



Pennsylvania Interscholastic Athletic Association, Inc.

# 2019–20 Basketball Bulletin 2

## Rules, Revisions, and Interpretations

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### Contact on the Ball Handler/Dribbler (10-7-12)

Officials are often told to “trust their partners” in order for the crew to succeed. This is true. Why is it so many of us fail to trust *the rules*? When the ball enters the basket from above, points are awarded. When a player steps out of bounds, we don’t hesitate to call a violation. Why do we have such a difficult time calling contact on the ball handler/dribbler according to the rules? This breeds inconsistency!

The following acts constitute a foul when committed against a ball handler/dribbler. A player becomes a ball handler when he/she receives the ball. This would include a player in a post position.

- a. Placing two hands on the player.
- b. Placing an extended arm bar on the player.
- c. Placing and keeping a hand on the player.
- d. Contacting the player more than once with the same hand or alternating hands.

**PENALTY:** (Section 7) Offender is charged with one foul, and if it is his/her fifth foul (personal and technical) or if it is flagrant, he/she is -disqualified.

### Mercy Rule

Rule 5-5 NOTE, running clock, at all levels (varsity, junior varsity, or otherwise (of competition, upon completion of the first half, if one team gains a 40-point differential over its opponent, the clock shall be stopped only when an official's timeout is taken, a charged time-out is granted, a period ends, or during administration of free throws. When free throws are to be administered, the clock stops after the ruling official has reported the foul.



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

Officials must not allow coaches too much time for replacement of disqualified players. The warning horn should be sounded as soon as the coach has been notified and begins the replacement interval.

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.

In the case of disqualification or removing a player for injury, a coach will have 15 seconds to insert a replacement player into the game. If it is a player's disqualifying foul, the ruling official shall report the foul to the official scorer and then notify the coach that the player has been disqualified.

The procedure is as follows:

- Ruling official shall notify the head coach of the fifth foul
- Request the timer to sound the horn beginning the 15 sec. replacement interval
- Notify the player
- The officials not administering the disqualification should assume proper positioning for the subsequent throw-in or free throw.
- The official administering the disqualification should take a position on the division line half way between the center circle and the sideline nearer the table to administer the substitution. Immediately after the substitution the official shall return to his/her proper position for subsequent throw in or free throw

### 10-6-2 Situation

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.

## End of Game Procedure

- Referee makes eye contact with scorer to ensure there are no problems.
- Officials leave the playing floor together.
- Head for the dressing room in a timely fashion.
- Do not make comments to the news media or fans about the game as you go to the locker room.
- Have a thorough post game conference among your crew.
- Walk together to your cars, if possible, when you depart from the game site.

## Overtime and Length of Periods (5-5)

**ART. 1** - Playing time for teams of high school age must be four quarters of eight minutes each with intermissions of one minute after the first and third quarters, and 10 minutes between halves. The halftime intermission may be extended to a maximum of 15 minutes for special activities, provided home management has properly notified the visiting team prior to the start of the game.

**ART. 2** - Games involving only students below the ninth grade must be played in six-minute quarters with intermissions as in Article 1. An organization sponsoring games involving teams which combine ninth-grade students with students in the eighth and/or seventh grades, may play those games in quarters of eight minutes.

**ART. 3** - A quarter(s) may be shortened in an emergency or at any time by mutual agreement of the opposing coaches and the referee. Playing time and number of quarters for non-varsity game quarters may be reduced by mutual agreement of opposing coaches.

**Note** - It is common for JV games to use seven (7) minute quarters. Overtime for such games is 3:30, but may be altered per 5-5-3.

