



Pennsylvania Interscholastic Athletic Association, Inc.

2006-2007 Basketball Bulletin II

Rules, Revisions, and Interpretations

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COACHING BOX:

It has been brought to our attention that many officials, coaches and athletic directors have forgotten the spirit and intent of the coaching box or have failed to mark it upon their basketball courts properly. So let this item serve as discussion for the proper enforcement and implementation of this rule.

When enacted two seasons ago, the coaching rule was intended to provide the head coach with an opportunity to instruct his or her players and to teach. The intent of the rule was not to provide an opportunity or a stage for the head coach to complain about calls made by the officiating team. It is not to be a complaining box; nor a comment box; nor an officiating box. It is a coaching box. Period.

Therefore, when coaches are not coaching their team and are performing commentary regarding the calls or officials, officials MUST take the appropriate action in rectifying these situations. In addition, officials should remind head coaches and captains at the termination of the pre-game meeting and the recitation of the sportsmanship message that the coaching box is being used for the spirit and intent it was developed and that is to coach. Failure to abide by this rule may result in the loss of a coach's privileges to use the box.

Remember the coaches' box is to be marked upon the playing surface outside of the court's boundary lines by two, two inch wide lines which are 14 feet apart. Schools, are to set-up the coaches' box equally on the home and visitor side of the court by moving 14 feet toward the baseline from the 28 foot mark, or a more preferred method, is 14 feet toward

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the baseline from the end of the scorer's table. Regardless of the method, the intent is to place the coaching box directly in front of the team's bench and not create an advantage, or disadvantage, of one team versus another.

All persons involved are reminded to be diligent in having the boxes marked properly and not allow coaches to be running up and down the length of the sideline. Selective enforcement causes all officials, coaches and athletic directors inconsistency in game administration that must be avoided for games to be contested fairly and equally.

State Association Approval Items

It has been brought to our attention that officials are making decisions on inappropriate items, or are accepting a letter from a physician as approval to wear a certain item. These situations include cloth sleeves, head wrapping, long pants, head coverings, nose guards, mouth pieces, etc. If there are items that are questionable in the ability to be worn and comply with NFHS rules, or may need state association approval, they need to submit a request from the principal, or athletic director, to the PIAA Office for approval. When an item is approved by PIAA, the Executive Director will send a letter to the school confirming the use of this item and it will be available to the contest officials and opponent coach at the site of the contest. Absent this type of approval, items that are deemed not complying with NFHS rules are not legal to be worn.

TEAM CONTROL FOUL:

As you are aware, we now have a new signal for a team control foul. The proper procedure for a team control foul is move to the site, fist raised high in the air, that same fist brought down and thrust forward in a punch fashion, followed by the proper signal for the foul (charging, blocking, holding, etc.) and then point to the spot where the throw-in will take place by the opponents. Then jog to the reporting area (around players not through), stop completely and report the color of the offender, with one hand, slowly display the number, give the proper signal for the foul (blocking, charging, holding, etc.) and then jog back to your new position. You do not have to repeat the team control signal at the table, just the proper signal for the foul.

Remember, there is no change in a player control foul. We still use the same signal for that. Fist raised high overhead, same arm brought down and hand is placed behind the head followed by the direction signal, arm straight out in front of you with palm open and fingers together and thumb tucked.

BLOOD RULE:

The rule has been changed significantly this season. If there is a drop of blood on a player or a player's uniform, that player must leave the game until the situation is remedied. Previously, it was a blotch of blood and officials had to determine what a blotch of blood was.

If it is only a few drops of blood on the uniform, the remedy could be a solution to remove the blood. However, if it is a blotch of blood or numerous drops of blood, the jersey will have to be replaced. Merely spraying it may not remove all of the blood from the jersey and there is a greater risk of transmitting a disease. A team may use a time-out to rectify the situation and keep the player in the game. However, if the jersey has to be removed, it cannot be done in the vicinity of the floor. A hallway or the dressing room would have to be used. If the team has an extra shirt, that would be great. If they do not have an extra shirt, a substitute's shirt may be used. There is no penalty involved for changing a shirt or number in an emergency.

PRE - WRAP

Pre-wrap may be used to hold back hair. If it is twisted into a string and used specifically to hold hair in place, it can be multi-colored. If there are knots in it and officials deem that the knots are dangerous to self or others, the knots will have to be removed. If the pre-wrap is used across the forehead and acts like a headband, it must meet the headbands criteria, no more than 2" wide, soft material and either white or the predominant color of the jersey.

WRIST BANDS

Wrist bands must be worn below the elbow and must be either white or the predominant color of the jersey. All players must wear the same color. Players cannot wear wrist bands on their legs. Rule 3-5-4 states that equipment shall not be modified from its original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

PLAYERS LEAVING THE BENCH :

Players leaving the bench during an altercation or when a fight may break out are assessed a flagrant technical foul whether they participate in the fight or not. That means that every one of the players are ejected to the bench and disqualified from participation the very next game at that level. The two players who are involved in the altercation are also charged with double flagrant personal fouls or double flagrant technical fouls depending on whether the altercation took place while the ball was live or during a dead ball situation. They also are ejected to the bench and disqualified from participation the next game at that level. Each technical will count toward the bonus.

We know that we do not shoot any fouls for double personals or double technicals. As for the players coming off the bench, if there an equal number for both teams, then they would cancel out each since they are classified as simultaneous technicals. If, they are unequal, we will only shoot one technical foul no matter what the disproportional number is, if they do not participate in the altercation. However, if they do participate, we will shoot one technical for each disproportional number. For example, three A players come off the bench and five B players come off the bench and do not participate, even though the disproportionate number is two, we will only shoot one technical.

Using the same example, only this time they do participate, the disproportionate number is two so we will shoot two technicals. Also, the head coaches are assessed one indirect technical foul no matter how many come off the bench and do not participate. However, for those who participate, the head coaches will be assessed one indirect technical for each participant. Remember, if you have a double personal or technical on the floor, and a corresponding number of players coming off the bench from both teams, we will administer the throw-in from the point of interruption. If we have a disproportionate number coming off the bench, we will administer the throw-in at the division line opposite the table after the free throws have been completed.

SITUATION #1: A1 and B1 collide and both are bleeding. The official tells both players they must leave the game. Coach of team A states that he/she will take a time-out in attempt to keep A1 in the game. Coach of team B does not request a time-out to keep B1 in the game.

RULING: Replace B1 with a substitute before granting the time-out. If the blood situation is remedied before the time-out expires, A1 may stay in the game. B1 has to wait until the next opportunity to substitute after the blood situation has been remedied.

SITUATION #2: A2 and B2 are both bleeding. The official tells both they must leave the game. Both coaches request a time-out in an attempt to keep both players in the game.

RULING: The time-outs run concurrently. At the 45 second mark, the blood situation for both players has been remedied. Both players may stay in the game.

SITUATION #3: A3 and B3 get involved in an altercation while the ball is live in team A's possession.

RULING: Flagrant double personal foul. Both players are charged with fouls, ejected to the bench and disqualified from participation the very next game at that level. No shots for double fouls and the ball is administered for a throw-in at the point-of-interruption to team A.

SITUATION #4: During a dead ball situation after A1 was called for traveling, A4 and B4 get involved in an altercation. Three players from team A's bench and three players from team B's bench come running onto the floor but do not participate in the fight.

RULING: Double flagrant technical on A4 and B4. Flagrant simultaneous technicals on all six bench personnel. All eight technicals count toward the bonus. Since there was a corresponding number from each team off the bench those technicals offset. No shots will be taken. Charge each head coach with one indirect technical. The ball will be administered for a throw-in at the point-of-interruption to team B where A1 was called for traveling.

SITUATION #5: During a try for goal, A1 and B1 get involved in an altercation. The try was unsuccessful.

RULING: Double flagrant personal foul. Both A1 and B1 are charged with fouls, ejected to the bench and disqualified from participation the next game at that level. Since the ball was in the air and the try was unsuccessful, there is no point of interruption. Play will resume with the alternating possession.

SITUATION #6: A2 and B2 get involved in an altercation while the ball is live in A's possession. Three players from team A and five from team B come off the bench onto the floor and all get involved in the fight.

RULING: Double flagrant personal foul. Both A2 and B2 are charged with fouls, ejected to the bench and disqualified from participation the next game at that level. All eight players are charged with flagrant technicals which count toward the bonus. All are ejected to the bench and disqualified from participation the next game at that level. Since the numbers are disproportionate, team A will shoot two technicals (4 shots) and be awarded the ball for a throw-in at the division line. Both coaches are assessed an indirect technical for every player off the bench who participated. Both coaches are done for the night.

COMMENT: Disproportionate number of players come off the benches and do not participate, the maximum penalty is one technical. Disproportionate number of players come off the benches and do participate, one technical for each.

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BASKETBALL PLAYER, COACH OR TEAM PERSONNEL DISQUALIFICATION FORM

During the 2006-2007 PIAA basketball Regular season and Postseason, a disqualified basketball player, coach and/or team personnel shall not be permitted to participate for the remainder of the day and in the next Contest on the next Contest day at the same level (varsity, junior varsity, or otherwise) in accordance with Article XIII, Section 8 of the PIAA By-Laws and NFHS Basketball Rules 2-11-11N2, 2-12-5, 4-14, 5-8-3b, 10-1-8, 103-7cNote, 10-4, 10-4 Notes, 10-5 Note and 10-6. The referee must complete and file this form as soon as possible, but no later than 24 hours following the Contest in which the disqualification took place by forwarding it to the above address.

Name of Ejected Player, Coach or Bench Personnel		School Name	
Date of Contest	Location of Contest	Time of Contest	
Visiting Team		PIAA District	Visiting Team's Final Score
Home Team		PIAA District	Home Team's Final Score
Name of Official Who Ejected Player, Coach or Bench Personnel			Level of Competition

REASON FOR DISQUALIFICATION
(Use The Back Of This Form If Necessary)

DATE OF REPORT

OFFICIAL'S SIGNATURE (PERSON ISSUING DQ)

PIAA DISTRICT