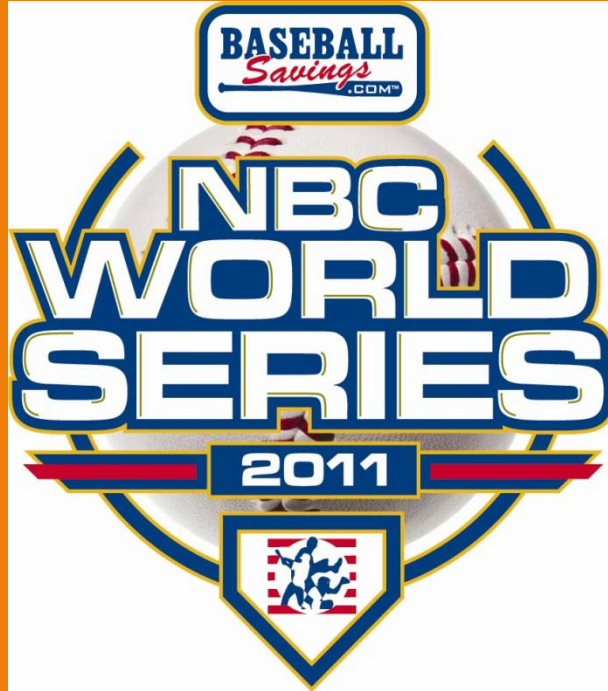


**NFHS Basketball**  
**2011-12**  
**Rules and Editorial Changes**  
**Points of Emphasis**  
**October 19, 2011**  
**Peter Palermino, IAABO Bd. #6**  
**Rules Interpreter**





# Agenda

- Rules, Editorial Changes & Points of Emphasis
- Concussion review
- Prep School Rules review
- CT Ejection Procedure
- Items to Focus on for 2011-12



# Arm Compression Sleeves

## Rule 3-5-3

The specifications regarding arm compression sleeves were changed to require the item to be *white, black, beige or a single solid school color.*

All arm compression sleeves worn:

- Shall have only a single manufacturer's logo that does not exceed 2¼ square inches.
- Shall be the same color for each team member.
- Need not be the same color as the headband/wristband color.



# Arm Compression Sleeves

## Rule 3-5-3

Arm compression sleeves must be worn for medical purposes.

Does not require a doctor's note.

The coach or athletic trainer can make decision.



# Team Control During Throw-in

Previous rule:

- no team control during a throw-in.
- penalty for common foul committed by the throw-in team after the throw-in had begun resulted in free throws if the offended team was in the bonus.
- old rule was inconsistent with the penalty for a team-control foul in non-throw-in situations.



# Team Control During Throw-in

## New Rule

- Only *team-control fouls* occurring during a throw-in are affected by this change.
- This change does NOT affect any of the following rules:
  - Three seconds in the lane
  - Traveling/Dribbling
  - Backcourt
  - Alternating-possession throw-in rules



# Team Control During Throw-in

Scenario – A1 has ball at disposal for throw-in.

A-3 is ruled to hold B1 before throw-in ends.

Ruling – Team control foul.

- Use team control foul signal.
- No free throws.
- Ball is awarded to Team B at spot closest to where foul occurred.



# OFFICIALS' JURISDICTION

## (2-2-4 New Note)

A note was added clarifying the administrative responsibilities of game officials through the completion of required reports.

This change was for administrative purposes only and does NOT affect officials' jurisdiction rules.



# OFFICIALS' JURISDICTION

## Review

**Begins** when we enter the visual confines of the playing court or 15 minutes before start of game.

**Ends** when we approve the final score and leave the visual confines of the playing court.



# Intentional Foul – 4-19-3

rewritten for clarity

**ART. 3 . . . An intentional foul is a personal or technical foul that may or may not be premeditated and is not based solely on the severity of the act.**

Intentional fouls include, but are not limited to:

- Contact that neutralizes an opponent's obvious advantageous position.
- Contact away from the ball with an opponent who is clearly not involved with a play.
- Contact that is not a legitimate attempt to play the ball/player specifically designed to stop the clock or keep it from starting.
- Excessive contact with an opponent while playing the ball.
- Contact with a thrower-in as in 9-2-10 Penalty 4.



# THROW-IN PROVISIONS

## (9-2-10 Penalty 4)

Clarified that when an opponent contacts the thrower-in, an intentional foul shall be charged to the offender.

Any type of contact on a thrower-in is an intentional foul.

The defender does not actually have to break the boundary plane.



# Intentional Foul on Throw-in

## Rule 9-2-10 Penalty 4



# Sporting Behavior

- Teams entering the gymnasium prior to the contest should not run through the area occupied by the opposing team or under the basket where opponents are warming up.
- Where possible, teams should only enter, jog and warm up on their half of the court.



# Sporting Behavior

- Gatherings intended to motivate a team after the warm-up period, during or following introductions and post-game celebrations should be performed in the area directly in front of the team bench.
- If during the pre-game or half-time warm-up period, one team leaves the floor, the other team may not use the entire court.
- Teams should only warm up on their half of the court.

# Perimeter Play

- Two illegal actions taking place on the perimeter of the court are problematic.
  1. Hand-checking and body bumping.
  2. Palming the ball to elude a defender.
- Both illegal tactics are not called, which promotes further illegal actions.

# Perimeter Play - Hand Checking

- Hand checking is any tactic using the hands or arms that allows a player, on offense or defense, to control (hold, impede, push, divert, slow or prevent) the movement of an opposing player.
- Hand checking is a foul and is **not** incidental contact.



# Perimeter Play - Hand Checking

- Defenders shall not have hand(s) on the offensive player.
- When a player has a hand on, two hands on or jabs a hand or forearm on an opponent, it is a foul.
- Players may not place their hands on an opponent with or without the ball.
- Only incidental contact is permitted.





# Concussion Procedure (2-8-5; 3-3-8)

## CIAC policy for Officials

- Assist and Defer
- Decision is not responsibility of official



# Concussion Recognition and Management (2-8-5; 3-3-8)

- Neither officials, nor coaches, are expected to “diagnose” a concussion; that is the job of an appropriate health-care professional.
- Officials, coaches and administrators are being asked to make all efforts to ensure that concussed athletes do not continue to participate.



# Concussion Recognition and Management (2-8-5; 3-3-8)

- The game official is not responsible for the evaluation or management of the athlete after he/she is removed from play.
- If an appropriate health-care professional determines that the athlete HAS NOT suffered a concussion, the athlete may return to play.



# Prep School Rules

## Boy/Girls

Two 16-minute halves

Visiting team wears white uniforms

Players can leave marked lane spaces on release during free throw(s). Free Thrower and players around the arc must wait for ball to hit ring.

Coaching box begins at 28-ft mark and ends at end line

Coach does not have to sit after 1<sup>st</sup> technical



# Prep School Rules

## Girls

**30 second shot clock**

**5 – 60-second and no 30-second timeouts**

**10 second count in backcourt DOES NOT apply.**

**Once the ball gains frontcourt status, the backcourt rule does apply.**

**5-second closely guarded count applies only to player who is HOLDING the ball.**



# Prep School Rules

## Boys

35 second shot clock

4 – 60-second and 2 – 30-second timeouts

10 second count in backcourt DOES apply

No shot clock for sub-varsity games



# CIAC Ejection Report

Available on CIAC website –

[www.ciacofficialsassociation.org](http://www.ciacofficialsassociation.org)

Procedure:

1. complete form online
2. e-mail to IAABO commissioner.
3. IAABO Commissioner forwards to CIAC
4. CIAC notifies offending school

**\*\* Contact your IAABO commissioner that night!**



# 6 Core Rulings for 2011-12

- Was it out of bounds or not?
- Before you put ball at disposal, do we have 5 players for each team?
- Did you locate the pivot foot and was it a travel or not?
- Before you grant a time-out - is there player control or not?
- Was it an act of shooting or not?
- Was it a block or charge?

# CT 2011 State Tournament Observations

- Hit and run officiating
- Unauthorized Signals and Mechanics
  - Stop Clock Signal
- PCA
- Counts
- Free Throw Administration

Source - Peter Webb – IAABO National Office

# College Rule Changes

- Restricted Arc required in the free throw lane
  - attempt to restrict the secondary defender to take charge
- New signals adopted for chucking, pinning a defender, dislodging w/knee

# Resources

- Dan Marsh – IAABO Bd. #6 Resource Library
- Internet sites
  - IAABO, NFHS, NBA
  - 60 seconds
  - RefSchool – IAABO
  - Tips and Taps - IAABO

There are many opportunities to learn. Take advantage of them.



# We Need Focus for 32 Minutes

- <http://www.youtube.com/watch?v=nsBV0S5ynu0&feature=related>



Have a great season!

