

## SRI Bulletin #2 / January, 2011

**Intentional Fouls:** An excessive number of fouls occur in the closing minutes of a game. Failure of officials to recognize or rule an intentional foul when they occur is a major concern. Refusal to rule intentional fouls when they occur affects the balance of play between defense and offense.

Officials must recognize that rules are designed to prevent one team or player to have an unfair advantage over an opponent. Not ruling an intentional foul, when committed, is an example of an unfair advantage. The team which has gained the lead is put at a disadvantage if a common foul is ruled when an intentional foul was committed.

It is not the intent or spirit of the rules to give an advantage to the trailing team in the closing minutes of a game. Far too often, officials do not rule fouls as intentional when the act clearly meets the intentional foul criteria.

Officials might use the following guidelines in intentional foul rulings:

1. With a player holding the ball – any foul which is not a legitimate attempt to play the ball.
2. Grabbing a player's arm, jersey or body without attempting to play the ball.
3. Holding, pushing or grabbing a player completely away from the ball.
4. Contact away from the ball specifically designed to stop the clock or to keep the clock from starting.
5. Undue roughness designed to primarily to stop the clock which could be developed into a flagrant foul.

**Continuous Motion:** It is a 'rule given right' of an offensive player, with the ball, to try for a goal anytime and anyplace on the court, provided he/she does so legally. The player needs only to have "merely" begun foot, body or arm movement which habitually is associated with trying for a goal. The shooter or a teammate being fouled does not cause the ball to become dead. The official's whistle and 'stop the clock' signal simply stops the clock to indicate a foul and the ball remains 'live'. Officials must not penalize a player who is simply carrying out the rule to try for goal. There is no place in the mechanics manual for the comment "on the floor" or the signal of pointing to the floor. This is incorrect information and penalizes the offensive player.

**Closely Guarded:** The rule applies anywhere in the frontcourt when there is player control, legal guarding, within six feet, toe to toe, when guarding a player holding or dribbling the ball. It does not require aggressive /intense defense by the defender. Multiple defenders may be involved provided each defender maintains the six foot requirement when a 'switch' occurs. The count ends and a new count begins when the offensive player ends a dribble and holds the ball or ends the holding and begins a

dribble. The count is discontinued when the defender is beaten (offensive player gets head and shoulders past the front plane of the defender) or when the distance becomes greater than six feet. A closely guarded count is suspended during an interrupted dribble. Surveys taken indicate many officials do not start their five second count until the defensive player is three to four feet from the player with the ball. Many coaches teach strong defense and for officials to ignore the six foot closely guarded rule is doing a disservice to the game.

**Substitutions:** When an official administering a throw-in has checked/looked to the scorer's/timers table, has had eye contact with the 'off' official and is ready to cause the ball to become live, it is too late to accept substitutes. The game cannot be delayed to admit a substitute who is in route to the table or when the coach is hollering "sub, sub". Ignore such situations and place the ball in play and do not delay the game. Simply enforce the rule.

**Time-Outs:** Head coaches and players only, make request a time-out. Officials grant time-outs. Upon seeing/hearing the source of the request, the official must check and see if the request may be granted. The 'off' official, very often near the head coach, must be careful about granting a time-out request as the ball may not be in player control as player control must exist in order to grant a time-out. A ball being 'pinned' to the floor is not player control or if there is a 'scrum' with multiple players on the floor diving for the loose ball, a time-out may not be granted. To react to a request by sounding the whistle and carelessly granting a time-out when there is no player control, bails out one team and is unfair to the other team.

**At The Site of the Foul:** After sounding the whistle and stopping the clock indicating a foul with the proper signal, remain at the site and complete all required information. Do not run away from the site. When reporting, do not walk but run/trot to the table and properly report the foul information. Read play 2.4.2, pages 33.34 and 35 of the Officials Manual.

**Rebounding Play:** See the entire play, the beginning, the development and the end. Be certain that what appears to be 'on the back' and not 'over the back' where a tall defender may not have touched the offensive player.

**Food for Thought:** Treat players, coaches and fellow officials the way you would like to be treated. Respect the game and participants at all times.