

## 2011-12 HIGH SCHOOL 3-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. (U1 with Home, U2 with Visitors, R between U1 and U2).
2. At **4-minute mark**, get captains and head coaches

#### **B. JUMP BALL**

1. **REFEREE RESPONSIBILITIES:**
  - a. Administers toss or **may designate tosser**
  - b. Has primary responsibility for two jumpers
  - b. Becomes trail after ball is tapped
2. **U1 RESPONSIBILITIES: (Positioned on sideline near table to left of Referee)**
  - a. Primarily responsible for toss and calling back poor toss
  - b. Signal clock to start when ball is legally touched
  - c. Becomes lead if ball is tapped to his/her right & center if ball tapped to his/her left
3. **U2 RESPONSIBILITIES: (Positioned on sideline opposite table to right of Referee)**
  - a. 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**.
  - b. Check possession arrow after control is established.
  - c. Becomes lead if ball is tapped to his/her right & center if ball tapped to his/her left

### C. 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 ends or if the throwing team violates on an AP throw-in.
3. **Note – the throw-in ends when the throw-in pass is LEGALLY touched by another player.**

### D. PRIMARY COURT COVERAGE

1. Area inside the arc, below free-throw line extended becomes **primary area for the Lead.**
2. When lead is on-ball, trail's off-ball responsibilities include area above ft-line extended to division line on part of court to free throw lane line furthest from the trail.
3. Trail also has all 3-point coverage on 60% of court.
4. Center has other 40% of court.
5. Center **MUST** watch off-ball – rough post play, illegal screens on cutters, holding, 3-seconds, etc.
6. Lead should always avoid “quicksand”.
  - When caught in quicksand, (L) should go back where he came from and balance floor.
  - Lead can “pinch-in” to get a better look at drives to the basket and blocks from behind, but should return to “closed-in” position as soon as possible
7. **Do not call out of your primary area except:**
  - **On blatantly obvious plays.**
  - **Call has to be good for the game – if foul or violation went uncalled and game control would suffer immensely.**
  - **When partner's view is blocked or he freezes and doesn't react.**
8. When calling out of your area **you must have seen the entire play clearly to make a call. Don't over-officiate!!!!!! Concentrate on your primary area!**
9. **Pass/Crash – Official play is coming toward takes ball – other official takes player.**

### E. THREE-POINT COVERAGE

1. Primary coverage is either (C) or (T)
2. Whichever covers, the other mirrors good 3-point signal. (L) never signals good 3-pt goal.
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 transition.
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).

### F. THROW-IN ADMINISTRATION

- Note: The throw-in ends when the throw-in pass is “legally” touched by another player.**
1. Trail or new trail official administers all throw-ins in the backcourt.
  2. Lead supports C or T on all sideline throw –ins (wrap around)
  3. On transition new trail takes back-court sideline and new lead takes front court sideline.
  4. **Lead should not bounce the ball to thrower on endline in front court or across the paint.**
  5. For all throw-ins in the paint area (ball remaining in front court), lead should take throw –in **on same side as the trail to eliminate rotating (on fouls take throw-in table side).**
  6. The penalty for double personal/technical/simultaneous fouls is changed from an alternating possession throw-in to resuming play from the spot of interruption.
  7. Trail will mirror lead's chop to start the clock on all endline throw-ins in the front court.

### G. CLOSELY GUARDED SITUATIONS

1. Stay with any count you start until status changes.
2. Use “not closely guarded” signal when applicable (new for 07-08)

## **H. PRESS COVERAGE**

1. L must be alert & help - no hurry to get to baseline. – position at Ft-line extended in front court.
2. Trail can cover 1-1 and 2-2 situations.
3. Center should remain in backcourt to assist Trail.

## **I. SHOTS & REBOUNDS**

1. Official with primary responsibility for shooter **MUST bring shooter back to the floor!**
2. If a drive to the basket originates in an official's **primary area, that official takes the player and the ball all the way to the basket.**
3. Lead or T should hold signal on all whistles involving drives to the basket from the C or T primary area.

## **J. BASKET INTERFERENCE & GOAL TENDING**

1. If in doubt, leave it alone.
2. If (C) has shooter, (T) has primary responsibility for goal tending/basket interference.
3. If (T) has shooter, (C) has primary responsibility for goal tending/basket interference.
4. 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!**

## **K. FOUL ADMINISTRATION**

1. **Stay with the call - don't leave players too fast on hard fouls.**
2. Don't point too quickly if two whistles. **Yield to official in whose direction play is coming.**
3. Non-calling officials' responsible for what happens to ball. Only if it went in do you come to calling official and say "it went in".
4. Free officials identify shooter.
5. On all non-shooting fouls occurring in the paint, **take throw-in on table side – true "C"**.

## **L. SWITCHING**

1. **IF BALL STAYS IN FRONT COURT WITH FREE THROWS OR NO FREE THROWS:**
  - ◆ Calling official goes **tableside**.
  - ◆ Official who was tableside fills spot of calling official.
  - ◆ Third official remains in same spot.
  - ◆ If calling official was tableside, return to same spot & other officials do not switch.
2. **IF BALL TRANSITIONS FROM FRONT COURT TO BACK COURT W/ FREE THROWS:**
  - ◆ Calling official goes to (T) tableside.
  - ◆ Closest official to new baseline goes to (L).
  - ◆ Other official goes to (C)
3. **IF BALL TRANSITIONS FROM FRONT COURT TO BACK COURT W/ NO FREE THROWS:**
  - ◆ **No long switches.**
  - ◆ T becomes new L, L becomes new T and C remains the same.

## **M. ROTATIONS**

1. If the ball **settles** inside the free throw line extended on the weak side or penetrates lane line extended on (C) side, **(L) initiates the rotation.**
2. If the ball is trapped in the mid-court area on the weak side, **(C) initiates the rotation.**
3. When lead rotates, old "C" should hold position until L establishes position
4. With 1-minute or less in a period, **do not lock down!**
5. The lead may initiate a rotation when all three officials are in front court.

## **N. FREE THROW ADMINISTRATION**

1. **Lead** administers all throws. **C** assumes position, signals number of throws and begins count, **T** assists on all lane activity and administers all substitutes.
2. Defense can have up to 4 players in marked lane spaces; offense only two.
3. First lane spaces on each side must be vacant.

## **O. TECHNICAL/INTENTIONAL FOUL ADMINISTRATION**

1. Calling official becomes (C), table-opposite, and administers division line throw-in following technical foul shots.

## **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 warmup or intermissions, coach is also assessed an indirect T-foul and loses box privileges.

## **Q. DOUBLE WHISTLES**

1. Yield to the official toward whom the play is coming.

## **R. DOUBLE FOULS/SIMULTANEOUS FOULS**

1. Always alternating possession.
2. **No shots for double personal or double/simultaneous technical fouls.**

## **S. SUBSTITUTIONS**

1. Non-administering officials are primarily responsible to see that 10 are on floor.
2. In most situations, Trail will bring in substitutes. (C) will bring them in when foul or violation occurs in back court and then play goes to front court.

## **T. FOULING OUT OF GAME**

1. Give table plenty of time to advise you of 5th fouls late in game.
2. **Trail official advises coach, signals to start 20-sec timer by pointing at the timer, then player.**
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 you notify coach- **blow horn when 5 secs. are up.**
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. Official nearest spot where ball will be put in play secures ball at throw-in spot
3. Other 2 officials are at top of free throw circle (30-sec TO) or blocks (60-sec TO)
4. **1<sup>st</sup> horn for all time-outs and intermissions will be with 15 seconds left.**

## **V. BENCH CONDUCT (14-Foot Coaching Box is approved 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.

## **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 elbows/extends.
3. Know what partner called when first hand check is called and enforce it.

## **Y. NEED HELP**

1. If you look for help, it means you don't have it - **partner makes call. Look to nearest partner.**
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. LAST SECOND SHOT**

1. Always table opposite (C) or (T) unless given up by prior agreement.
2. On a fast break, (L) may be in best position to assist table-opposite with call.
3. If covering official doesn't see it, come to center circle & decide. Don't let timer or scorer decide. (R) has final decision in cases of dispute.
4. T and C need to be alert for 3pt attempts.
5. No shot if ball is controlled after a throw-in or free throw with .3 seconds or less on the clock.

## **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.