, etc.

3. Fitness: The official demonstrates a fit and athletic appearance within a uniform.

4. Professionalism/Non-Fraternization: Officials must demonstrate immediate professionalism when they arrive for their game assignment. Avoid excessive, casual, and/or unnecessary conversation with coaches, student athletes, or other game personnel during a contest. Perception, perception, perception!!! At no time is the official to converse with or address spectators during or after the game.

5. Administrative duties: Diligent pre-game, every game. Honest post-game discussion is as important as a pre-game. Understand and complete all table duties and responsibilities. Recite the sportsmanship message at every game and at every level.

6. NFHS Signals: The official gives clear and authoritative signals in a smooth, relaxed style that projects confidence and does not draw undue attention to the official. The official shall coordinate the voice and signals to present a professional demeanor. All signals and mechanics used are those prescribed in the current NFHS Basketball Officials’ Manual and NFHS Basketball Rule Book.

7. NFHS 2 and 3 person mechanics: The official works the correct NFHS and PIAA approved mechanics during a
scholastic contest. NCAA and other mechanics are not acceptable.

8. **NFHS playing rules and rule application:** The official demonstrates proper understanding of the NFHS playing rules by consistently applying the rules, and subsequent penalties when applicable. The official does not confuse NFHS rules with other rules codes (NBA, NCAA) when working a scholastic contest.

B. **Standards of Excellence for Officials:** The following “Standards of Excellence” separate the superior Official from the good Official. Crews that excel in these measures of excellence put themselves in consideration for advance play assignments. The previous “Givens” can be and should be accomplished by “ALL OFFICIALS.”

1. **Positioning:** The official is in the proper position during live play and all dead ball situations, which includes reporting fouls, timeouts and period intermissions. During live ball action, the official is moving to adjust and react to developing plays and situations. Officials must always keep improving position to gain proper angles, always looking between players to avoid being straight-lined on plays.

2. **Correctness of calls:** The official gets in the best position and demonstrates good judgment during the contest. Officials must realize the “game situation” throughout the contest and make good decisions. This means not only what calls to make but when to make those calls. The official is consistent during a game (play to play, quarter to quarter, half to half) when having similar or like plays. Violations, fouls and no-calls at one end the floor are consistent with the same types of plays being called in the same manner at the other end of the floor. The official also works well with his or her partner(s) in building crew consistency during a contest when confronted with similar or like plays.

3. **Decisiveness:** The official demonstrates a high level of confidence in their movements, calls and non-calls. The official is not timid to take/make the call and projects confidence, decisiveness and credibility during the contest.
4. **Crew communication:** The official works effectively with other members of the crew through voice and signals during live and dead ball situations, with special attention given to end of period situations. The crew comes together and discussing situations when appropriate, working together to get all plays called correctly.

5. **Communication with participants:** The official effectively communicates with all participants (coaches, players, substitutes, bench personnel) when appropriate. This includes coach-official communication being done through the head coach, and participants.

6. **Use of Common Sense:** The official demonstrates a use of common sense when applying the rules correctly and consistently. The official understands the importance of player safety, and manages the game accordingly. The official understands the difference between fouls that have a significant impact on the play versus contact that has no bearing on the play.

7. **Situation Management:** The official maintains professional control during the contest, while not being overly aggressive or overbearing. The official effectively communicates as necessary with contest personnel, and handles difficult situations appropriately (warnings, fouls, technical fouls, ejections, etc.) in light of the game situation.

8. **Focus/Reaction under pressure/poise:** The official has consistent concentration on the crucial elements throughout the entire game. This includes giving attention to allowing plays to begin, develop and end. The official demonstrates an awareness of all that is going on within a game and maintains positive body language during the contest, showing confidence and poise when the pressure of the game situation increases.

9. **Hustle:** The official displays movement with a purpose during a play to get into proper position to cover plays. The distance to be covered by the official will often dictate the speed or method the official uses to get into position (running vs. jogging).
10. **Demeanor:** The official displays a conscientious and earnest desire to carry out on-court duties. He/she exhibits posture that reflects interest in the game. It is taken for granted that during certain times in the game (timeouts, between periods, etc.) an official's posture can be more relaxed, but not to the extent that a disinterest in the game is exhibited. Don’t let them see you sweat!

11. **Mobility:** The official possesses the physical ability to move into proper position on the court to cover all possible plays for which they have responsibility.
C. Game Management: “The Game Within the Game:”

Game Management Checklist:

✓ Addressing illegal action throughout the game – never allowing level of contact to change during the game.
✓ Recognizing potential problems between players early and addressing those issues before they escalate into technical foul situations.
✓ Addressing coaches when needed and warning them for inappropriate behavior before the situation escalates into calling a technical foul.
✓ Recognizing inappropriate bench behavior early and not allowing it to continue during the game.
✓ Always having an awareness of the game clock, seeing clock start and stop properly, ready for all one and one situations and have knowledge of next alternating possession throughout the game.
✓ Communicate expectations to the table and communicate clearly with the table throughout the contest.
✓ Communicate with his/her crew members during all foul calls and dead ball play prior to inbounding ball.
✓ Keeping up with the pace of play from the opening tap until the end of the game.
✓ Positioning correctly the entire game always seeing through the offensive and the defensive players.
✓ Be purposeful in their movements during all dead ball situations.
✓ Administer free throws and throw-ins in a timely fashion. Keep the game moving!