

I hope each of you had an opportunity to attend one of the IHSAA sponsored basketball rules meetings. This letter will serve as a refresher to those of you who did attend and for those of you who missed our meetings, this letter will inform you of this year's rule changes, points of emphasis, as well as changes in mechanics.

OFFICIALS - *LAST CHANCE 3-PERSON BASKETBALL CLINIC*

UPDATED NOVEMBER 28, 2006 - NOW AT JOHNSTON HIGH SCHOOL

The IHSAA and IGHSAA are going to hold a "last chance" 3-person basketball clinic. The clinic will be held at Johnston High School, at the gymnasium on **Saturday, December 2, 2006, at 10:00 a.m.** The clinic will run until approximately 12:30. This should give any official (s) working that evening an opportunity to return home in a timely manner. Please bring your officiating attire as you will be asked to officiate for a short time. This will be the LAST 3-person clinic for the upcoming season and your LAST opportunity to meet this requirement for tournament ability for the 2007 State Basketball Tournament. Please e-mail Roger Barr at rbarr@iahsaa.org if you are planning on attending the clinic. The clinic is for officials who have not met this requirement. (If your name appears on the web site as having met this requirement already, please do not register or attend this clinic.)

DIRECTIONS TO JOHNSTON HIGH SCHOOL: **Coming from the West (I-80)** - Exit on 86th Street and go north to NW 62nd Street. Turn right (east) to Johnston High School, which is on the north side of the street. Park on the East side of the school and enter the gymnasium entrance.

Coming from the East (I-80) - Exit on Merle Hay Road. Go North to NW 62nd Street. Turn left (west) to Johnston High School, which is on the north side of the street. Park on the East side of the school and enter the gymnasium entrance.

OFFICIALS, I hope you have taken time to get yourself into good physical condition for the upcoming season. Just as important as good physical condition is having yourself mentally prepared for the season. Preseason study and review, as well as a solid pregame before every game will be a great asset to you having a successful season. We want all officials to make an all out effort to communicate with our coaches in grades 7-12.

COACHES, I hope each of you will take time on a daily, or at least a weekly basis, to remind your players of your expectations as it relates to sportsmanship, citizenship and conduct. Make them aware of your philosophy and your expectations as how they represent your school and community. It will only take a minute or two but the benefits will be positive.

HEAD COACHES, just a reminder to you that any communication will be done between you and the officials. Assistant coaches are not to communicate with officials once the game begins, unless the head coach is ejected or replaced. Then, only the assigned head coach has this opportunity. Assistant coaches should not confer with officials during timeouts or quarter breaks. Violation of this rule may result in a technical foul being assessed to any assistant (s), which in turn will be an indirect technical foul charged to the head coach.

COACHES - REPORTING YOUR STATS!!!

The IHSAA and the IGHSAA have developed a new free website - www.quikstatsiowa.com - for schools, fans and the media. Athletic directors at each school were sent their school's password in October. The basketball site is scheduled to be ready by November 14. The associations have invested a sum of money to provide this service and it is **an expectation of the IHSAA that each varsity program will post their game team and individual statistics on a regular (weekly) basis.** The site is easy to use and after rosters and schedules are entered, the individual statistics link will be available.

Athletics.com (formerly Stats and Go) is no longer endorsed by the IHSAA. **The new website is the property of the two athletic associations.** If you have questions about the site feel free to contact Bud Legg or David Anderson in our office. Bud will also be expanding the archive information, which can be viewed on the basketball web page of the IHSAA. Your help in providing him information on performances for the all-time

best lists and updating your career wins-losses, schools you have served as a head coach and years as a head coach will be helpful. You can email him at blegg@iahsaa.org

ATHLETIC DIRECTORS & COACHES: Please review the basketball schedule book and if you have any changes in your schedule, please contact Bud Legg at our office ASAP. Thank you for your cooperation pertaining to this manner.

ENCLOSURES

*****OFFICIALS - PLEASE READ - VERY IMPORTANT*****

We are asking each official to submit their sportsmanship ratings on-line, on a game-by-game basis, so the IHSAA can track how schools are doing each week. ****YOU MUST READ THE ENCLOSURE ABOUT SPORTSMANSHIP RATINGS SO YOU UNDERSTAND THE INSTRUCTIONS!!****

THE FINAL DATE TO SUBMIT BASKETBALL SPORTSMANSHIP RATINGS ONLINE IS SATURDAY, MARCH 31, 2007!!

Other Enclosures

1. 2006-2007 Points of Emphasis (*schools & officials*)
2. NFHS Basketball Rules Changes & Revisions (*schools & officials*)
3. 2006-07 Rules Interpretations
4. Duties during Timeouts/Quarter Breaks (*schools & officials*)
5. Rough Play (*schools & officials*)
6. Pregame Outline (*officials*)
7. Basketball Signal Diagrams (*officials*)
8. Duties of the Scorer & Timer (*schools*)
9. Basketball Publication Errors & Corrections (*officials*)
10. Iowa Adaptations for Basketball (*officials*)

REMINDERS ABOUT RULES MEETINGS & TOURNAMENT REQUEST FORMS

1. Officials who want to be considered for the 2007 Basketball Tournament Series, must notify the IHSAA by filling out the **"Basketball Tournament Request Form"** online by **November 29, 2006**. Each official, individually, must fill out a tournament request form. To be considered for tournament assignments, you must have: (1) attended one of the 2006-07 IHSAA sponsored rules meetings; (2) submitted your sportsmanship ratings online for the 2005-2006 school year by the stipulated deadline; (3) submitted your 2006-07 Basketball Tournament Request Form online; and (4) attended one of four 3-person basketball officials clinics.

2. **Temporary Officials.** You must complete the Part I exam on-line to have a valid license for the 2006-2007 basketball season! If you have not completed and passed the Part I exam, you may **NOT** officiate games in grades 9-12. If this is your third year with a "temporary" classification, you must take the supervised exam due to the fact you may only have a temporary license for three years. The dates, sites and times of the supervised exams are listed in the 2006-2007 Officials Guide on Page 26.

3. The IHSAA has flag emblems available for officials to wear on your officiating shirt. If you would like to purchase a flag, you may do so by sending \$1.50 with a self-addressed, stamped return envelope. The flags are to be worn over the heart on the front of the shirt.

4. In all games involving grades 9-12, ALL officials must be licensed by the IHSAA. In 7th and 8th grade games, at least ONE of the game officials must be licensed by the IHSAA. The use of a non-licensed official is forfeiture of contest.

5. 3-Point Goal. The 3-point goal is **NOT** used in junior high boys basketball games played in Iowa (grades 7 and 8). The 3-point goal is NOT an option for 7th and 8th grade basketball games.

6. Out of State Officials. You must have a reciprocity license before officiating games in the state of Iowa. You simply need to send a copy of your current officiating license and the reciprocity fee to the IHSAA to receive an Iowa license. Failure to have an Iowa license would cause forfeiture of contest by the school which contracts you. **PLEASE NOTE!! Please do not wait until the week of the game to fulfill this requirement!**

COACHES & OFFICIALS

1. Leaving the court for an unauthorized reason during the course of play, means to gain an advantage by leaving the court. Saving a basketball, running down the court, trying to block a shot, and crossing the endline is **NOT** leaving the court to gain an advantage. However, leaving the court to go around a screen would be trying to gain an advantage, and therefore is suspect to being called a violation.

If a player steals the ball in the front court and is racing to the other end for an uncontested lay-up, and the defensive player runs out-of-bounds to create a violation that becomes a held whistle situation, if the player makes the lay-up, ignore the violation. If he misses, then call the violation.

2. Hinged **KNEE BRACES** must be covered with a sleeve or elastic wrap. Finger sleeves are considered to be an adornment just like Lance Armstrong bracelets, and therefore are illegal.

Also remember that a player cannot participate wearing anything hard and unyielding from the elbow down to the ends of the fingers, no matter how padded one makes it. Alan Iverson sleeves may be worn only if the coach has a signed doctor's note (which must be shown to the officials), stating it is due to an injury or is required by a doctor for medical reasons.

OFFICIALS PRE-GAME DUTIES

1. **COACHES & OFFICIALS**, meet with the Timer & Scorer while observing warm-ups. The procedure we want used in boys basketball games is that the Timer does not sound the horn until the Official Scorer has a substitute properly reported. The substitute will give his number to the Scorer, at which time the Scorer will ask the timer to sound the horn, indicating the substitute is ready to enter the game. **COACHES**, please inform your substitutes to remove their warm-ups prior to going to the table to report. We DO NOT want timers sounding the horn as substitutes are running to the table. **OFFICIALS**, observe the table area at each dead ball situation and see if there are substitutes awaiting to enter the game.

OFFICIALS, please remember if you have a disqualification, an injured player, a player with blood or a player who is in violation of the uniform rule, make sure the entering player properly reports and is beckoned into the game prior to resumption of play. Other substitutes who have reported and are awaiting entry, may come in the same time the replacement player enters in all the above mentioned situations.

2. Meet with at least one cheerleader from each team and address 3 issues:

- A. The cheerleader's role as it relates to sportsmanship and any assistance they can give in assisting with their crowd in making the atmosphere a positive atmosphere as it relates to sportsmanship in the game of basketball.
- B. Location of cheerleaders during the game. Ask the cheerleaders where they are going to be located and when you come into that area, they need to give you as much room as possible to do your duties as an official. **OFFICIALS**, you **DO NOT** dictate where the cheerleaders area is located unless it creates an unsafe situation for the cheerleader or yourself, as an official.
- C. 30-Second Time-Outs. Demonstrate the signal that is used for a 30-second time-out as well as a full, 60-second time-out signal. Inform the cheerleaders they **ARE NOT** to do cheers on the court during 30-second time-outs. They may cheer in front of their crowd but not on the court.

3. Meet with the Head Coach at that level of competition & Captains approximately 13 minutes prior to gametime. One item to discuss with the captains is their role as it pertains to conduct and sportsmanship of their team. Use the white card which was available at our rules meetings to make your sportsmanship statement. Better yet, memorize the statement. Remember, the captains are the designated leader of their team for this particular game and any situations that may arise, you may ask for their cooperation and assistance. Please note that all (varsity game) officials will be across the floor during pre-game warm-ups and before the start of the second half. This pre-game mechanic is optional below the varsity level.

ATHLETIC DIRECTORS - COACHES - OFFICIALS

1 Please instruct the **Timers to blow the warning horn loud and long at the end of TIMEOUTS and QUARTER BREAKS**. This will help to insure coaches it is time to finalize things and have their teams back on the floor and ready to play when the last horn sounds. Inform the coaches and captains at the pregame what you expect pertaining to these situations. Officials have been instructed to put the ball into play, unless a team warning is enforced for not making the court ready for play.

2 **BENCH DECORUM**. We have had a few situations arise where coaches or officials are neglecting to abide or enforce the Bench Decorum Rule. This rule is expected to be enforced. The IHSAA has emphasized this rule for YEARS. The majority of our coaches do abide by this rule. **COACHES**, officials should be enforcing this rule. If you are guilty of this violation, or if an Athletic Director knows their coach is in violation, please talk about the consequences before it causes an embarrassment to the coach, the players and the school.

ATHLETIC DIRECTORS, music/sound effects and artificial noise makers. This has previously been addressed in IHSAA sponsored tournament games, however now the National Federation has a rule that prohibits "artificial" noise makers during the season. With the intrusive and disruptive nature of audio packages which exist with many new scoreboards and through public address systems capable of playing various sound effects, this prohibition will result in schools and game officials being able to consistently control what occurs during a game. Pep bands are still permissible. They may play prior to the game, during time-outs and quarter breaks and during halftime intermission, however they are NOT to play when the clock is running and the ball is alive.

The prohibition against "artificial" noise makers including, but not limited to megaphones in the crowd; cow bells; sirens; clackers; cans with marbles, coins or rocks inside; and varied other creative devices provides support for an increasingly serious problem. Home or game management is responsible for enforcement. Cheerleaders may use megaphones when performing their cheerleading duties.

ATHLETIC DIRECTORS, memorial/commemorative patches. The restriction on memorial/commemorative patches has been removed. These patches may be worn above the neckline and on the shoulder straps of the uniform. They may also be worn if the uniform has a side-seam insert. The patches must be securely fastened. They may contain colors, initials or names, however **numbers MAY NOT** be used.

OFFICIALS - Equipment Restrictions Extended to Pre-Game. The Referee shall not permit ANY "team member" to wear equipment or apparel which, in his or her judgement, is dangerously confusing to other players or is not appropriate. Of specific concern is the wearing of jewelry during the pre-game warm-up period. Once the officials arrive on the floor, and have jurisdiction, even prior to the time the head coach verifies that all players are legally equipped, no team member may have jewelry. **This includes Lance Armstrong wrist bands and finger bands**. Iverson arm sleeves are also considered an adornment. Cloth wristbands shall be worn below the elbow. All wristbands and headbands must be the same color.

The penalty is that the player may not continue to warm-up or participate in the game until the illegal equipment or jewelry has been removed. Coaches must assume primary responsibility to ensure all team members are legal and properly equipped as well as in proper uniform.

COACHES & OFFICIALS - 30-Second Time-Outs. To clarify and ensure consistent interpretation during a 30-second time-out, players shall remain standing on the floor in the vicinity of their team bench, coach may be seated or standing. Game substitutes are permitted to participate in the time-out meeting. Players may have a drink or a towel during this time-out. Please keep in mind that teams must be prepared and leave the huddle when the 10-second warning signal is sounded. You must be back on the floor and ready to play when the second horn sounds regardless if it is a 30-second or 60-second timeout.

COACHES & OFFICIALS - **REMINDER!** Throw-In Provision after a Score. To prohibit the team that just scored from gaining advantage, this change permits a team to run the endline on a throw-in when either a foul or violation is committed by the scoring team immediately following a made basket or on the ensuing throw-in. This change only applies when the spot of the throw-in would be at the **endline**.

OFFICIALS MECHANICS

1. At the end of the first half, officials should assemble in an area approximately halfway between the center circle and the sideline opposite the table and remain until teams and coaches have exited.
2. When a player fouls out, the non-calling official (2) or the calling official (3) if he or she stays shall notify the coach, the player and then signal to start the 30-second timer.
3. The "bird dog" foul mechanic need only be used for clarification.
4. 60-Second Time-Out Signal. To improve communication between game officials, coaches, players and the Scorer, a 60-second time-out signal has been authorized. The signal will result in the calling official placing the fingertips of both hands together in front of the chest and spreading the hands past the shoulder, extending both arms parallel to the floor with palms extended and facing the table. Please keep in mind, it is still the responsibility of the coach of the team calling the time-out to immediately signal to the official whether a 60-second or **30-second time-out** is being requested. The calling official will then indicate to the timer when to start the clock.
5. Time-Out Procedures. At the warning signal to end the time-out, the officials will move towards the team huddle and notify the coaches/benches by raising an index finger and saying, "First horn!" The official should then move toward their proper position to resume play. Officials should begin play at the conclusion of timeout (second horn). Coaches officials are not going to dig you out of the huddle following the second horn. It is **YOUR** responsibility to be ready to play.

CLOSING

The information in this letter covers the points I wanted to review with you and emphasize prior to the 2006-2007 basketball season. Please take the time to go through the enclosures and use the information within the letter for preseason meetings and pre-game conferences. This will be the only letter that will be mailed out to you this season. Any future basketball letters will be posted online so please check our website occasionally to see if anything new has been posted.

The Iowa High School Athletic Association wishes each coach and official success in the upcoming season. Work hard, hustle, communicate and above all, be professional and respect each other's role in this great game of high school basketball. Have a mutual respect for each other's role as it relates to the game and we will have a great 2006-2007 Iowa high school basketball season. Good luck to each of you and have a Happy Thanksgiving!!

Sincerely,

Roger Barr
Director of Officials

RB:jj

enclosures



2006-2007 NFHS BASKETBALL PUBLICATION

ERRORS/CORRECTIONS

2006-07 Basketball Preseason Guide

P. 11 Quiz

Question #1 - Answer d should read: A4 and B5 are called for a double personal foul in the free-throw lane while **B1** (not A1) is dribbling the ball in Team **B's** (not A's) frontcourt near the division line.

Question #2 - Correct answers should be c and f (not a, e and f). Answer c should read: The foul is a (delete the word direct) technical foul charged to Team A.

Correction for NFHS Basketball Officials Manual

The correct text should be:

p.70, #342:

342. On a disqualification, the officials will use the following procedure:

- a. The new table side (Center or Trail) official shall notify the coach and request the timer to begin the 30-second replacement interval, and then notify the disqualified player.
- b. The officials not administering the disqualification should assume proper positioning for the subsequent throw-in or free throw.
- c. The official administering the disqualification should take a position on the division line half way between the center circle and the sideline nearer the table to administer the substitution.

2006-2007 BASKETBALL RULES REVISIONS

GUIDELINES FOR HEADBANDS, WRISTBANDS ESTABLISHED (3-5-3, 3-6) Headbands and wristbands must be unadorned (except for the permissible logo) and be the predominant color of the jersey or white. When wearing headbands and/or wristbands, all players must wear the same color and wear the items as intended. Only one item is permitted on the head and on each wrist. Sweatbands must be worn below the elbow and be a maximum of 4 inches. A single headband, if worn, must be no wider than 2 inches. There may also be one visible manufacturer's logo/trademark/reference or a school logo/mascot on the wristband or headband. The changes were made to enhance team uniformity and eliminate a player from unnecessarily drawing individual attention to him/herself. By permitting the school logo/mascot, school spirit is promoted.

LAG TIME ELIMINATED (5-10-1): This change eliminates the need for lag time or reaction time on the part of the clock operator. The referee may put the exact time observed by an official back on the game clock. The committee felt that with new clock technology and the ability to observe tenths of a second, when an official has definite knowledge relative to the time involved, he/she should have the ability to put the correct time on the game clock.

ADDITIONAL DELAY WARNING ADDED; ONLY ONE DELAY WARNING PER GAME (4-47-4, 10-1-5): Beginning next season, only one warning will be given for any of the four delay situations before a technical foul is assessed, including the newly approved delay situation for water on the court following a time-out. Previously, a team could receive a warning for each of the other three delay situations before a technical foul was assessed and two free throws awarded to the opposition. An official will now issue one team delay warning per game for any one of four delay situations. Any subsequent team delay in any one of the four categories will result in a team technical foul. The change will assist with the flow of the game, as well as the administration of the rule by officials and scorers.

TEAM-CONTROL FOUL SIGNAL ADDED (Signal Chart): A new signal has been added for a team-control foul. The arm is extended forward and the fist is punched. The new signal will eliminate confusion at the scorer's table and with players, coaches and fans. The signal will communicate that the ball is going the other direction and no free throws will be attempted. The player-control foul signal has not changed (hand behind the head); both signals should be preceded by the stop clock for a foul signal (arm extended over head with the fist).

2006-2007 NFHS BASKETBALL RULES CHANGES

3-5-3: Changed the guidelines for headbands and sweatbands.

3-6: Added that a school logo-mascot is also permitted on the pants, compression shorts, sweatbands and headbands.

5-10-1: The exact time observed by the official may be placed on the clock when a timer's mistake has occurred.

4-47-4, 10-1-5e New: A fourth warning for delay was added for failure to have the court ready to play following any time-out.

9-2-11, 10-1-5c, d: Changed the procedure for delay warnings to only one warning for any of four delay situations (previously three).

Signal Chart: Established a new signal chart for a team-control foul. The arm is extended and the fist is punched.

2006-2007 MAJOR EDITORIAL CHANGES

3-3-6: Clarified that a player who has any amount of blood on his/her uniform shall be directed to leave the game until the situation is corrected.

4-10: Clarified that a closely guarded count is terminated when an offensive player in control of the ball gets his/her head and shoulders past a defensive player.

4-19-14: Clarified that an unsporting foul can be a noncontact technical foul which involves behavior not in accordance with the spirit of fair play.

4-34-1, 2: Clarified that a player is one of five team members who are legally in the game at any given time except intermission and that during an intermission, all team members are bench personnel.

5-11-2: Clarified that during a 30-second time-out, no on-court entertainment should occur.

2006-2007 BASKETBALL POINTS OF EMPHASIS

1. **CONCUSSIONS.** If you suspect that a player has a concussion, you should take the following steps:
 1. Remove athlete from play.
 2. Ensure athlete is evaluated by an appropriate health care professional. Do not try to judge the seriousness of the injury yourself.
 3. Inform athlete's parents or guardians about the known or possible concussion and give them the fact sheet on concussion.
 4. Allow the athlete to return to play only with permission from an appropriate health care professionals.

These signs and symptoms may indicate that a concussion has occurred:

Signs Observed by Coaching Staff

- Appears dazed or stunned
- Is confused about assignment
- Forgets plays
- Is unsure of game, score or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness
- Shows behavior or personality changes
- Can't recall events prior to hit
- Can't recall events after hit

Symptoms Reported by Athlete

- Headache
- Nausea
- Balance problems or dizziness
- Double vision or fuzzy vision
- Sensitivity to light or noise
- Feeling sluggish
- Feeling foggy or groggy
- Concentration of memory problems
- Confusion

2. **UNIFORMS.** Last season the NFHS Basketball Rules Committee was concerned with the use of uniforms in unsporting ways. 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. In addition, in a rules change for 2006-07, the committee also established guidelines for the wearing of headbands and sweatbands. Other concerns relating to the uniform that need to be addressed are:

A. Undershirts. Illegal undershirts are increasingly being worn. If visible, undershirts shall be similar in color to the torso of the jersey and shall not have frayed or ragged edges. If the undershirts have sleeves, they shall be the same length and must be hemmed. Visible markings, including manufacturer's logo/trademark/reference or the school's mascot/logo are not permitted.

B. Compression Sleeves. There has been an increase in players wearing sleeves for various reasons. Compression sleeves worn for medical reasons are legal. Decorative sleeves made of cotton or other non-supportive materials are prohibited.

3. **TIME-OUTS.** 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.

B. 30-Second Time-Outs. The length of a 30-second time-out has increasingly been improperly extended. 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 do so near team benches and off the playing surface. Delaying the resumption of play after any time-out due to water clean up may result in the issuance of a team warning. Lastly, cheerleaders or other on-court entertainment are not permitted on the court during a 30-second time-out.

4. INTENTIONAL FOULS. The committee continues to be concerned about how games end. While there has been some improvement in the application of the rule, there is still need for further understanding and enforcement. An intentional foul is a personal or technical foul that neutralized an opponent's obvious advantageous position. Contact away from the ball or when not making a legitimate attempt to play the ball or player, specifically designed to stop or keep the clock from starting, shall be intentional. Intentional fouls may or may not be premeditated and are not based solely on the severity of the act. A foul also shall be ruled intentional, if while playing the ball, a player causes excessive contact with an opponent.

Fouling is an accepted coaching strategy late in the game. There is a right way and a wrong way for foul. Coaches must instruct their players in the proper technique for strategic fouling. "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.

Additionally, in throw-in situations, fouling a player that is not involved in the play in any way (setting a screen, attempting to receive the in-bound pass, etc.) must be deemed intentional. Far too often, officials do not call fouls as intentional when the act clearly meets the criteria.

5. RULES ENFORCEMENT AND PROPER USE OF SIGNALS. The committee has seen a movement away from the consistent application of rule enforcement and use of approved mechanics/signals.

A. Rules Enforcement. Officials need to be aware that personal interpretations of the rules have a negative impact on the game. The rules are written to provide a balance between offense and defense, minimize risks to participants, promote the sound tradition of the game and promote fair play. Individual philosophies and deviations from the rules as written negatively impact the basic fundamentals and tenants of the rules. 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 simply because a team "wants" to foul. Conversely, contact that is deemed 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 when a defender obtains a legal guarding position. 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. The count terminates when the dribbler gets head and shoulders past the defender.

3. **Coaching Box.** In states that authorize the use of the optional coaching box, the head coach is the only person on the bench that 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 intermissions, and to spontaneously react to a play.

B. Proper Signal Use. Signals are a means of communication by officials to scorers, players, coaches, spectators and media. Deviation from approved NFHS signals is unacceptable.



2006-2007 BASKETBALL RULES INTERPRETATIONS

SITUATION 1: Post players A5 and B5 are called for a double personal foul while A1 is dribbling the ball just outside the Team A's three-point arc. **RULING:** Team A had control of the ball when the double foul occurred, and thus play will be resumed at the point of interruption. Team A will have a designated spot throw-in on the sideline, nearest to where the ball was located when the double foul occurred. (4-4-3; 4-36; 6-4-3g; 7-5-9)

SITUATION 2: Post players A5 and B5 are called for a double personal foul while the ball is in the air on a pass from A1 in A's backcourt to A2 in A's frontcourt. **RULING:** Team A had control of the ball when the double foul occurred, and thus play will be resumed at the point of interruption. Team A will have a designated spot throw-in in A's backcourt nearest to where A1 was last in contact with the ball. (4-4-3; 4-36; 6-4-3g; 7-5-9)

SITUATION 3: Post players A5 and B5 are called for a double personal foul while the ball is in the air on a three-point try for goal by A1. **RULING:** There is no team control while a try for goal is in flight, and the ball does not become dead until the try ends. If the try is unsuccessful, there is no obvious point of interruption. Play will be resumed with an alternating possession throw-in nearest the location where the ball was located when it became dead, which will typically be on the end line. Had the try been successful, the point of interruption would have been a throw-in for Team B from anywhere along the end line. (4-4-3; 4-36; 6-4-3g; 7-5-9)

SITUATION 4: The horn sounds to end the third quarter. 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. 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. (4-34-2; 10-4-1c Penalty)

SITUATION 5: Designated starter, A1 has a 3/4 inch nickel-finish charm threaded into the lacing of his/her basketball shoes. **RULING:** This is considered jewelry and is not permitted. The charm must be removed for A1 to participate. (3-5-7)

SITUATION 6: Team A has a repeating pattern design with its logo in the inside insert of its team uniform jerseys. **RULING:** Legal uniforms, provided the side insert does not exceed 4" in width and is centered below the armpit. (3-4-11)

SITUATION 7: After playing for nearly three minutes, A1 is detected in the game wearing (a) a sweatband above the elbow, or (b) a headband around the neck. **RULING:** In both (a) and (b), A1 is instructed to remove the illegal item, make it legal or leave the game; he/she may not participate until in compliance with the rule. (3-5-3c; 3-5-4)

SITUATION 8: Three team members from Team A have multi-colored, narrow elastic bands (not moisture-absorbing headbands) around their heads for hair-control purposes. **RULING:** Legal. There are no color or size restrictions for elastic hair-control bands. (3-5-3d)

SITUATION 9: With less than one minute to play in the fourth quarter, Team A scores a field goal to tie the game. B1, standing under the basket after the score, secures the ball and begins heading to the end line of the ensuing throw-in. A1 requests and is granted a time-out. **RULING:** Legal procedure. Team A may request and be granted a time-out until the ensuing throw-in begins. The throw-in does not begin until B1 has the ball at his/her disposal and the official has begun the five-second count.

SITUATION 10: The score is tied at the end of regulation time. During the intermission between the fourth quarter and the beginning of the overtime period, the official scorer advises the referee that A1's three-point goal earlier in the fourth quarter was recorded in the scorebook improperly as a two-point goal. The referee verifies the mistake. **RULING:** The game is over and Team A has won. Since the ball had not yet become live in the overtime period, it need not be played. (2-11-11; 5-3; 5-7-4)

SITUATION 11: A1 is injured during a play in which he/she was fouled. As a result, A1 cannot attempt the awarded free throw. A6 replaces A1 and attempts the free throws, which are successful. Team A then calls a time-out. At the conclusion of the time-out, (a) A1 is ready to play, or (b) A7 replaces A6. **RULING:** In (a), A1 may not re-enter the game until the next opportunity to substitute after the clock has properly started. Legal substitution in (b); A6 may leave the game at any time. Substitution restrictions only apply to being withdrawn and attempting to re-enter without the clock properly starting. (8-2; 3-3-4)

SITUATION 12: A1 is passing the ball to A2 in the frontcourt. The pass is deflected by B1 and is in the air when the officials erroneously blows the whistle and grants a time-out request by (a) Team A's head coach, or (b) Team B's head coach. **RULING:** In (a) and (b), even though there was no player control and the ball was not dead, the time-out is entitled to be used since it was granted. The time-out once granted cannot be revoked and is charged to the appropriate team. The stoppage should be treated as an accidental whistle by the official and play shall resume at the point of interruption. Team A, which was in team control, is entitled to a throw-in at a spot nearest to where the ball was located (last in contact with a player or on the court) when the stoppage occurred. (4-36-1, 2a; 5-8-3, 7-4-4)

PREGAME OUTLINE

- A. Pregame Floor Duties
 - 1. Position during warm-up across the floor from the bench
 - 2. Count players and check numbers, look for any illegal equipment
 - 3. Check equipment, including uniforms, make sure braces with hinges are covered
- B. Table Duties
 - 1. Referee
 - a. Be sure Scorer has lineups and the starters are marked before the 10-minute mark
 - b. Establish rapport with table personnel
 - c. Check scorebook for correct number of players and duplicate names, numbers
 - d. Check clock
 - e. Check alternating-possession (A/P) arrow
 - f. Ask scorer to help hold substitutes for official's beckon
 - g. Inform table personnel of pertinent rule changes, timing concerns, etc.
 - 2. Referee, U1, U2
 - a. Watch both teams
- C. Captains' and Coaches' Meeting
 - 1. Ask players and coaches for questions
 - 2. All players will exhibit good sportsmanship throughout the contest
 - 3. Keep it brief (use our enclosed pregame)
- D. Return to Pregame Floor Duty Position
 - 1. Watch players, get a feel for style of the ball you may encounter
 - 2. Relax and begin final mental preparations
- E. Jump Ball
 - 1. Position, mechanics
 - 2. Trail checks the arrow
- F. Court Coverage
 - 1. Lead Position
 - a. Move outside endline for angles
 - b. Stay with the shooter if in your area
 - c. Post players primary responsibility
 - 2. Center Position
 - a. Responsible for your sideline and help lead on end line upon request from lead.
 - b. Off ball illegal screens & rough play when ball on opposite side of floor & rebounding
 - c. When a player with the ball starts a drive to the basket from an officials primary area, that official has the player and the ball all the way to the basket.
 - 2. Trail Position
 - a. Must get off sideline when ball is on opposite side
 - b. Penetrate toward endline on a try
 - c. Stay with the shooter if in your area
 - 3. Adjust to Defensive Pressure
 - a. Halfcourt pressure
 - b. Fullcourt pressure
 - 4. Off-Ball Coverage
- G. Throw-Ins
 - 1. Eye contact
 - 2. Check table and benches
 - 3. Step away from thrower
 - 4. Bounce pass if pass can be made out of bounds, to thrower-in
- H. Foul Call
 - 1. Use advantage/disadvantage principles in contact situations. See the entire play.
 - 2. Mechanics: Calling official
 - a. Proper signals
 - b. Pointing to player (optional)
 - c. Signaling at the spot
 - d. Throw-in spot or free throws? Your partner must know!
 - e. Reporting to table
 - 1. Stationary in reporting area
 - 2. Eye contact with scorer
 - 3. Clear signals
 - 3. Mechanics: Non-calling official(s) - Disqualified Player
 - a. Dead-ball officiating
 - b. Ball enters basket: Help if necessary - "The ball went in."
 - c. Align players for throw-in or free throws
 - 4. Double Whistles

- I. Free-Throw Administration
- J. Timing Counts, Timeouts
- K. Substitutions, Disqualifications - take your time administering
- L. Key Rules
 - 1. "X" for substitutes
 - 2. Several new signals approved
 - 3. Team may run endline after violation or foul after made or awarded goal
 - 4. Three points for thrown ball from outside arc in own team's basket.
- M. Points of Emphasis
 - 1. Stop rough post play
 - 2. Handchecking
 - 3. Track closely guarded (new rule)
 - 4. Free-throw disconcertion
 - 5. Uniforms and jewelry
 - 6. Bench decorum
- N. Bench Decorum
- O. Last-Second Shot (3 person, opposite table side officials call)
 - 1. Special timing rules
 - 2. Remind each other of duties oncourt if situation permits
- P. Establish Tempo - let the game come to you

HALFTIME

- A. Check A/P arrow before leaving floor
- B. Relax
- C. Discuss concerns/problems
- D. Adjustments, if necessary
 - 1. Court coverage
 - 2. Philosophy: Are the points of emphasis under control?
- E. Review overtime procedure
- F. Remind each other of the things done well in first half
- G. Return to floor
 - 1. Watch players
 - 2. Just before throw-in, check with table personnel for questions/concerns

POSTGAME

- A. Leave floor together
- B. Relax
- C. Review game
 - 1. Points of emphasis?
 - 2. Tempo?
 - 3. Bench decorum?
 - 4. Strange plays, rulings?
- D. Solicit constructive criticism - "What could I have done better?"
- E. Leave facility together - there's safety in numbers
- F. Take a tape along and ask coach or A.D. to dub a tape for your use

Court Positioning: Pregame

Position yourselves on the side of the court opposite the scorer's table. Each official should be approximately 28 feet from the nearest endline. The referee observes the visiting team warm up, the umpire watches the home team.

2-3 PERSON OFFICIALS

- * Be on the floor 15 minutes before game time!
- * This Year We Will Stand Across the Floor From Coaches
 - A. We have more & more nice facilities.
 - B. It gets officials a chance to count & observe players.
 - C. Keeps you from getting interrupted from your duties
 - D. Count players, check numbers, recognize 3-pt shooters & check jewelry
- * Make sure at the 13-minute mark you have set up with the Official Scorer to notify you if line-ups & starters are not marked
- * If girl/boy double-header, tell the Scorer what your plans are to communicate if starters aren't marked & line-ups aren't in
- * At 13-Minute Mark:
 - A. Go across floor & introduce yourselves to the coaches
 - B. Bring Coaches & Captains to center circle for pregame conference
 - C. Introduce everyone
 - D. Verify with coaches that all equipment is legal
 - E. Read Sportsmanship Statement
 - F. Pants are to be worn above the hip
 - G. Keep it short
 - H. Second half you will position yourself across the floor just as you did in the first half
- * Referee, go to bench and sign books - Talk to bench personnel
- * U1 and/or U2, go back across floor and continue to observe
- *** 3-Person Crew - Referee will be on center line during warm-ups observing both teams & collecting information from both officials. At 13-minute mark, each umpire will get a coach & captains and position themselves with their backs to the bench and side-by-side with a coach on each officials side.

The illustration below shows you what our pregame conference will look like in 2 persons. If 3 Referee will be in middle W/U1 to the left and right of Referee and U2 to the right of the Referee.

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