

2013/14 Basketball Bulletin II

Rules, Revisions, and Interpretations



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THROW-IN

A throw-in ends when the ball is legally touched by another player. The rule indicates that if a player is standing with one foot inbounds and one foot out-of-bounds when he/she catches the ball, it is a legal throw-in. The rule also states that on a (AP) throw-in, if the defense illegally violates the (AP) throw-in, the opponents keep the ball for the violation and retain the (AP) arrow for the next alternating possession throw-in.

If the team making the throw-in violates the throw-in provisions and that throw-in is an alternating possession (AP) throw-in, that team loses the ball for the violation and also loses the arrow for the next (AP) throw-in. Following are some examples.

SITUATION #1: A1 is making an (AP) throw-in. He/she bounces the ball to A2 and B2 intentionally kicks the ball.

RULING: Team A will make a spot throw-in for the kick and retain the (AP) arrow for the next alternating possession throw-in.

SITUATION #2: A1 is making an (AP) throw-in on the end line. The pass is tapped by B1 and goes directly out-of-bounds on the sideline.

RULING: Team A will make a spot throw-in on the sideline. The (AP) arrow is changed to team B.

COMMENT: The touching by B1 is legal. The (AP) throw-in has ended.

SITUATION #3: Team A has the ball at the end line for an (AP) throw-in. A1 runs the end line and is

whistled for a spot throw-in violation.

RULING: Team B will have a spot throw-in at the end line and also will get the arrow for the next (AP) throw-in.

SITUATION #4: Team A has the ball for an (AP) throw-in. The official whistles thrower A1 for a 5-second violation.

RULING: Team B's ball for the violation and Team B will get the arrow for the next (AP) throw-in.

SITUATION #5: Team A has the ball for an (AP) throw-in. A1 who is making the throw-in steps onto the court or bounces the ball to a teammate inbounds. The ball touches out-of-bounds on the pass before A2 receives the ball.

RULING: Violation on team A in both situations. Team B will get the ball for a throw-in and get the arrow for the next (AP) throw-in.

PROPER SIGNALS

As you are aware, we have a signal for a team control foul. The proper procedure for a team control foul is move to the site, fist raised high in the air, that same fist brought down and thrust forward in a punch fashion, followed by the proper signal for the foul (charging, blocking, holding, etc.) and then point to the spot where the throw-in will take place by the opponents. Then jog to the reporting area (around players not through), stop completely and report the color

PROPER SIGNALS (cont'd)

of the offender, with one hand slowly display the number while verbalizing the number and then give the team control foul signal. It is not necessary to repeat the actual foul signal to the table. Then jog back to your new position.

Remember, there is no change in a player control foul. We still use the same signal for that. Fist raised high overhead, same arm brought down and hand is placed behind the head followed by the direction signal, arm straight out in front of you with palm open and fingers together and thumb tucked.

PLAYERS LEAVING THE BENCH

Players leaving the bench during an altercation or when a fight may break out are assessed a flagrant technical foul whether they participate in the fight or not. That means that every one of the players are ejected to the bench and disqualified from participation in that team's next scheduled game. The two players who are involved in the altercation are also charged with double flagrant personal fouls or double flagrant technical fouls depending on whether the altercation took place while the ball was live or during a dead ball situation. They also are ejected to the bench and disqualified from participation in that team's next scheduled game. Each technical will count toward the bonus. The head coaches may come out to assist in preventing the altercation from escalating.

We know that we do not shoot any fouls for double personals or double technicals. As for the players coming off the bench, if they are an equal number for both teams, then they would cancel out each other since they are classified as simultaneous technicals. If, they are unequal, we will only shoot one technical foul no matter what the disproportionate number is if they do not participate in the altercation. However, if they do participate, we will shoot one technical for each disproportionate number. For example, three A players come off the bench and five B players come off the bench and do not participate, even though the disproportionate number is two, we will only shoot one technical. Using the same example, only this time they do participate, the disproportionate number is two so we will shoot two technicals. Also, the

PLAYERS LEAVING THE BENCH (cont'd)

Also, the head coaches are assessed one indirect technical foul no matter how many come off the bench and do not participate. However, for those who participate, the head coaches will be assessed one indirect technical for each participant.

Remember, if you have a double personal or technical on the floor, and a corresponding number of players coming off the bench from both teams, we will administer the throw-in from the point of interruption. If we have a disproportionate number coming off the bench, we will administer the throw-in at the division line opposite the table after the free throws have been completed.

SITUATION #1: A3 and B3 get involved in an altercation while the ball is live in team A's possession.

RULING: Flagrant double personal foul. Both players are charged with fouls, ejected to the bench and disqualified from participation in their teams' next scheduled game. No shots for double fouls and the ball is administered for a throw-in at the point-of-interruption to team A.

COMMENT: Point-of-interruption is where team A had possession.

SITUATION #2: During a dead ball situation after A1 was called for traveling, A4 and B4 get involved in an altercation. Three players from team A's bench and three players from team B's bench come running onto the floor but do not participate in the fight.

RULING: Double flagrant technical on A4 and B4. Flagrant simultaneous technicals on all six bench personnel. All eight technicals count toward the bonus. Since there was a corresponding number from each team off the bench, those technicals offset. No shots will be taken. Charge each head coach with one indirect technical. The ball will be administered for a throw-in at the point-of-interruption to team B where A1 was called for traveling.

COMMENT: All eight players are disqualified from participating at both teams' next scheduled game.

PLAYERS LEAVING THE BENCH (cont'd)

SITUATION #3: During a try for goal, A1 and B1 get involved in an altercation. The try was unsuccessful.

RULING: Double flagrant personal foul. Both A1 and B1 are charged with fouls, ejected to the bench and disqualified from participation at their teams' next scheduled game.

COMMENT: Since the ball was in the air and the try was unsuccessful, play will resume with the alternating possession.

SITUATION #4: A2 and B2 get involved in an altercation while the ball is live in A's possession. Three players from team A and five from team B come off the bench onto the floor and all get involved in the fight.

RULING: Double flagrant personal foul. Both A2 and B2 are charged with fouls, ejected to the bench and disqualified from participation in their teams' next scheduled games. All eight players are charged with flagrant technicals which count toward the bonus. All are ejected to the bench and disqualified from participation the next scheduled game. Since the numbers are disproportionate, team A will shoot two technicals (4 shots) and be awarded the ball for a throw-in at the division line. Both coaches are assessed an indirect technical for every player off the bench who participated. Both coaches are done for the night.

COMMENT: Disproportionate number of players come off the benches and do not participate, the maximum penalty is one shooting technical. Disproportionate number of players come off the benches and do participate, one shooting technical for each.



GAME MANAGEMENT

Consistency and control are the main ingredients of a successful game from an official's standpoint. If the crew (2 or 3-person) is on the same page and they take control of the game in the first two to three minutes of the game, they will have a fairly easy game to work even though we know that basketball is probably one of the most difficult sports to work. The key is consistency and control.

Consistency means making the calls exactly the way they happen. It doesn't mean if we have a player control foul against team A then the next time we have a collision, it is going to be a player control foul on B. If player B is not set or moves under player A who is airborne, it is a blocking foul. Consistency doesn't mean making the fouls come out even or close to even, it means getting them right. A team that is more aggressive or playing man to man defense is expected to foul more than a team which is playing zone or less aggressive.

Control means cleaning up the post, key or paint area, whatever you want to call it, early. Looking for illegal screens, holding, pushing or dislodging by either team in the first few minutes of the game is paramount. Going over the top, principle of verticality is crucial to observe in the first few minutes of the game. When you catch these violations early, that sets the tone for the rest of the game. Players will adjust quickly to the crew's method of calling a game.

Make those tough calls early and the crew will have control. Anybody can make the easy call when there is a foul in an open area. It's the tough calls that keep a game in control. When the crew is looking in their primary area of responsibility off the ball, except for the official who has the ball; that is when these infractions are noticed and called. The crew cannot be ball watchers. That's when the game gets rough in the paint area or off the ball. In summary, take control and be consistent.

NOTES:

