



Pennsylvania Interscholastic Athletic Association, Inc.

2006-2007 Basketball Bulletin I

Rules, Revisions, and Interpretations

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MECHANICS:

We are requesting all chapter interpreters to review with their chapter members the proper mechanics to be used in a game. It is important to emphasize these mechanics to have a consistent "language" of officials' from chapter to chapter and district to district. We need to improve upon moving to the site when calling a foul, giving the proper signal at the spot, then jogging around the players to the reporting area. If not a shooting foul, after the proper signal, point to the spot where the ball will be in-bounded before jogging to the reporting area. If it is a shooting foul, tell your partner who the shooter is before jogging to the reporting area. Using the bird-dog is optional. We need to get to the box reporting fouls for the scorer's table. Please take the time to establish eye contact with the scorers.

The proper signal for a **player control foul** is a fist held high and straight in the air, same arm moves to the back of the head and the same arm is extended in front parallel to the floor, open palm with thumb tucked in and fingers together for direction the ball will be going. Please, do not point for direction. Pointing should only be used to identify the spot for a throw-in and a spot of throw-in violation.

A new signal was added this year for a **team control foul**. A fist held high and straight in the air followed by the same arm and fist using

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a punching motion in front and parallel to the floor. This motion is followed the proper preliminary signal.

A **blocking signal** is hands on hips, not fists closed banging on hips. Fists banging on hips is a improper mechanic that should not be used. Please, practice this signal. With the emotion that comes with the block/change call it is important to have controlled enthusiasm to elicit the proper emphasis to sell the call in an emphatic but proper manner.

Counting 10 seconds in the back court or in a **closely guarded situation**, the arm and hand should start from the chest and out straight to the side with palm face down and fingers together and thumb tucked in. The movement should be parallel to the floor, not up or down at an angle. When counting, there should be no chopping motion of the hand.

When a **traveling violation** is called, the arm and hand should go high and straight in the air, palm open with fingers together and thumb tucked in to stop the clock for a violation. Move toward the site and roll fists over in front of your chest area. Do not roll hands open in front of your chest area. Extend arm in front with palm open, fingers together, parallel to the floor for direction.

PROPER POSITIONING (2 – PERSON CREW):

Proper positioning is also important when utilizing proper mechanics. For example, as the **trail** or “C” on a foul shot, it is important to get the proper angle to observe your responsibilities during a free throw. Be at an angle to see the last three spaces along the free throw line facing you not the backs of the players on your side. In addition, you must observe the free thrower and the players not in the lane spaces to insure that they do not break the respective planes until the ball has touched the backboard or rim. Also, it is your responsibility to insure that the ball touches the rim. In order to accomplish that, you must be approximately halfway between the circle and the sideline and slightly behind the free throw line extended to have the proper angle to observe all those responsibilities. Too many officials move to the sideline at the free throw line extended which is impossible to see the spaces you are responsible.

As the **lead** on free throws, you also must be at a position where you can observe the spaces that you are responsible for. That position is approximately three to four feet out-of-bounds and a few feet from the lane line extended. You must be able to observe the first space on your side and the four spaces facing you on the opposite side. Some officials move almost down to where the sideline and the end line intersect. It is impossible to observe your responsibilities from that position. As soon as the free throw is taken, be aware of rebounding fouls.

ENFORCEMENT:

Palming the ball is an area of concern. We cannot allow players to turn the ball over particularly when an offensive player uses that maneuver to get by a defensive player. It is a great advantage for the offensive player when they palm the ball to get past the defensive player on a move toward the basket. This could be done by a rocking motion and carrying the ball with the entire hand beneath the ball to push it past the defensive player. It can also be done around the back by placing the hand and arm under the ball and carrying it past the defender. The offensive player under those circumstances has actually committed several infractions, palmed or carried the ball, ended one dribble and started another (double dribble) and traveled while palming or carrying the ball. It is important to call these infractions when they occur. NO EXCEPTIONS!

PROPER POSITIONING (3 – PERSON CREW):

It appears in a number of games that we have two **trail** officials and a lead rather than a **lead, center** and **trail**. In many games, the **center** is setting up near the top of the key and the **trail** is just above the top of the key. The base position for the **center** should be at the free throw line extended. The base position for the **trail** should be approximately halfway between the division line and the top of the key. From those base positions, the **center** and **trail** can move a few steps in either direction depending on where the ball is located. Both must also close down when the situation calls for it. The **center** must close down on a drive to the basket when he/she has weak side responsibility. The **trail** must close down on the last shot of a free throw.

The **lead** has to work the entire end line. He/she must initiate a rotation when all three officials are in the front court and a low post player is set up on the opposite side of the key and the ball is moving on that side of the court. When initiating a rotation, the **lead** must move quickly across the key to get into position on time to see the play and to give his/her partners more time to pick up the rotation and move to their new positions. If you walk across the key, chances are you will not be in proper position when the ball gets to the low post player and your partners cannot see you while you are walking in the lane area. Remember, they should not be watching you, they should be focused on their area of responsibility so they can see your movement across the baseline with their peripheral vision. That’s why it is imperative that you get to the new position quickly.

The **lead** must also widen out (move back toward the sideline on their side) when the ball is near their sideline even though it is in the trail’s area. If the lead stays in a closed position (near the free throw lane line extended) when the ball is in that area and it goes out-of-bounds behind them on the end line, they cannot see it or call it. If the lead opens up to observe the ball near the sideline, then he/she is not observing the players in the lane area, which is their primary responsibility. This is why they must move back toward the sideline while still observing the paint area so they can pick up the ball with their peripheral vision.

BENCH PERSONNEL:

At intermission, all players become bench personnel. This means between the first and second quarters, half time and between the third and fourth quarters, all players are considered bench personnel. Even players who are in the game at that time. If a technical foul is called on any player during those times, it is also an **indirect** technical to the head coach. The head coach must sit for the rest of the game.

Intermission begins with the sound of the horn to end the quarter unless a shot or tap at one's own basket is in flight. Intermission ends when the ball becomes live to start the quarter.

Time-outs are not intermissions. If a player who is in the game is assessed a technical during a time-out, there is no indirect to the coach. However, if a player who is not in the game during a time-out is assessed a technical, that would be an indirect to the coach.

SITUATION #1: The horn sounds to end the first half. As one of the players in the game is walking off the floor, he/she says some defamatory remarks to one of the officials. The official assesses that player with a technical foul.

RULING: Since that player is now considered bench personnel, the foul is also assessed to the head coach indirectly. The technical will be enforced to start the third quarter. Following the technical, the ball is awarded to the opponents for a throw-in at the division line opposite the table. The arrow does not change. The head coach must sit for the second half.

SITUATION #2: During a time-out, player A1 who is in the game is assessed with a technical foul.

RULING: The technical is enforced after the time-out. Any opponent may shoot the free throws. After the free throws, the ball is awarded to the opponents at the division line opposite side. No indirect to the coach.

SITUATION #3: During a time-out, a player who is not in the game is assessed with a technical foul.

RULING: The technical is enforced following the time-out. Any opponent may shoot the free throws. After the free throws, the ball is awarded to the opponents at the division line opposite side. The head coach is also assessed with an **indirect** technical and must sit for the rest of the game.

DELAY WARNINGS:

Previously, we had three delay warnings. Now there is a fourth; failure to be on the court and ready for play following a time-out. We now only give **one** warning per team per game for any of the four delays. The second delay warning for any team results in a technical foul.

SITUATION #1: Team A early in the game receives a warning for breaking the plane on defense. Later in the game following a time-out, the second horn has sounded and the playing floor in their bench area has water on it that must be wiped up before play begins.

RULING: Technical foul on Team A. It is a team technical; it is not credited to the coach.

SITUATION #2: Following a basket by Team A, A1 slaps the ball after the ball passes through the basket so that the ball is not available for Team B to throw-in.

RULING: Team A is given an official warning for the delay. The official reports the delay to the table against Team A. Any subsequent delay against Team A will result in a technical foul.

SITUATION #3: B1 reaches through the plane and fouls A1 who is attempting a throw-in.

RULING: The foul supersedes the plane infraction. However, both are penalized. Team B will be given a team delay infraction reported to the table and B1 is charged with an intentional foul. A1 will shoot two free throws and Team A will be awarded the ball for a throw-in at the end line where the foul occurred.

Comment: Any other delay against Team B during the rest of the game will result in a technical foul.



