



Pennsylvania Interscholastic Athletic Association, Inc.

# 2019–20 Basketball Bulletin 1

## Rules, Revisions, and Interpretations

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### Swinging Elbows (9-14; 4-24)

It is not legal to swing arms and elbows excessively. This occurs when:

- a. Arms and elbows are swung about while using the shoulders as pivots, and the speed of the extended arms and elbows is in excess of the rest of the body as it rotates on the hips or on the pivot foot.
- b. The aggressiveness with which the arms and elbows are swung could cause injury to another player if contacted.

Using this description as a basis, an official will promptly and unhesitatingly rule such action with arms and elbows a violation.

A player must not excessively swing his/her arms(s) or elbow(s), even without contacting an opponent. A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.

Action of arm(s) and elbow(s) resulting from total body movements as in pivoting or movement of the ball incidental to feinting with it, releasing it, or moving it to prevent a held ball or loss of control must not be considered excessive.

**PENALTY:** (Section 13) 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. (See 6-7-9 EXCEPTION d)

#### **CASE PLAY - 9.13.1 SITUATION:**

The ball has been released on a try or tap for field goal by A1 towards A's basket: (a) A2, or (b) B1, excessively swings arm(s) or elbow(s) without contacting an opponent. The ball goes through the basket.

**RULING:** In (a), the official will sound the whistle immediately for a violation. The ball is dead, the goal is not scored. In (b), the ball is dead when the try ends. The goal is scored and Team A is awarded a throw-in at the spot closest to the violation. (6-7-9 EXCEPTION d).

If there is contact with the elbow the official must determine whether it is personal, intentional or flagrant. Rule an **INTENTIONAL Foul** when contact above the shoulders is **NOT** the result of **EXCESSIVELY SWINGING** the **ELBOWS**. Rule a **FLAGRANT Foul** when contact above the shoulders is the result of **EXCESSIVELY SWINGING** the **ELBOWS**.

### Blood on Uniform (3-3-7)

A player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, must be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition, unless a time-out is requested by, and granted to, his/her team and the situation can be corrected by the end of the time-out. (See NFHS Suggested Guidelines for Sports Hygiene, Skin Infections and Communicable Diseases)

NOTES: (ARTS. 6, 7)

1. If players from both teams are directed to leave the game because of injury/blood, both teams must request and be granted a time-out in order to keep each player in the game, as in 5-11-8.
2. A time-out granted to keep a player in the game must be requested before the replacement interval begins.

### Blood on Uniform (5-11-8)

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

### Case Plays

**3.3.7 SITUATION A:** B1 is directed to leave the game because of excessive blood on his/her uniform jersey. Team B does not have any extra jerseys. (a) The coach asks one of the substitutes to give his/her jersey to B1; or (b) Team A is able to find a jersey which B1 can wear although it is not exactly the same color or style of the Team B jersey. The jersey will, however, clearly identify B1 as a member of Team B and will not be confusing to either team or the officials.

**RULING:** Acceptable procedure in both (a) and (b). In both situations the scorer will make necessary changes in the scorebook without penalty.

**COMMENT:** The spirit and intent of the rule is to do everything possible to allow the player to use a different jersey and return without penalty. However, identical numbers shall not be allowed on the same team.



**Blood on Uniform - Case Plays Continued**

**3.3.7 SITUATION B:** A1 discovers she is bleeding and intentionally wipes blood on the arm of the both B4 and B5. In (a) neither the referee or umpire observes the bleeding or the action of A1; (b) U1 observes that A1 is bleeding from a cut on her arm; (c) U1 observes B4 and B5 with blood on their arm; or (d) U1 observes A1 bleeding, and observes A1's action of wiping blood on the arm of B4 and B5.

**RULING:** In (a), A1 must leave the game when the bleeding is discovered; (b) A1 must leave the game when bleeding is observed; (c) B4 and B5 must leave the game when blood is observed on their person; (d) A1, B4 and B5 must leave the game and, A1 is charged with a technical foul for an unsporting act. If in the judgment of U1 the actions of A1 were flagrant, A1 would be disqualified from further competition. Any player or legally entering substitute may attempt the two free throws, after which B will have the ball for a division line throw-in. In all situations, a team may call a time-out to keep a player in the game.

**3.3.7 SITUATION C:** Officials discover blood on players A1 and B1 simultaneously and direct both players to leave the game. After notification by the officials, (a) Team A chooses to call a time-out to keep A1 in the game, while Team B elects to substitute B6 for B1; (b) both teams request a time-out to keep A1 and B1 in the game.

**RULING:** In (a), B6 must enter the game prior to the official granting the time-out for Team A. A1 must be ready to play by the end of the time-out. B1 may not re-enter the game until the next opportunity to substitute after time has run off the clock. In (b), both teams are charged a time-out and the time-outs run concurrently. If one team requests a 60-second time-out and the other a 30, the duration shall be 60 seconds. Both A1 and B1 must be ready to play by the end of the time-out.

**10.4.1 SITUATION:** A1 is directed to leave the game because of blood on his/her uniform jersey. The jersey cannot be cleaned immediately. Team A requests and is granted a time-out. A1 leaves the visual confines of the playing court (under adult supervision) and changes to a different jersey. The number change is reported to an official and the scorer and is recorded in the score book. (a) A1 completes the jersey change and the new number is recorded within the limits of the time-out; (b) A1's original jersey is cleaned during halftime. A1 changes back into his/her original jersey and reports the change to an official and the scorer.

**RULING:** (a) Legal. There is no penalty. A1 may remain in the game. (b) Legal. There is no penalty. A1 may enter the game wearing the original jersey.

**COMMENT:** All potential confusion has been eliminated through the official reporting and recording of the jersey number changes and the referee informing the opposing team. (2-3, 10-4-1)



### Disqualified Player (10-6-2)

The head coach must replace or remove a disqualified/injured player, or player directed to leave the game, within 15 seconds when a substitute is available.

**10.6.2 SITUATION A:** A1 has been injured and has received extensive medical attention on the court. The coach: (a) helps assist the injured player to the bench; or (b) remains at the bench area while A1 is treated and helped to the bench. How much time does the coach have to replace A1?

**RULING:** In both (a) and (b), the coach will have 15 seconds to replace the injured player. In (a), the 15 seconds should start after the coach can turn his/her attention from the injured athlete to the duty of making a replacement. In (b), the 15 seconds would begin as soon as A1 has been returned to the bench. In both cases, the timer should be instructed by the official to sound a warning horn and start timing the 15 seconds and sound the horn to notify the official after 15 seconds have elapsed.

**10.6.2 SITUATION B:** A1 has been disqualified from the game for committing his/her fifth foul or a flagrant foul. The coach of Team A is notified and then the official instructs the timer to begin the replacement period. The player is then notified of the disqualification. The coach of Team A rises from the bench and: (a) talks until the sounding of the warning horn with the four remaining players who have gathered near the boundary; (b) immediately sends A6 to the table to report in. The coach then gathers the players at the sideline for a conference; or (c) sends A6 toward the table but the timer indicates the 15 seconds have expired before A6 gets there.

**RULING:** Legal in (a), as long as a substitute reports before the 15 seconds have elapsed. In (b), play will resume as soon as A6 has reported to the scorer. In (c), a technical foul is charged directly to the coach.

### OFFICIAL SCORER

**2-11-12** - The official scorer is required to wear a black and white, vertically striped, garment.

### The Benefits of Self-Talk

Many people are conscious of an inner voice that provides a running monologue inside their head. For many officials, positive self-talk can be an effective way to enhance performance on the court. When the game begins to “speed up” or become challenging, self-talk can be an effective tool for maintaining focus and slowing things down. It can improve your confidence and allow you to bounce back after a mistake or block out unnecessary crowd noise. Some sample phrases repeated in your head during a game may be, “I’m at lead, and these are my competitive matchups. This is my primary coverage area.” On a throw-in it may be a “to do” list such as, “Game clock, table, coaches, count players, partners.” It should be consistent and something that works for you. Discuss self-talk in your next pregame and see if it can help improve your focus for a better game.

