

2011-12 HIGH SCHOOL 2-MAN PREGAME CONFERENCE

2011-12 Rules Revisions and Points of Emphasis

1-3-1 Changes in center restraining circle specifications.

3-5-3 New Arm compression sleeves must be either white, black, beige or a single solid school color. Must be same color for all wearing and can only have a single manufacturer's logo.

4-12-1 Team control now exists on a throw-in.

Major Editorial Revisions

3-4-1-c note recommended that visiting team's dark jersey be the darker of the school's color scheme or black.

Points of Emphasis

1. Sporting behavior
2. Guidelines for teaching and officiating
3. Injury data and prevention

Mechanics Changes

1. The trail will mirror the Lead's stop and start clock chop on a throw-in on the endline in the front court.
2. A visible point to the table should be used to signal the timer to start the clock on a time-out.

A. UPON ENTERING THE FLOOR (15 MINUTES PRIOR TO GAME TIME)

1. Go to positions opposite table (U watches home team, R watches visitors).
2. Count players at your end & view action of those players.
3. Check your team for jewelry, unsafe equipment, illegal undergarments, hair, nails.
4. **At 12-minute mark, R goes to table:**
 - *Make sure line-ups are entered & starters marked.
 - *Verify # of players warming up are the # listed (more in book is okay).
 - * Review following with table personnel:
 - Get eye contact with officials when fouls are reported.
 - Handling of substitutes & disqualified players.
 - Starting time out clock, horns on time outs, need for 2nd horn, etc.
 - Approval of final score.
5. When R goes to table, U moves to division line & observes both teams.
6. **At 5 minutes**, get captains
Cover: *General sportsmanship * Location of administrator * Verification of uniforms and Equipment * Designated captains
7. Prior to jump & after starting lineups have been announced, R goes across floor, U goes to division line in front of table.

B. JUMP BALL

1. REFEREE RESPONSIBILITIES :(Can designate tosser)

- a. Two jumpers-penalize for tapping on the way up.
- b. Freeze and normally become T.
- c. Check possession arrow after control established

2. UMPIRE RESPONSIBILITIES:

- a. Insure table is ready - signal to R.
- b. All 8 non-jumpers. **RESTRICTIONS:**
 - *can back out **any time**.
 - *can come onto or move around the circle **after toss**.
 - *can come into circle **after tip**.
- c. Call back bad toss.
- d. Chop time-in.
- e. Will go in the direction of the ball. If controlled in back court, or contested becomes T; if in front court, L.
- f. Check possession arrow after control established.
- g. Rule on tip out-of-bounds behind R.

D. POSSESSION ARROW PRINCIPLES

1. **Initially established by:** team control; disposal of free thrower after common foul; or when handed to thrower for a throw-in after a violation prior to initial control, the free throws for a non-common foul, or a common foul prior to the bonus in effect.
2. **After established**, can only be changed: after an AP throw-in **“legally” ends** or if the throwing team violates during an AP throw-in.

E. DIVISION OF COURT RESPONSIBILITIES

1. Each official has closest sideline - L has baseline, T has division line and back court.
2. Four critical areas:
 - * Foul lane on rebounds - T must work deep.
 - * Mid-court area on fast break - T covers.
 - * Foul line on break - L has ball, T has passer after pass (pass & crash).
 - * 3-point attempt from break on T side - L must set up at arc to help out.
3. Remain in positions as play dictates.

F. THREE-POINT COVERAGE

1. L covers from intersection of FT line extended & arc down to baseline.
2. T covers rest of arc.
3. **On changing 3 to 2** - BLOW WHISTLE, SIGNAL “2”, GET BALL BACK IN PLAY.
4. **On changing 2 to 3** - SIGNAL & KEEP GAME MOVING - DO NOT STOP PLAY!
5. L has to help out on fast break on T’s side.
6. If you fail to award, it is a CORRECTABLE ERROR. If you signal & table fails to count basket, it’s correctable until final score is approved (bookkeeping error).
7. If last shot will be 3-point attempt, L has entire arc, T-foul/horn.

G. THROW-IN ADMINISTRATION

Note: The throw-in ends when the throw-in pass is “legally” touched by another player.

1. Keep ball boxed & floor balanced. **Never have both officials on the same side of the court unless post play on ball side dictates lead movement across lane.**
2. Division line has no significance for airborne players on throw-ins and if defender intercepts a pass while in the air from front court and lands in back court.
3. If ball is staying at same end, administer on line you call.
4. For all end line throw-ins, administering official must have backside-to-nearest-sideline alignment.
5. Trail or new trail official administers all throw-ins in the backcourt.
6. Communicate with partner-eye contact-don’t rush.
7. Discuss how non-administering official will signal when ready.
8. **Recommended: Bounce ball to thrower in backcourt, or front court sidelines with no pressure.**
9. **Lead may bounce the ball to thrower on his/her sideline if: spot is below free throw line extended and no pressure.**

10. For all throw-ins in the paint area (ball remaining in front court), lead should take throw-in spot **away from the trail to eliminate switching.**

11. **If a quick violation or out-of-bounds situation occurs in a team's backcourt and reverses the direction of play so that the throw-in team is in its frontcourt, the ball will be in-bounded by the official responsible for that boundary line as in a frontcourt throw-in.**

12. The trail will mirror the Lead's chop to start the clock on all throw-ins on the end line in the front court.

H. RESUMPTION OF PLAY PROCEDURES:

1. **On throw-ins**, make sure you have confirmation from partner before handing ball to thrower or putting ball on the floor.
2. **On free throws**, get confirmation from partner before handing ball to shooter or putting ball on floor at free throw line.
3. 1st horn at 45-sec, 2nd at 1-min. For 30-sec TOs, **1st horn at 15-sec**, 2nd horn at 30-sec.
4. Teams must be ready to play (coming onto floor) at 2nd horn.
5. If throw-in resumes play, put it on floor or hand it to thrower depending on who delays.
6. If free throw resumes play, put ball at FT line or give to shooter. If shooter delays, he violates when entering semicircle. If defense delays, don't allow them to fill first lane space - automatic violation if throw is missed.
7. If team violates a second time in any particular situation – **Technical Foul.**

I. COUNTS COVERAGE

1. Stay with any count you start until status changes.
2. **Use silent, visible count only on all throw-ins and counting situations.**
3. Give full five seconds on count. Don't look for a violation.
4. Use **not closely guarded signal when situation dictates (new for 07-08)**

J. PRESS COVERAGE

1. L must be alert & help - no hurry to get to baseline.
2. Trail can cover 1-1 and 2-2 situations.
3. On throw-in from right sideline on press, T must stay on that side and officiate where the ball is.

K. PLAY ON BOARDS AND SHOTS

1. **Officiate where the ball is** - T works deep to cover rebounding fouls.
2. T has greater responsibility - step toward baseline when shot goes up.
3. Official responsible for the shot, **must take shooter all the way down to the floor.**

L. BASKET INTERFERENCE & GOAL TENDING

1. If in doubt, leave it alone.
2. Pins are legal as long as ball is on the way up & pinning is not in square.
3. **Basket Interference (NOT A T-foul during free throws)** includes:
 - * Touching ball while it is on the ring or in the basket.
 - * Touching ball while it is in the cylinder.
 - * Touching the basket while the ball is on the ring or in the basket (includes the net).
 - * Grabbing net while ball is on/in basket. NOTE: grabbing/slapping net while ball is in cylinder is nothing.
 - * When a player pulls down a movable ring so that it contacts the ball before the ring returns to its original position .
4. **Goal Tending** (also a T during free throw includes:
 - * Shot (**tap is defined as a try**).
 - * Chance to go in.
 - * Downward flight.
 - * Ball above ring level, or
 - * Anytime ball is touched during free throw while it is outside cylinder.
5. Slapping backboard must cause it to vibrate during a try, or while ball is on board, in basket, or in the cylinder. It is never basket interference. At most it is a T & if ball goes in the basket, it counts. **NO CALL UNLESS CLEARLY HOT-DOGGING!**

M. FOUL ADMINISTRATION

1. **High school, not college game; if bodies hit the floor, get something! Get it early!**
2. Stay with the call - don't leave players too fast on hard fouls.
3. Don't point too quickly if two whistles. **Yield to official in whose direction play is coming.**
4. Verbally give **color, number, & signal** at spot of foul. Don't rush at the player! **Bird dog only for clarification.**
5. Designate throw-in spot or # of FTs to partner at scene.
6. Non-calling official responsible for what happens to ball. Only if it went in do you come to calling official and say "it went in".
7. Go around, not through players.
8. Get eye contact with scorer & come to a complete stop when reporting fouls. Verbally give **color, number, & signal. Use same order all the time!**
9. Free official identifies shooter.
10. Free official freezes eyes on 10 players while moving to new spot.
11. Administer fouls in order they occur.
12. Watch shooter back to floor - **airborne until one foot touches floor.**
13. Post play - look for displacement; get "automatic" fouls such as swim stroke, knee into opponent, backing-in to defender.
14. **Hand checking - call if:**
 - * Hand is left on opponent.
 - * Anytime two hands are placed on dribbler.
 - * Continual jabbing.
 - * Anytime elbow of defender is locked or extends, you can rule hand-checking if opponent is restricted.
15. On all non-shooting fouls occurring in the paint, **take throw-in on bench side of lane, so trail official is away from coaches.**

N. FREE THROW ADMINISTRATION

1. **Lead** administers all throws. Trail assumes position, signals number of throws and begins count.
2. Discuss lane coverage for violations (opposite side) & fouls (same side). L has marked lane spaces, T has all others.
3. Discuss players switching positions - know who moved first.
4. Faking in marked spaces treated same as any other lane violation.
5. Discuss blocking out shooter.
6. Players can't enter lane until ball touches rim, backboard, or the free throw ends.
7. Discuss huddling {one warning per team per game}.
8. For shooting fouls, the calling official will remain table-side after reporting the foul to the table.
Note - The calling official has the option of going to the lead (opposite table) to avoid a confrontational situation with the bench.
9. Discuss free thrower delaying entering semicircle when official is ready - T.
10. The lane spaces closest to the free-throw (and the shooter) remain vacant.

O. TECHNICAL/INTENTIONAL FOUL ADMINISTRATION

1. The official who calls a technical/intentional foul will administer the free throws from the free throw line. He will then administer the mid court throw-in after all free throws for technical fouls have been administered. The non-calling official will position himself at the division line away from the benches and observe player and bench behavior.
He will then become the new lead after the free throws have been administered. He will administer throw-ins for intentional fouls if the foul occurred in his primary area of responsibility.
2. Count as team & individual fouls for bonus & disqualification.
3. Ts on bench & pregame /intermission dunks and rim hangs **charged indirectly to head coach.**
4. **DISQUALIFICATION - 3 TOTAL/2 DIRECT TO HEAD COACH; 2 on anyone else.**

P. DUNKING

1. Dead ball situations - give player benefit of the doubt.
2. Grasping of ring - give benefit of doubt if it is to prevent injury.
3. If he swings or pulls-up, call a T.
4. During pre-game warm-up or intermissions, coach is also assessed an indirect T-foul and loses box privileges.

Q. DOUBLE WHISTLES

1. **Yield to official who play is coming toward** unless other official clearly sees something else occur first.

R. DOUBLE FOULS/SIMULTANEOUS FOULS

1. The penalty for a double personal, double technical and simultaneous fouls is to resume play from the point of interruption.
2. No shots for double personal or double/simultaneous technical fouls.

S. SUBSTITUTIONS

1. Non-administering official primarily responsible to see that 10 are on floor.
2. **Injured player:** Does not have to leave if ready to play immediately. If coach is beckoned onto court, player must leave game
 3. Injured player/uniform adjustment/bleeding player - **Can re-enter if time-out is called and** player is ready to enter before time out ends.
4. If unconscious or apparently unconscious - must have **doctor's written authorization** to return.
5. Don't allow substitute to enter unless he/she is at the "X" and ready to enter. (Remind table to hold players until beckoned by the official)
6. Trail official will bring in substitutes
7. **Both teams must request a time-out** in order to keep two opposing players in the game that were both directed to leave for injury/blood.

T. FOULING OUT OF GAME

1. Give table plenty of time to advise you of 5th fouls late in game.

When a player fouls out, the non-calling official (2) or the new Trail official (3) shall notify the coach, signal to start the 20-second timer then the player. The following mechanic shall be used:

- The calling official should take a position with the ball at the top of the arc in the end of the court where play is to be resumed.
- The non-calling official shall take a position on the division line, half-way between the center circle and the sideline nearest the table to administer the substitution.
- Immediately after the substitution, the officials shall return to their proper positions to administer the throw-in or subsequent free throw(s).

3. **As soon as coach is notified -player becomes a non-player, subject to bench conduct rules.**

4. Advise timer to start **20-sec.** timer as soon as coach is notified-**blow horn at 5 seconds.**

5. Time out cannot be granted until substitute reports and is beckoned in. If you do grant the time-out, it must be administered.

U. TIME OUTS & INTERMISSIONS

1. **Official who grants TO takes it to table.**

2. Time-out and intermission positions: official calling the time-out will stand, facing the table, on the division line (on the circle nearest the table for a 30-sec time-out and on the circle farthest from the table for a 60-sec time-out or intermission).

3. The non-calling official will stand with the ball at the spot where the ball will be in-bounded.

4. Report # of player requesting time out to scorer. Notify the coach if he/she is out of time-outs.

5. If free throws are due, communicate shooter # to partner before granting TO.

6. Team/coach can request time out anytime they are in **player control**, even if airborne, but not during an interrupted dribble. **Make certain that the head coach** is asking for the time-out.

7. At the end of the first half, officials should assemble in an area approximately halfway between the center circle and the sideline opposite the table and remain until teams and coaches have exited.

8. **3 full and 2, 30-sec timeouts per game. One additional full TO** for each overtime period.

Coach must declare immediately. Do not go into huddle to ask coach. **No change after reported to scorer.** Unused time-outs accumulate and can be used during extra periods.

9. **The warning horn will now be sounded with 15 seconds left in any time out.**

V. BENCH CONDUCT (14-FOOT COACHING BOX IN MO.)

1. Discuss enforcement & administration.
2. Important that both official enforce consistently.
3. Don't look for it when ball is alive - officiate the game.

W. SCREENING

1. Talk to players early to prevent illegal screens.
2. Officiate the defense, especially on center lob play.
3. If defense stops, no matter how severe the contact - no foul (seldom happens that way).
4. Watch for illegal off-the-ball screens.
5. When screening a moving player, the offense must move in the exact same direction as the moving player.

X. ILLEGAL HAND CONTACT

1. Talk to players early to prevent, but don't keep warning the same player for the same thing.
2. **HAND CHECKING** - leaves hand on; puts 2 hands on; jabs continuously; locks/extends elbows.
3. Know which partner called first hand check and enforce it consistently.

Y. NEED HELP

1. If you look for help, it means you don't have it - **partner makes call**.
2. If he has it, partner should give clear signal as if he were making the call initially - if not, give jump ball signal immediately.
3. If partner comes to you with a different call - **you change your call & signal**. Don't argue with him.

Z. TEMPO

1. Same fouls at both ends ; in last 2 minutes, same as first 30!
2. If no 3 seconds all game, don't look for it at end of game.
3. 5th foul on a "star" player needs to be a good one!

AA. LAST SECOND SHOT

1. Always T's call unless we talk on floor and agree otherwise.
2. If we talk, L has front court, T has back court.
3. If covering official doesn't see it, come to center circle & decide. Don't let timer or scorer decide.
4. L needs to set up a 3-pt arc on long pass, T has shot & horn.

BB. OVERTIME PERIODS

1. Jump ball - no change of baskets.
2. Varsity - 4 minutes; JV and below 2 minutes.
3. One additional full time out per team per overtime period.
4. AP arrow re-established.

CC. CORRECTABLE ERROR SITUATIONS

1. Discuss correctable errors and procedures:
 - * Failure to award a merited free throw.
 - * Awarding an unmerited free throw.
 - * Permitting wrong player to attempt a free throw.
 - * Attempting free throw at wrong basket.
 - * Erroneously counting or canceling a score.
 - a. Error must be recognized no later than the first dead ball after the clock has properly started.
 - b. If clock is running, error must be recognized before the second live ball.
 - c. Play resumes at the point of interruption unless it involves awarding a merited free throw and no change of possession has occurred since the error was made, in which case, play shall resume as after any free throw attempt(s).
 - d. 4. If error is free throw by wrong player at wrong basket or awarding an unmerited free throw, the free throw and the activity during it, other than unsportsmanlike, flagrant, intentional or technical fouls are canceled.

DD. TIMING ERRORS

1. The official may put time back on the clock if he has specific knowledge as to the exact amount of time that remained on the clock when the error was made. Lag time is eliminated

EE. WARNING SITUATIONS

1. Four situations:

- * Throw-in plane violations.
- * Huddling by two or more players in free throw lane or contact with free thrower.
- * Delaying game by failing to allow ball to pass through basket after a made goal.
- * Failure to have the court ready to play following any time out.

2. Report warning to table.

3. Only one total warning per team per game for any violation category - **T thereafter.**

FF. FIGHTING

1. Closest official try to break it up, but don't grab a player & put him at a disadvantage.

2. Other official monitors players involved & players coming off bench.

3. If any bench personnel leave bench during a fight, he/she charged with a flagrant T and is disqualified:

ONLY ONE SUCH FOUL, SHALL BE PENALIZED, AND ONLY ON CHARGED INDIRECTLY TO HEAD COACH, REGARDLESS OF HOW MANY INDIVIDUALS OTHER THAN THE COACH LEAVE BENCH AREA.

4. If head coach leaves bench area during fight, **unless beckoned by an official - direct technical foul and disqualified.** This foul is penalized in addition to the one for other bench personnel.

5. Bench personnel will be charged with a flagrant foul if they leave the confines of the bench when a fight may break out.

6. Shoot free throws only if an offsetting situation does not result. Follow with AP throw-in.

GG. FLIPPED NETS

1. No provision in rules to stop clock & get net down.

2. Fix during stopped-clock period.

HH. END OF GAME

1. Meet at baseline nearest exit & leave court immediately.

2. Not necessary to retrieve ball.

3. Final score is approved when both officials leave the visual confines of the playing area.

II. APPROVED RULING

1. In situations with the clock running and 5 or less seconds left in the game, a throw-in plane violation should be ignored if its only purpose is to stop the clock. However, if tactic in any way interferes with thrower's efforts to make a throw-in, a T for delay shall be called even though no previous warning had been issued. In this situation, if the official stopped the clock and issued a warning, it would allow Team B to benefit.

JJ. LAST MINUTE CHECKLIST

* During stoppage in play or time out within last minute, confer with partner and discuss:

1. Is the score correct? (check with both team scorers and official book)

2. Time outs remaining for both teams.

3. Direction of possession arrow.

4. Foul situations for both teams, re: bonus & double bonus.

5. Which end of court officials will exit.