



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 $\frac{3}{4}$ 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 $\frac{1}{4}$ 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 $\frac{1}{4}$ 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 $\frac{1}{2}$ inch in width and may be used with a $\frac{1}{4}$ 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.

Do Not Let Table Snafus Ruin Your Game

There are three seconds to play in the game. The score is tied and team A must go the length of the court to get off a good shot. The ball is inbounded from the baseline. Team B is in a full-court press. A1 catches the ball and avoids a trap on the near sideline. She takes two dribbles and passes ahead to A2, who is standing at midcourt. A2 takes two dribbles and passes to A3. A3 catches the ball on the right wing and drives to the hoop and scores.

The crowd goes crazy and so do you! Why? The horn to end the game has yet to sound. So what do you do now?

You must not only be aware of the buzzer, but the clock at all times. You must see the clock start when the ball is legally touched on the floor. No excuses! You just officiated a great game. No one will remember the previous 1,917 seconds in your game if there is an issue at the end of the game. Timing errors are always credited to the officials, not the timer.

The question becomes, how do you avoid those mishaps in your game? Unfortunately, there will always be

mistakes when dealing with varying table crews.

There's the teenage scorekeeper who cannot stop texting long enough to write down the score, or the scorekeeper who records the foul before you even report it. How about the clock operator who is too busy coaching to start the clock? There is always the mom or dad the coach pulled out of the stands because no one else was available. New timers may start the clock as soon as you hand the ball to the inbounder.

Regardless of the experience level of your table crew, you are responsible for their mistakes. Your goal is to minimize the impact that a table error can have on your game. Table management and clock awareness go hand in hand. You cannot have one without the other. The three keys to good table management and clock awareness are: preparation, information and communication.

Preparation. Preparation begins with three assumptions:

1. Assume that your table crew will be inexperienced.

2. Assume that your table crew will make mistakes.

3. Assume that your fellow officials will not catch them.

By assuming the worst, you can expect the best from yourself.

The best officials are prepared by knowing the rules. Get out your rulebook and study the following: correctable errors, foul administration, scoring and timing regulations, live-ball/dead-ball, alternating possession, timeouts and technical fouls. In addition, some high school officials need to know the rules governing the use of a courtside monitor and the shot clock.

Upon arriving at the game site, locate the game clocks and the shot clocks, if appropriate. Allow sufficient time to meet with the scorer and timer. You should report to the table at least two minutes prior to the 10-minute mark to avoid having to start the game with a technical foul. Prepare an information sheet for the table crew that it can refer to and keep. ▶

▶ **Information.** The information you provide to the table will need to be tailored to the level of basketball you are officiating. However, universally you must remind the table you are the same team as they are. The officiating crew and the table crew must work together to ensure the fairness and integrity of the game. It does not matter what school they are affiliated with. On that day they are a member of the officiating team. Politely introduce yourself. Be sure to ask the scorer and timer if they have any questions for you. When working with a veteran table crew you must be tactful in your approach. Always ask them how they handle certain situations.

Communication. You have heard it before but communication is imperative in establishing good table management and clock-awareness skills. You must have good communication with your fellow officials, table and coaches in order to avoid correctable errors as well as uncorrectable errors.

Communication starts with a thorough pregame conference. The following topics should be covered: clock awareness, last-shot responsibility, eye contact, free-throw confirmation, fouls/bonus, disqualifications, timeouts, warnings on teams and coaches, technical fouls, throw-ins, team control, substitutes and correctable errors. For example, over-emphasize the importance



The officiating crew and the table crew must work together to ensure the fairness and integrity of the game.

of making eye contact with your partners and counting players before administering the ball to an inbounder. It is possible that your table allowed a sub to enter the game without reporting.

Do not rely on the table for accuracy with the alternating-possession arrow. There are several ways to remember. Some officials keep a coin or a whistle in their pocket and switch it after every held ball. Others repeat the color of the

team in order to remember. It does not matter how you do it, just do it.

Be cognizant of your surroundings. A couple of seconds accidentally ticking off the clock may not seem like a big deal in the second quarter but those same seconds could mean the difference between a win and a loss for a team in the end. It is the little things, such as clock awareness, that will carry you to the next level. □