



2005-2006 Basketball Bulletin II

Rules, Revisions and Interpretations

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Joseph Catanzaro
*Statewide Rules
Interpreter*

PIAA Officials' Staff

Dr. Robert A. Lombardi
*Associate Executive
Director*

Anita L. Fox
Chapters' Secretary

Vickie L. Hubbard
Officials' Secretary

PIAA Executive Staff

Bradley R. Cashman
Executive Director

Melissa N. Mertz
Asst. Executive Director

Mark E. Byers
Asst. Executive Director



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TEAM CONTROL FOULS

It appears that some officials are misinterpreting this rule. The new definition for a team control foul has been changed to a throw-in in all cases. The ball will be awarded to the offended team at a spot nearest to where the foul occurred. **The rule only applies when a foul occurs by the team in control.** That means that the team that has possession is penalized with a foul. If the opponents foul, (team not in possession), we always shoot if we are in the bonus.

It is imperative to understand that, during a live ball, one team is always in team possession until the other team gains possession. Merely touching the ball, batting the ball or deflecting the ball does not constitute possession. There are only three occasions when a live ball is not in either team's possession:

1. **Jump Ball.**
2. **Shot or Tap.**
3. **Throw-in.**

If either team is in the bonus and a foul occurs during one of the three situations above, the player on that particular team will go to the free throw line. It cannot be a team control foul.

SITUATION #1: A1 is dribbling the ball in his/her front court. A1 ends the dribble and attempts a pass to A2. B1 bats the ball away before it gets to A2. B1 and A1 chase after the ball which is headed toward the sideline or into A's back court. In the attempt to retrieve the ball, A1 pushes B1 and is whistled for a common personal foul not intentional. Team B is in the bonus.

RULING: It is Team B's ball for a designated throw-in closest to where the foul occurred.

COMMENT: This is a team control foul. Even though B1 batted the ball, that does not constitute control. B1 would have to pick up the ball or get to it first and start dribbling before control is established. Team A still has team possession while that ball is bouncing, or rolling, along the floor.

SITUATION #2: Team A has the ball in its front court. A2 attempts to set up a screen for A1, but is whistled for a moving screen foul. Team B is in the bonus.

RULING: Team control foul. It is Team B's ball for a designated throw-in closest to where the foul occurred.

TEAM CONTROL FOULS (con't)

SITUATION #3: Team A is on a fast break with a three on two advantage. A1 passes the ball to A2 and while the ball is in the air, A1 charges into B1 who was set in a good defensive position. The official calls a charging foul on A1. Team B is in the bonus.

RULING: This is a team control foul. It is Team B's ball for a designated throw-in closest to where the foul occurred.

SITUATION #4: A1 has the ball out-of-bounds for a throw-in. In an attempt to get free to receive a pass, A2 pushes off B2 and is whistled for a common foul. Team B is in the bonus.

RULING: B2 goes to the free throw line for a 1+1.

COMMENT: This is not a team control foul. There is no team control during a throw-in.

SITUATION #5: A1 has the ball out-of-bounds on the end line. A1 passes the ball to A2, who is standing near the division line. The pass is high and A2 cannot control the pass and it deflects off his hands and goes into the back court. A2 and B2 chase after the ball and A2 pushes off B2 and is whistled for a common foul. Team B is in the bonus.

RULING: B2 goes to the free throw line for a 1+1.

COMMENT: There is no team possession on a throw-in until a player on the court establishes control. Merely touching the ball does not constitute control.

SITUATION #6: A1 has the ball in-bounds near the end line. A1 throws the ball to A2 who is near the top of the key. A2 cannot control the pass and the ball deflects off his/her hands and is bouncing toward the division line. A2 and B2 chase after the ball and A2 is whistled for a common foul for pushing off. Team B is in the bonus.

RULING: Team control foul. Team B's ball for a designated throw-in closest to where the foul occurred.

COMMENT: Even though the ball is loose, Team A still has team possession until Team B gains possession.

SITUATION #7: A1 has the ball in his/her front court. A screen is being set up for A2 who attempts to go around the screen to receive an open pass. Defender B2 holds A2 as he/she tries to move around the screen and is whistled for a common foul. Team A is in the bonus.

RULING: A2 goes to the free throw line for a 1+1.

COMMENT: When in the bonus, we always shoot when the team not in possession fouls.

SITUATION #8: A1 attempts a three point shot. While the ball is in the air, A2 fouls B2 while getting in position for a possible rebound. Team B is in the bonus.

RULING: B2 will go to the free throw line for a 1+1. If the ball goes in, count the score.

COMMENT: During a try, there is no team control. Whatever team gets fouled during a try or tap, that player will go to the line if his/her team is in the bonus.

SITUATION #9: During the jump to begin the first overtime, both teams are in the bonus. As the jumpers tap the ball, A2 is whistled for pushing off B2.

RULING: B2 will go to the free throw line for a 1+1 or two if it is the opponent's tenth foul.

COMMENT: Since there is no team control during a jump ball, either team may go to the free throw line if they are in the bonus. Also, Team A will get the arrow.

INTENTIONAL, FLAGRANT AND TECHNICAL FOULS

Intentional and flagrant personal fouls only occur during a live ball situation. The difference between the two is ejection and disqualification from participating the very next game at that level. Each of the two personal fouls carry a penalty of two shots and the ball for a throw-in closest to where the foul took place. The difference is ejection for the remainder of the day/night on a flagrant personal foul and disqualification. It doesn't matter if a player is fouled on a shot and the try is successful. The player will still shoot two shots and his/her team will be awarded the ball for a throw-in closest to where the foul occurred.

INTENTIONAL, FLAGRANT AND TECHNICAL FOULS (CON'T)

Contact technical fouls always occur when the ball is dead. They can be intentional or flagrant technicals. If flagrant, again the player is ejected to the bench for the remainder of the day/night and disqualified from participating at the same level the very next game. All technicals carry a penalty of two shots and the ball for a throw-in at the division line opposite the table. The exceptions are double technical fouls and simultaneous technical fouls which cancel each other out. No shots will be taken and the game will resume from the point of interruption. However, charge opponents with each technical issued and count them toward the bonus for each team. The only time you can have a live ball technical is a non-contact technical. Examples of this would be unsporting behavior. A player misses a lay-up and uses profanity that can be heard clearly by the officials and spectators. A coach swears at the official as he/she is going by or uses gestures that are inappropriate. Remember, if the opponents have the ball on a fast break and the coach verbally abuses you, let the play continue and then hit the coach with a technical foul after the play is completed.

DOUBLE FOULS CHANGED TO POINT OF INTERRUPTION

Double personal, double technical and simultaneous fouls has been changed from an alternating-possession throw-in to resuming play from the point of interruption. If the point of interruption cannot be determined (e.g. **unsuccessful try in flight, the alternating-possession arrow will be used**). Hopefully, officials will call more double fouls during the course of the game. When two post players are going at each other, and you are not sure who started the rough play, calling a double foul is a good way to clean up the paint. Charge both players with a foul and continue from the point of interruption. The same team will retain the ball since we do not have to go to the arrow. The important thing to remember is **the point of interruption is where the ball is, not where the foul took place**. The same team will be given a designated throw-in where the ball is at the time of the foul.

SITUATION #1: A1 is dribbling the ball in his/her front court near the top of the key closer to table side when A2 and B2 are whistled for a double personal foul in the low post.

RULING: Charge A2 and B2 with a personal foul and give Team A the ball for a throw-in on the side line, table side. Remember, move the ball away from the team bench.

SITUATION #2: A1 is passing the ball from back court to A2 who is in the front court. While the ball is in the air, B3 and A3 are whistled for a double foul.

RULING: Charge B3 and A3 with personal fouls. Non-calling official will have to determine where the ball was when his/her partner called the foul. Team A's ball for a throw-in at that spot.

SITUATION #3: A1 who is in his/her front court is about to start a dribble. Official calls traveling on A1. After the traveling call, his/her partner calls a double foul on A2 and B2.

RULING: Charge A2 and B2 with a technical foul. Team B's ball for a designated throw-in closest to where the traveling occurred.

SITUATION #4: Team A has just scored a basket. Team B has the ball out-of-bounds for a throw-in at the end line. A2 and B2 are going at each other and are whistled for a double foul.

RULING: Charge A2 and B2 with personal fouls. Point of interruption is the throw-in by team B. Team B may run the end line on the throw-in attempt.

SITUATION #5: A1 attempts a shot at his/her basket. While the ball is in the air, A2 and B2 are whistled for a double foul for pushing each other while trying to get in position for a rebound. The try is successful or unsuccessful.

RULING: Charge A2 and B2 with personal fouls. If the try is successful, the point of interruption is team B's ball anywhere along the end line for a throw-in. If unsuccessful, the point of interruption would be the alternating possession arrow.

COMMENT: If a double foul occurs during an unsuccessful try, we will always go to the alternating possession arrow (AP instead of POI).

