

## National Federation of State High School Associations



### 2011-2012 BASKETBALL POWERPOINT SCRIPT

Slide 4: This picture shows the new  $\frac{1}{4}$  - inch line that is now legal.

Slide 5: This picture shows the new  $\frac{1}{4}$  - inch line that is now legal. Notice also the shadow line designating the division line.

Slide 6: A mathematical line between two solid colors is also permitted in Table 1-1, Supplement to the Basketball Court, No. 3. This change provides consistency in the rule.

Slide 7: This picture shows the mathematical line between two colors. This has been permitted for many years. Notice the shadow line used to designate the division line.

Slide 8: Under the previous rule, arm compression sleeves had no logo restrictions, could have been multiple colors and teammates could have worn different colors. This rules change provides clarification and makes enforcement more consistent for officials.

Slide 9: Verification of the sleeve being worn “for medical purposes,” should be established by each state association. It was never the intention of the NFHS, nor the Basketball Rules Committee, to require participants to provide actual written medical documentation, but that verification be acquired by either the head coach in the pregame meeting (i.e., all participants are legally equipped), or verbally through the participant, coach or athletic trainer.

Slide 10: From the NFHS Basketball Case Book:

**3.5.3 SITUATION A:** Team A’s school colors are red and white. Arm compression sleeves are being worn (a) by several team members that are red and white; (b) by several team members that have multiple manufacturer’s logos; (c) by A1 that is solid black and by A2 that is solid white; (d) by A1 and A2 that are solid red, and by A3 that is solid black; and (e) by several team members that are solid red. **RULING:** Illegal in (a), (b), (c), and (d); legal in (e).

**3.5.3 SITUATION B:** Team A’s school colors are red and white. Only A1 enters the game wearing an arm compression sleeve that is (a) blue; (b) red and wearing a white headband. **RULING:** Illegal in (a). Legal in (b), the legal headband color need not be the same as the legal arm compression sleeve color, but must be the same for all team members.

Slide 11: By changing the definition of player and team control to include a throw-in, greater consistency in the penalty for a common foul is achieved. As the previous rule was written, because

there was no team control during a throw-in, the penalty for a common foul committed by the throw-in team after the throw-in had begun resulted in free throws if the offended team was in the bonus. This was not consistent with the penalty for a team-control foul. This rules change will result in greater consistency in the penalties for common fouls, eliminate confusion on rule application and speed up the contest by eliminating the delay inherent with administering free throws.

Slide 14: The most substantial edits were to Rule 9-9 regarding the backcourt violation. Language was added to clarify that the ball must be in PLAYER and team control in the frontcourt before a violation can occur. Rule 9-9-3 was also adjusted to state that the backcourt exception applied to a jump ball, a throw-in or while on defense.

From the NFHS Case Book:

**4.12.2 SITUATION:** During a throw-in by A1 from the end line by Team A's basket: (a) A2 is in the restricted lane area for 4 seconds of the throw-in count; or (b) the throw-in is touched by A2 before it goes across the division line where it is recovered by A3. **Ruling:** Legal in (a) and (b), even though Team A is in team control during the throw-in. There is no three-second count in (a) since team control had not yet been established in Team A's frontcourt. There is no backcourt violation in (b) since player and team control had not yet been established in Team A's frontcourt before the ball went into Team A's backcourt. The throw-in ends when A2 legally touches the ball, but the backcourt count does not start until A3 gains control in his/her backcourt. (9-7, 8, 9)

**4.19.7 SITUATION:** A1 has the ball for a throw-in. The throw-in pass deflects off of A2. As A2 and B2 are attempting to retrieve the loose throw-in pass, A2 illegally pushes B2 from behind and is called for a foul. Team B is in the bonus. **RULING:** Team A is in control during this throw-in, therefore a team-control foul has been committed. B2 is awarded throw-in a spot closest to where the foul occurred. (4-12-6)

Slide 15: The foul on Black No. 15 takes place during a throw-in. Since team control exists, no free throws would be awarded and White would have a designated spot throw-in nearest to where the team-control foul occurred.

Slide 17: The changes will more accurately describe the products used in the marketplace and encourage some type of equipment inspection. Manufacturers tell us that the break-away rings lose their characteristics over time and with "hard" use. Institutions should test their rings to ensure the characteristics and properties are conducive to the rules for competition.

Slide 19: The administrative duties for game officials needed to be extended after the game to document actions which occur during the game. This revision illustrates the difference between the game officials' jurisdiction during the game and other administrative responsibilities such as submitting specific reports after the game. In addition, state associations may continue to develop and implement policies that allow for review of unusual incidents that occur while the game officials have jurisdiction or after the game.

Slide 20: Many schools believe that a contrasting dark-colored jersey need only be a color other than white. When visiting teams wear light blue, light gold or light silver, it is difficult to differentiate them from the home white jerseys.

Slide 22: Clarifies that an individual state association may authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs or other unique and extenuating circumstances. Such exceptions are not considered rules modifications since they are not general in nature; rather, they are limited to the circumstances of specific individual participants.

Slide 24: This slide reflects the new Rules Book language.

Slide 25: **SECTION 11 CHARGED TIME-OUTS**

**ART. 1 . . .** Three 60-second and two 30-second time-outs may be charged to each team during a regulation game. Each team is entitled to one additional 60-second time-out during each extra period. Unused time-outs accumulate and may be used at any time.

**NOTE:** State associations may determine the number of electronic media time-outs for games which are transmitted and may reduce the number of charged time-outs.

**ART. 2 . . .** A single 60-second time-out charged to a team shall not exceed one minute and shall be conducted within the confines of the time-out area. A warning signal for the teams to prepare to resume play is sounded with 15 seconds remaining. Such a time-out shall not be reduced in length unless both teams are ready to play before the time-out is over.

**ART. 3 . . .** A single 30-second charged time-out shall not exceed 30 seconds and players shall remain standing within the time-out area. A warning signal for teams to prepare to resume play is sounded with 15 seconds remaining. No on-court entertainment should occur during this time.

**ART. 4 . . .** Only one 60-second time-out is charged (or one 30-second time-out, if that is the only type of time-out remaining) in 5-8-4 regardless of the amount of time consumed when no correction is made.

**EXCEPTION:** No time-out is charged:

- a. If, in 5-8-3, the player's request results from displaced eyeglasses or lens.
- b. If, in 5-8-4, the error or mistake is prevented or rectified.

**ART. 5 . . .** A time-out shall not be granted until after the ball has become live to start the game. 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).

**ART. 6 . . .** 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 for each, as in 10-1-7.

**ART. 7 . . .** Successive time-outs, as in 4-43-2, shall not be granted after the expiration of playing time for the fourth quarter or any extra period. In all other instances, they shall be administered in the order in which they were requested.

**ART. 8...**Time-outs simultaneously requested by opposing teams or those requested to keep opposing players in the game that were directed to leave for injury/blood, as in 3-4-6 and 7 Note, shall be granted, charged to the respective team and administered concurrently. When one team is charged with a 30- and the other a 60-second time-out, the duration shall be 60 seconds.

Slide 26: e. Opponents commit simultaneous goaltending or basket-interference violations.

f. The point of interruption cannot be determined as in 4-36-2c.

**NOTE:** When the alternating-possession procedure has not been established, the jump ball shall be in the center restraining circle between the two players involved in the subsequent action.

Slide 27: This illustrates a tie up after the opening jump ball where team control has not yet been established. The subsequent jump ball is between those involved in the held ball.

Slide 28: **ART. 2 . . .** If there is a multiple throw and both a single personal and single technical foul are involved, the tries shall be attempted in the order in which the related fouls occurred, and if the last try is for a single technical foul, or intentional or flagrant personal foul, the ball shall be put in play by a throw-in.

**ART. 3...**If a false double foul involves any type of single foul and any type of double or simultaneous foul, play is resumed with the penalty for only the single foul, as if the double or simultaneous foul had not occurred (see 4-36).

Slide 29: A: No. 55 fouls No. 41

B: Double technical foul on a White and Black player

C: Free throws awarded to No. 41 for the shooting foul as if the double technical foul had not occurred.

Slide 30: **Penalty 4. If an opponent(s) contacts the thrower, an intentional personal foul shall be charged to the offender. No warning for delay is required.**

This rule is now also referenced in the Intentional Foul editorial change.

Slide 31: This clarification will make rules enforcement easier. Officials will not have to determine whether the plane was broken, only that contact occurred.

Slide 40: This particular act should likely not automatically be assessed a technical foul, especially if directed toward a player's own teammates or bench. However, if this act is directed toward an opponent, a technical foul should be assessed.

Slide 42: **NOTE:** Incidental contact is contact with an opponent which is permitted and which does not constitute a foul. This includes but is not limited to contact which does not hinder the opponent from participating from normal offensive or defensive movements.

Slide 48: No. 15 does not give his moving opponent time and distance to stop or change direction – Illegal Screen.

Slide 50: No. 12 is beyond shoulder width and extends a knee into the path of her opponent – Illegal Screen!

Slide 54: Black player puts knee in the back side of her white opponent – Foul!

Slide 56: The black player holds his opponent during rebounding action – Foul!

Slide 60: The full report may be found at [www.nfhs.org](http://www.nfhs.org) under the Sports Medicine link.

Slide 64: States associations should reinforce specific mandates regarding concussions.

Slide 72: **0.2 2011-13 MECHANICS POINTS OF EMPHASIS**

**0.2.1 Reporting Area & Signaling.** Just like your signaling sequence at the spot of the foul, your signals and sequence at the table speak a language. Using signals to report to the scorer is just like talking to the scorer, only you're using signals instead of words.

Delay momentarily after signaling the foul at the spot to ensure there is no continuing action or unsporting behaviors among players. There is no need to go all the way over to the scorer's table. Go to the spot within the foul-reporting area that will allow you to properly report the foul and then get the resulting throw-in or free throws started as soon as possible. One of your duties while reporting is watching both benches for bench decorum and substitutes. If you're too close to the table, you lose that perspective.

After moving to the reporting area, stop and square up to the scorer. Stopping is critical. If you're moving while reporting, you increase chances of the scorer missing something. Use one hand to signal the number of the player that fouled. Verbalize the numbers at the same time. When verbalizing a two-digit number, say the full number, not the two parts. For example, a foul on No. 24 should be said, "Blue, twenty-four," not "blue, two-four." When giving a number combination like 22, give a distinct pause between the numbers so the scorer doesn't get confused. Do not spin your hand when giving the second number. That turn can cause confusion.

Slow down when reporting. The game can't restart without you. And when giving the nature or signal of the foul, make sure it's the same preliminary signal you used at the spot of the foul.

**0.2.2 Substitutions.** The referee should review substitutions prior to the game in a pregame conference with the scorer. Alert the scorer to hold substitutes at the table until those entering players have been properly beckoned into the game. Report any foul before beckoning substitutes.

The official beckoning the substitutes into the game will sound his/her whistle along with a motion allowing that substitute to enter. The whistle, along with the stop sign lets your partner(s) know you've got a substitute and not to resume play until all players have been counted. Keep the stop sign high and visible for your partner(s) to see. If you anticipate that your partner may resume play too quickly, sound your whistle again to make sure the game is not started until all exiting players have gotten off the court.

**0.2.3 Game Awareness.** Much of adequately managing a game has to do with the prevention techniques that minimize the likelihood of “bad stuff” happening later on in the game. For example, getting teams out of huddles, being approachable, answering the coaches’ questions, recognizing a rise in player emotions and stepping in so players know you are aware and watching for any signs of escalation are situations that can be hard to identify unless you make a concerted effort to look for them. It’s an area where more experienced officials can mentor and teach younger officials the cues to look for and some strategies to use to defuse those situations.

Officials must be aware of game escalators such as hard fouls, chest bumps, trash talking, bench decorum and behaviors of coaches and players. Prevent those types of situations from becoming more serious by using good communication skills and preventive officiating. Know when they happen and deal with them accordingly. A classic example occurs when you take a proactive role in getting into the fray and talking with players after an aggressive held-ball “scrum.” Being aggressive in making your vocal and physical presence known to the players involved prevents a potentially volatile situation from occurring.

“Managing” the game is less defined in the rules books and affords officials some latitude to handle those dead-ball situations. That permission and ability to use more discretion to manage those scenarios will improve the game and overall experience for all those involved. Rather than intuitively reacting to live-ball calls, you can take more time to think about how to take care of the situation during dead-ball periods because time does not have to be an issue. Managing those dead-ball situations can be handled in many different ways by each official and is largely based on experience. Veteran officials usually have learned how to manage the game very well when the clock is stopped. Although you can take the time necessary to make sure you handle dead-ball periods, taking too much time can draw undue attention to your crew and may actually counteract what you are trying to accomplish. There is a fine line that you need to be aware of — address the issue appropriately but do not belabor the point so it detracts from your efforts.

**0.2.4 Fighting Situations.** In recent years there has been an alarming rate of game incident reports citing “fighting” during basketball games. This document will serve as the protocol for game officials. The scenario shall be covered in every official’s pregame meeting prior to taking the court.

Knowledge of the rules in reference to a fight situation is critical for three reasons: identification of individuals participating, knowledge of subsequent penalties and knowledge of how play is ultimately resumed.

Fighting can be categorized into two groups: One, the ten players legally on the court who participate in a fight situation. Two, all bench personnel leaving the team bench area during a fight or when a fight may break out.

Penalties: Flagrant fouls (technical or personal) and disqualification to each offender, plus one or more indirect technical fouls to the coach when bench personnel are involved. Each foul counts toward the team-foul count, with the exception of the indirect technical foul(s) assessed to the head coach.

- A. Preventive officiating — Maintain a high degree of focus so you are not surprised when a fight may break out on the court.
- B. Be a peacemaker — Step in between opposing players prior to a confrontation escalating into a fight.
- C. Find a friend — Solicit the captains of each respective team to assist in addressing unacceptable behavior of teammates.
- D. *Let's Get It On* — When all else fails to prevent a fight from occurring, use the following procedures:
  - 1. The official nearest the fight should attempt to keep all other players from participating.
  - 2. The official(s) away from the area on the court where the fight is occurring should focus their attention to the bench areas.
  - 3. Head Coaches may be beckoned onto the court to assist in ending the fight and keeping his/her players from participating in the fight.
  - 4. Officials should not attempt to physically separate the combatants. That is a liability matter. It is the responsibility of host game management to administer crowd control.
  - 5. When the fracas has ended, direct all players and coaches to their respective bench area.
  - 6. Meet as a crew to exchange information, address penalties and discuss resuming play procedure.
  - 7. The referee will then meet with both head coaches at the division line to explain the action to be taken.
  - 8. The referee will then go to the scorer's table to report and ensure that all penalties are accurately documented in the official scorebook.

After the conclusion of the game, file a game report