

Connecticut State Board of Approved Basketball Officials

Interpreters Bulletin



JANUARY/FEBRUARY 2011 ISSUE

We are receiving many questions and rule situations from coaches and officials. This issue will highlight play situations that have occurred since games began in December.

RULE SITUATIONS / CLARIFICATIONS

Compression Arm Sleeves

The only requirement needed for a player wearing a compression arm sleeve, is verification by the coach that the arm sleeve is being worn for medical reasons. This was a point of emphasis in 2007-08 (3-5-2d). The rules do not require written documentation. According to Rule 3-5-1, the referee shall not permit equipment or apparel which, in his/her judgment, is dangerous or confusing to other players or is not appropriate. In addition, there are no rules pertaining to color/decorations at this time. Therefore, if a coach/player informs the referee, the above information, he/she must accept it and not insist on any further explanations. There is no rule to support not allowing a player to wear a compression arm sleeve if no written documentation is not present.

Situation A – A1 is in 3-second lane and heads fakes B1 into the air. B1 lands on A1. Is this considered a start of the try? **Ruling** - Rule 4-41-2, 3 states that the "try starts when a player begins the motion which habitually precedes the release of the ball". A head fake does not "begin the motion". This is not a try. Remember, the ball does not have to be released to rule a foul during a try. Coaches teach their players to attempt the try when contact occurs. So, if A1 begins his/her motion then "yes", it is a try and A1 is awarded two free throws even if the ball is not released.

Situation B – A1 scores with 3 seconds remaining on game clock to reduce their deficit to 2 points. Team A has no time-outs, thus the game can end with no throw-in by Team B. However, A1 hits ball away from B1. How should the official handle this? **Ruling** – The official shall rule A1's hitting the ball as a delay of game technical foul (9-2-10). This is also reported to the scorer as the warning for delay of game, and reported to the head coach and recorded in the score book. Team B is awarded two free throws, plus the ball for a division line throw-in opposite the scorer's table. In addition, this is a personal foul charged to A1 (10-3-5a), as well as a team foul to Team A (10-1-5 b, c; 4-47-1; 9.2.10 Comment; 10.3.10 Situation B).

Situation C – A1 misses a try for goal, lands on playing court and rolls his/her ankle. Team B begins a 5 on 4 fast break. How does the official handle this? **Ruling** – If A1's injury is potentially serious, the officials may suspend play immediately! If you rule that the injury is not serious, allow Team B to continue its 5 on 4 fast break until Team B ceases its attempt to score or advance the ball to a scoring position. Rule 5-8-2 NOTE provides guidance as to when Team B "completes its play". If the attempt is unsuccessful, play will be resumed with the alternating possession procedure.

Situation D – A-1 attempts a three point try for goal. While the ball is in flight, B-3 pushes A-3. The ball enters the basket. Team A is in the bonus. Does the try count? Does A3 receive free throws for B-3's foul? **Ruling:** This is a continuous motion ruling; score the three point goal by A1. Award A-3 a 1 and 1 or two free throws if in the bonus or double bonus (4-11-1, 2; 6-7; 6.7 Situation D).

Situation E – Team A has an alternating possession throw-in. A1 has possession of the ball when B2 is assessed a non-contact technical foul. How is this play adjudicated? **Ruling** – Team A will be awarded two free throws, followed by a division line throw-in opposite the scorer's table.

The original AP throw-in is not loss. The next held ball or start of quarter will begin with Team A being awarded the throw-in (6-4-5).

Situation F – A1 breaks the boundary plane during a throw-in by B2 in the first quarter. Official rules a throw-in delay of game warning and reports the warning to the scorer, the head coach and recorded in the score book. Team A delays the administration of a free throw during the 3rd quarter by huddling in the lane. How does the official handle this? **Ruling** - Official shall rule a delay of game technical foul. The technical foul is a team technical and is not assessed to a player or coach. Play is resumed by awarding Team B two free throws and a division line throw-in opposite the scorer's table.

Situation G – A1 has ball and is out of bounds for throw-in. B1 reaches across the boundary plane and touches the ball. How does the official rule this action? **Ruling** - B1 is charged with a technical foul and Team B is charged with a delay of game warning and team foul. Both actions are reported to the scorer, the head coach and recorded in the score book. Team A is awarded two free throws and a division line throw-in opposite the scorer's table (4-47-1; 9-2-10 Penalty 3; 10-3-10; 10.3.10 Situation D).

Situation H – A1 is dribbling the ball and B2 deflects the ball away from A1 toward Team B's basket. Team A coach requests time-out. What should the officials do? **Ruling** – Officials should ignore the request for a time-out by Team A coach. Even though Team A retains team control, player control must also exist in order to grant a time out (4-12; 4-15-6c; 5.8.3 Situation F).

Situation I - Backcourt – Yes or No? – A1's try for goal hits the ring and rebounds near the division line. A2 and B2 attempt to retrieve the ball. A2 cannot control the ball and the ball enters the backcourt. A3 retrieves the ball in Team A's backcourt. **Ruling** – Legal play; this is not a backcourt violation. Team control ended on A1's try for goal (4-12-6; 4.12.2).

Situation J - Time-out area - During a pre-season scrimmage, the head coach was told by an official that the team must remain near the sideline in front of their team bench and that no other bench personnel could stand on the court during a time-out. In addition, they were told that they could not go near the end line or the nearer free throw lane line. **Ruling** - According to Rule 1-13-3, a team's time-out area is an imaginary rectangle formed by the boundaries of the sideline (including the bench), end line, and an imaginary line extended from the free throw lane line nearest the bench area meeting an imaginary line extended from the coaching box line (5-12-5, 10-4-4c). By rule, only the head coach may stand in the coaching box to replace or remove a disqualified player or player directed to leave the game (10-5-1d).

Situation K - A1 attempts to dunk the ball and misses. The ring is pulled down and strikes the ball before the it returns to its normal position/still vibrating. **Ruling** - This is offensive basket interference by A1 (4-6-4). However, if the ball enters, and passes thru, the basket and net without contacting the ring, the goal is scored (9.11.4)

Finish the season strong!

#1 Point of Emphasis: "Enforce The Rules As Written"!
IAABO: "One Rule One Interpretation One Set of Approved Mechanics"