

BASKETBALL BULLETIN 1

Rules, Revisions and Interpretations

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PENNSYLVANIA INTERSCHOLASTIC ATHLETIC ASSOCIATION, INC.

BANNED SHOE

A new product named *Concept 1 Shoe* has been under investigation of breaking Rule 3-5-4 for greatly increasing a player's height. Based on this information, the product is prohibited for competition based on NFHS Basketball Rule 3-5-4. It states "Equipment which is unnatural and designed to increase a player's height or reach or to gain an advantage shall not be permitted. Equipment and apparel shall not be modified from the original manufactured state and shall be worn in the manner the manufacturer intended it to be worn."

More information can be found at <http://www.athleticpropulsionlabs.com/load-n-launch-technology.html>

CONTINUOUS MOTION

Continuous motion applies to a try or tap for field goals and free throws, but it has no significance unless there is a foul by any defensive player during the interval which begins when the habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight.

If an opponent fouls after a player has started a try for goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.

Continuous motion does not apply if a teammate fouls after a player has started a try for a goal and before the ball is in flight. The ball becomes dead immediately.

SITUATION 1: Player A1 is dribbling to the basket. He/she picks the ball up, takes one legal step and begins a throwing motion to the basket. B1 fouls A1 before the ball is released to the basket. The try is good.

RULING: Count the basket and award one free throw to A1.

COMMENT: As long as the throwing motion has started and the foul is by the defense, A1 is allowed to complete the throwing motion movement to the basket.

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CONTINUOUS MOTION
(CONTINUED)

SITUATION 2: A2 receives a pass from A1 and is fouled by B2. He/she immediately jumps into the air and tries for a three point goal and the basket is successful.

RULING: No goal, it is a common foul.

COMMENT: The throwing motion had not started when the foul occurred, A's ball closest to where the foul occurred if not in the bonus. If in the bonus, A2 will shoot one plus one.

SITUATION 3: A3 jumps into the air from the three point area and begins his/her throwing motion to the basket. The ball has not been released and the lead official blows the whistle for a foul by B4 in the lane area. A3 continues the throwing motion and scores.

RULING: Good three point goal and penalize B4's foul. It will be A's ball for a throw-in closest to where the foul occurred if A is not in the bonus.

COMMENT: Since the defense committed the foul after the throwing motion began, the basket is counted and the foul is penalized.

SITUATION 4: A4 attempts a two point try. He/she jumps into the air and begins the throwing motion to the basket. A whistle sounds for a foul by A5 near the basket before the ball is released by A4. The release is completed and the ball enters the basket.

RULING: No goal is awarded and penalize A5 for a team control foul. It is B's ball for a throw-in nearest to where the foul occurred.

COMMENT: When a teammate fouls, the ball must be in the air for the goal to count. There is no continuous motion if the foul is by an offensive player.

POINT OF INTERRUPTION

Point of interruption is the method of resuming play due to an official's accidental whistle, an interrupted game, a correctable error, a double personal, double technical or simultaneous foul. Play shall be resumed by one of the following methods:

1. A throw-in to the team that was in control at a spot nearest to where the ball was located when the interruption occurred.
2. A free throw or a throw-in when the interruption occurred during this activity or if a team is entitled to such.
3. An alternating-possession throw-in when neither team is in control and no goal, infraction, nor end of quarter/extra period is involved when the game is interrupted.

SITUATION 1: The ball is controlled by A1 near the top of the key when a whistle is blown by the lead official calling a foul on A2 and B2 for pushing each other.

RULING: Double foul.

COMMENT: Each player is charged with a foul which counts toward the bonus and the ball is awarded to Team A for a throw-in on the sideline closest to where A1 controlled the ball (**POI**).

SITUATION 2: There is a try for goal by A2. While the ball is in the air, A3 and B3 foul each other while trying to box out underneath the basket. The goal is successful.

RULING: Double foul.

COMMENT: Each player is charged with a foul which counts toward the bonus. Since the goal was good, it is B's ball for a throw-in anywhere on the end-line. (**POI**)

POINT OF INTERRUPTION
(CONTINUED)

SITUATION 3: A try for goal is in the air when A4 and B4 foul each other simultaneously. The try is missed.

RULING: Double foul.

COMMENT: There is no team control on a shot. Therefore, since the try was not successful, use the alternating possessing arrow for a spot throw-in. (AP)

SITUATION 4: There is a hard foul by B1 against A1. The official gives the intentional foul signal. A6 and B6 run onto the floor from their respective bench areas.

RULING: Intentional foul assessed to B1 and simultaneous flagrant technical fouls are charged to A6 and B6. All fouls count toward the bonus. Also, each coach is assessed with an indirect technical foul.

COMMENT: A6 and B6 are disqualified from participation the rest of that day and the very next scheduled game. Point of interruption (POI) is two free throws for A1 followed by a designated throw-in by Team A closest to where the foul occurred.

SITUATION 5: A3 is fouled by B3. It is a common foul. The official awards the ball to Team A for a designated throw-in nearest to where the foul occurred. Team A completes the throw-in and after a short time scores. As soon as the goal is scored, the horn sounds and the scorer tells the official that foul was Team B's seventh.

RULING: Correctable error.

COMMENT: A3 is awarded one plus one with the lane cleared. The ball remains dead whether the try(s) are successful or not. After the free throw(s), the ball will be put into play at the point of interruption (POI) which will be Team B's ball for a throw-in along the end line.

BENCH PERSONNEL AND
SUBSTITUTES

Bench personnel are all individuals who are part of or affiliated with a team, including, but not limited to: substitutes, coaches, manager(s), statistician(s), and trainers. During an intermission, all team members are bench personnel for the purposes of penalizing unsporting behavior.

A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. A player becomes bench personnel after his/her substitute becomes a player or after notification of the coach following his/her disqualification.

SITUATION 1: Prior to the game, A1 dunks the ball during warm-ups at approximately the eight minute mark. Official calls a technical foul on A1. Not to be outdone, B1 decides to dunk the ball shortly thereafter, at approximately the seven and a half minute mark and he/she is called for a technical foul by the official observing the warm-ups at his/her basket.



BENCH PERSONNEL
(CONTINUED)

RULING: Enforce both technicals as they occurred. They are not simultaneous technical fouls. Team B will shoot two free throws at their basket followed by two free throws by Team A at their basket. Team A will be given the ball for a throw-in at the division line opposite the table. The arrow will point toward B's basket.

COMMENT: Since all players are considered bench personnel prior to the start of the game, both coaches will be assessed an indirect technical and will sit for the entire game.

The technicals count toward the bonus.

SITUATION 2: Team A is warming up at their basket prior to the game when Team B enters the court from their dressing room at the opposite end of the floor. Team B decides to run down the other half of the court, where Team A is warming up and runs around Team A and back up to their half of the court to begin their warm-ups.

RULING: Technical foul on Team B for unsporting behavior, (intimidation and harassment).

COMMENT: An indirect technical is also assessed to the coach of Team B. He/she must sit for the entire game. Any type of unsporting behavior by a team prior to the game, such as running between the other team while warming-up, stopping under the other team's basket, celebrating at the circle around the division line instead of their own half of the court are all acts of unsporting activity and must be assessed with a technical foul.

SITUATION 3: During the time between the first and second quarter, one of the five players remaining in the game states some disrespectful words to the official concerning a call he/she made just before the first quarter ended. The official calls a technical foul on that player.

RULING: The opponents will start the second quarter with a technical foul (two free throws) and the ball at the division line for a throw-in.

COMMENT: The arrow will not change and the coach will sit for the rest of the game since he/she will also be assessed an indirect technical foul as all players are considered bench personnel during intermissions.

SITUATION 4: A substitute reports to the table and during the next dead ball, (violation) the horn sounds to alert officials that a player wishes to enter the game. Before the official blows his/her whistle and beckons the player into the game, the player says something very disrespectful to the official about a call he/she made while the player was in front of the scorer waiting to enter. The official calls a technical foul on that player.

RULING: Opponents will shoot two free throws and be awarded the ball for a throw-in at the division line opposite the table.

COMMENT: Since the player who was substituting was not legally in the game, he/she is considered bench personnel and the coach will also be assessed an indirect technical foul.

A substitute is not legally in the game until the official blows his/her whistle and beckons the player into the game. The timer's horn is to draw attention to the officials.

BENCH PERSONNEL **(CONTINUED)**

SITUATION 5: Team A calls a full time-out. As the players on the floor are walking over to their bench area, a player who was in the game says some nasty words to an official about his/her calling of the game. The official assesses a technical foul to that player.

RULING: Opponents shoot two free throws and are awarded the ball for a throw-in at the division line opposite the table.

COMMENT: Since the player was in the game and it is a time-out, not an intermission, only the player is assessed the technical.

SITUATION 6: The second period has ended. As the players who were in the game are jogging off the floor and toward their dressing room, one of them says some derogatory remarks to one of the officials. That official assesses a technical foul to that player.

RULING: Start the third quarter with two free throws for the opponents and the ball for a throw-in at division line opposite the table.

COMMENT: The arrow does not change and the coach of the player assessed a technical is also assessed an indirect technical and must sit for the rest of the game. All players are considered bench personnel once the period ended.



TRAVELING

Traveling is moving a foot or feet in any direction in excess of prescribed limits while holding the ball. The key for officiating traveling is to locate the pivot foot immediately. If the pivot foot is raised off the floor, the ball must be released for a try or passed before that pivot foot touches the floor. If not, it is traveling. There is no such thing as two steps to determine if a player is traveling or not. You may step with the non-pivot foot and lift the pivot foot into the air but before that foot touches the floor, the ball must be released.

Three of the most troubling areas where traveling is prevalent and not enforced:

Perimeter shooter - player catches the ball with both feet on the floor, hops (jumps) into the air, lands on both feet to square up and releases the ball on a try for goal – traveling. Player receives a pass from a teammate with one foot on the floor, one foot off the floor, touches the floor with the foot in the air, then slides or steps with the pivot foot to square up – traveling. This is done in quick speed so the official must really focus and concentrate on the pivot foot to enforce the violation.

Post spin move - Player receives the ball in the low post with his back to the defensive player and the basket. He/she picks up his right foot and moves it a short distance to the right along with a head fake to move the defensive player in that direction, then picks up his/her left foot (pivot) to take a wider step to the left, spins on that foot and turns toward the basket to score – traveling. Again, this is done quickly so the official must focus on that pivot foot.

TRAVELING (CONTINUED)

Jump stop - A player may pick up his/her dribble, jump off that foot and land on both feet, do not have to be parallel, but simultaneous. Player may also catch a pass while in the air land on one foot, jump off that foot and land on both feet simultaneously – legal jump stop. Once the player lands on both feet simultaneously, he/she may jump off both feet and pass or try for a goal before either foot touches the floor, or may lift one foot to try for a goal or pass before that foot touches the floor. After landing with both feet simultaneously, he/she cannot step with one foot in an attempt for goal – traveling. Remember, this is done in fast motion so your eyes must focus on the player's feet.



IAABO

If you are interested in purchasing some DVD's illustrating various areas of basketball officiating, please contact the International Association of Approved Basketball Officials (IAABO) at (717) 713-8129 or on the web at www.iaabo.org. IAABO is a non-profit organization devoted to servicing basketball officiating and basketball officials. IAABO has three terrific DVD's that may be of great assistance to chapter meetings. They are; You Make the Ruling; Crew of 2 and Crew of 3 Basketball Officiating. Please contact IAABO to order these DVD's. They are inexpensive and will be of great assistance to your continuing education in basketball officiating.



YOU MAKE THE CALL

With the help of IAABO, we have had the opportunity to copy some plays from the previous year's basketball championships for use in chapter meetings. Each chapter and district rules interpreter has received this DVD for their use. Please utilize these items by showing and discussing them with your membership to make calls come alive and assist to improve your basketball officiating. A better educated official is a better official.

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PIAA BASKETBALL INJURY REPORT FORM

If an injury occurs in a contest, PIAA is requesting one of the contest officials to complete this report and mail or fax to Dr. Robert A. Lombardi, PIAA, 550 Gettysburg Road, P.O. Box 2008, Mechanicsburg, PA 17055 or Fax 717/697-7721, within 24 hours after the completion of the contest. We are attempting to document any and all serious injuries that occur during the interscholastic basketball season.

OFFICIAL'S NAME(S): _____

DATE: _____

SCHOOL OF INJURED CONTESTANT: _____

LOCATION OF CONTEST: _____

VISITING TEAM: _____ **vs** **HOME TEAM:** _____

LEVEL OF COMPETITION (Circle One):

JUNIOR HIGH / MIDDLE SCHOOL

JUNIOR VARSITY

VARSITY

TYPE OF INJURY: (please circle one)

HEAD

FACE

ARM/TORSO

KNEE

ANKLE

OTHER

Comments:

Describe serious injuries or serious incidents with as much detail as possible. Please describe, specifically, the injury and action(s) which were observed that may have caused the injury.

SIGNATURE: _____

