

PIAA SPORTSMANSHIP MESSAGE
STARTING A CONTEST

The beauty of many tip off tournament and Christmas tournaments are that teams get the opportunity to play schools who they otherwise may not have the opportunity to play. This leads to seeing different skill levels, different systems and styles of play and different coaching tactics and techniques which add to the education of our players, coaches and officials. However, there are some things that should not change wherever you play PIAA member schools contests. These absolutes are items such as, the proper wearing of the officials' uniform and the display of the PIAA patch on the left sleeve, the professionalism officials' use in the handling and dealing with coaches and their fellow officials and the proper method of starting a contest. There are no exceptions to NFHS Basketball Rule 2-4-5 which states, "the Referee shall verify with the head coach, prior to each contest that his/her team

member's uniforms and equipment are legal and will be worn properly, and that all participants will exhibit proper sporting behavior throughout the contest." As a point of reference, we do this all at once at our pre-game conference with Head Coaches and team captains. At this time, the PIAA Sportsmanship Message **MUST** be read or recited **verbatim**. Home made speeches by overzealous officials do nothing more then start the game off on the wrong foot and set the fire leading toward disaster. Be boring!!!! Read the PIAA Sportsmanship statement verbatim and have coaches answer yes to verifying their equipment and you will start the game off on the right foot and take care of all liability issues with the teams in one quick statement. Please review the Head Coach Responsibilities as printed in the Pre-Season Bulletin of November 2008, with your chapter members.

2009 PIAA OFFICIALS CONVENTION DATE
Friday and Saturday, August 7th and 8th, 2009

The date for the 2009 PIAA Officials' convention will be Friday and Saturday August 7th and 8th, 2009. We erroneously announced that this event would be hosted one week later. That weekend is unavailable to us at the Holiday Inn Harrisburg-West and the weekend of the 7th and 8th is being held for our convention. Please accept our most sincere apology for any inconvenience this may have caused.

Please hold this date and we look forward to seeing all of you again in 2009 on the 7th and 8th of August.

We had over 700 registrations in 2008 and would like to see the same type of response in 2009. Please keep these dates in mind and this opportunity to participate in PIAA's sports officials' continuing education program.

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THREE - PERSON MECHANICS

Switching: There seems to be some confusion about the fact that we are not making the long switch in 3-person mechanics. That means that when a foul is called against a team in their front court which is a non-shooting foul (player-control or team-control) and we are going to the opposite court, there is no switching. Most officials understand that but the confusion comes in as to which official will administer the throw-in. All throw-ins in the backcourt are administered by the trail. That is the key; the trail will administer the throw-in. It is the same as a violation in the backcourt. The trail administers the throw-in and we bump and run. Some officials think that whoever made the call administers the throw-in. That is incorrect except if the lead made the foul call, he/she will administer the throw-in. However, if the "C" or "T" makes the call, the new trail (old lead) administers the throw-in.

The official who makes the call must proceed to the reporting area and then back to his/her position. On the transition, he/she may be bumped to a new position. For example, "C" makes the team-control foul on his/her sideline. Goes to the reporting area and then back to his/her position since there is no switch. Now the old lead, new trail will go over to that sideline to administer the throw-in and bump the old "C" down to become the new lead. The old trail is now the new "C." If the trail makes the call on his/her sideline, he/she reports the foul and returns. The old lead, new trail, will administer the throw-in, bump down the old "T" who will now be the new "L" and the old "C" will stay as the new "C." Finally, if the lead makes the call, he/she goes to the reporting area returns to the spot of the throw-in and administers it as the new trail. The official on that side slides down and becomes the new lead and the other official is the new "C." Please look at pages 72 & 73 in the NFHS Basketball Officials Manual and look at diagrams 3-34 thru 3-39.

Throw-ins: The lead official only administers all throw-ins on the end line. If the ball is staying in the front court, he/she must hand the ball to the thrower. He/she may be on the inside or outside of the thrower whichever is more advantageous. If the throw-in from the end line is in the backcourt, the lead may bounce or hand the ball to the thrower. The lead never bounces the ball to a player in the front court when the ball is on the sideline close to the end line as we do in 2-person mechanics. That is the responsibility of either the "C" or "T" depending on who is responsible for that sideline. He/she can either hand the ball or bounce the ball to the thrower. It is recommended that the ball be bounced to the thrower on the sideline. Remember, we do not take the ball out in front of the teams' benches. We move up closer to the table or down closer toward the end line.

Rotation: The **lead** initiates a rotation only when all officials are in the frontcourt. The ball and players' locations key the need for a rotation. The **center** can facilitate a rotation but only the **lead** initiates a rotation. If a trap occurs near the division line on the center's side of the court, the **center** should move higher to officiate that play and the **lead** should initiate a rotation. If he/she does not, the **center** should go back to a normal center position when play permits. When the **lead** initiates a rotation, movement across the lane shall be brisk and with purpose. **Brisk means lively and invigorating. Walking is not brisk.**

Last Shot: The opposite side official (**trail** or **center**) is responsible for making the call on any last-second shot. Each official should be aware of the remaining time in a period and be alert to the timer's signal. When the **trail** is opposite the table and the ball is inbound in the backcourt, the **center** and **lead** should be prepared to assist. The lead should be prepared to lend assistance on a fast break. If there is a disagreement between the officials, the **referee** will make the final decision.

HEADBANDS AND WRISTBANDS

The NFHS has added two new colors of headbands and wristbands that are permissible to be worn by players, beige and black. That means that the visitors have a choice of four colors that may be worn, the predominant color of the jersey, white, beige and black. The home team has a choice of three colors, white which is the predominant color of the jersey, beige and black. The headbands and wristbands have to be the same color for all players on the same team. Wristbands must be worn between the elbow and the wrist. Headbands which go around the entire head must meet all the proper requirements: It must be non-abrasive, unadorned, single color and it must be a maximum of 2 inches. Wristbands must be moisture absorbing, non-abrasive, unadorned, a maximum of 4 inches and only one on each arm. A single logo is permitted on the headband and wristband. It must meet the proper dimensions 2 ¼ square inches. It can either be a manufacturer's logo **or** a team logo.

SITUATION #1: Visiting team starters who are wearing blue jerseys come onto the floor to start the game wearing red headbands. The officials charge a direct technical to the head coach.

RULING: The officials are incorrect.

COMMENT: There is no other penalty for wearing illegal apparel other than having the player(s) remove said item before participating. In this case since it is the starters, you should have them remove the headbands quickly and start the game. However, if a substitute had on an illegal item (apparel or jewelry), you should not beckon him/her onto the floor and not allow him/her to enter the game until said item is removed and he/she must wait until the next opportunity for substitution. If he/she was already in the game before the item was discovered, you should remove him/her and not allow him/her to return until the next opportunity for substitution if the item is removed.

SITUATION #2: A substitute for Team A reports to the table and is wearing two white wristbands but both are on the same arm below the elbow.

RULING: Illegal. Only one can be worn on each arm.

COMMENT: Do not beckon the player onto the floor. The player must remove one of the wristbands or switch one to the other arm. Let play start and do not allow the player into the game until the next opportunity to substitute if he/she corrects the problem.

SITUATION #3: The home team is wearing white headbands and black wristbands. The official observes this while the team is warming up.

RULING: Illegal. The wristbands and headbands must be the same color.

COMMENT: The official should tell the players that they have to remove one of those items before participating, either the wristbands or the headbands so all are the same.

SITUATION #4: A player on Team B is wearing a multicolored rubber band or "scrunchie" to control her hair. She also has on a beige headband that goes around the entire head and meets all the requirements.

RULING: Legal. As long as other members of the team are wearing a beige headband if they are wearing one.

COMMENT: Hair control items may be multicolored. Beige is an acceptable color for the headband which goes around the entire head.

SITUATION #5: Both teams enter the floor to begin the game and all ten players are wearing black headbands and wristbands.

RULING: Legal. Black is one of the new acceptable colors that may be worn.

COMMENT: It does not specify in the rules that one team has to wear a different color than the other team.

LANE SPACES

Now that the previous first lane space (closest to the end line) is no longer available to the teams, the officials must be cognizant that the new first lane space starts with the block. Some schools will probably remove that first lane line but many may not. Hopefully, all schools will have the lane line closest to the shooter on the floor but if it is not on, we officials are responsible for putting a piece of tape on the floor 2-inches by 8-inches to mark the third lane space. Each space is 3-foot wide.

For the schools that have not removed the lane line closest to the end line, the officials must ensure that no players line up in that space. If you allow the defense to line up in the spaces near the end line, and the offense to line up in the spaces which starts with the block, it is a simultaneous free throw violation once the free thrower has the ball. It will be much easier if those previous lane spaces have been removed from the floor.

Lane Violations will occur more frequently now that we have moved everyone further from the end line. The offensive players in the second lane spaces will try to hook around the defensive players in the first lane spaces. There is more room to use that maneuver. Remember the ball must strike the basket before anyone moves from his/her lane space. Also, each person must keep his/her entire body in his/her own vertical plane which is 3-foot wide. Arms, legs and torso must stay within that plane.

Disconcertion will also increase now that the third lane space is close to the free thrower. Raising of the arms and hands quickly or wiggling the fingers when the thrower is ready to release the throw. Another ploy is defensive players close to the shooter talking loudly about defensive strategies just as the thrower is about to release the ball. Possible thrash talk by a defensive player in the lane space or even behind the shooter at the top of the key outside the three point line. If thrash talk continues, a technical may be called.

Proper Signal for disconcertion by the defense is a closed fist held out from the shoulder and parallel to the floor in the direction of the division line. If the try is successful, drop the arm and count the score.

If the try is unsuccessful, blow the whistle, call disconcertion and repeat the throw one plus one, two etc.

Rough Play is more of a concern now that the last lane space is close to the shooter. The defensive player's responsibility in that spot will be to box out the shooter. Rather than "boxing out" the shooter, he/she will be "backing out" or "wiping out" the shooter. There is a big difference in boxing out the shooter as opposed to displacing the shooter or mauling the shooter. We must call that foul or else the game will get rough. Another concern will be the offensive player in the second lane space. He/she will try to push the defensive player in the first lane space under the basket to prevent him/her from obtaining the rebound. **Remember, displacement is a foul.** Failure to call it results in rough play.

SITUATION #1: Offensive player in the second lane space tries to hook around the defensive player in the first lane space after the ball is released by the shooter but before it touches the ring.

RULING: Offensive lane violation.

COMMENT: Blow the whistle as soon as the violation occurs. The free throw is negated whether it is made or missed. If there are no other throws, defensive team's ball for a spot throw-in on the end line outside the lane area. If there is another free throw to be attempted, negate the first and continue play with the next free throw.

SITUATION #2: Defensive player in the first lane space is eager to obtain the rebound and is in the lane prior to the free throw hitting the ring.

RULING: Defensive lane violation.

COMMENT: Trail or Center should withhold his/her whistle and use the delayed lane violation signal (closed fist, arm straight out, parallel to the floor, in the direction of the division line) and wait to see if the try is successful or not. If successful, drop the arm and continue play. If unsuccessful, blow the whistle, call the violation and give the shooter a substitute free throw.

LANE SPACES (CONT)

SITUATION #3: As the free thrower is about to release the ball, defensive player in the third lane space throws up his arms abruptly and the try is missed.

RULING: Disconcertion.

COMMENT: Defensive player may raise his/her hands straight in the air (within his/her plane) without wiggling his/her fingers as long as it is done prior to the thrower attempting the free throw.

SITUATION #4: Both defensive players in the third lane spaces are shouting back and forth to each other as the free thrower is attempting the shot.

RULING: Disconcertion.

COMMENT: Players yelling across the lane to each other or one yelling across the lane to a teammate as the free thrower is about to release the ball is disconcertion. Also, a defensive player at the top of the key yelling as the thrower who is about to shoot is also disconcertion.

SITUATION #5: As soon as the ball strikes the ring on a free throw, the defensive player in the third lane space is overzealous in his/her boxing out technique and backs the free thrower out to the top of the lane.

RULING: Foul on the defensive player. (Displacement)

COMMENT: We must call these fouls anytime they occur. We cannot relax our concentration during a free throw. Situations like this if ignored lead to rough play.



WEBSITE:

www.piaa.org

DIRECT TECHNICAL

The penalty starting this year for a participant(s) wearing an illegal jersey, illegal pants/skirts or an illegal number is a maximum of one technical charged directly to the **head coach**. Previously, it was one technical on each player wearing illegal uniforms. This change reduces the penalty, but puts the responsibility for illegal uniforms on the coach where it belongs. It also means that the head coach loses his/her coaching box privileges.

SITUATION #1: All five starters come onto the floor wearing illegal numbers or jerseys with a visible manufacturer's logo.

RULING: One direct technical on the head coach.

COMMENT: Award two free throws to the opponents and the ball for a throw-in at mid-court opposite the table. The head coach will lose coaching box privileges and must sit for the entire game.

SITUATION #2: All players on the visiting team enter the floor to start the game and they are wearing jerseys that have a commemorative number of a teammate on their jerseys above the neck line.

RULING #2: Illegal jerseys, direct technical on the head coach.

COMMENT: Commemorative initials above the neck line would be permissible if they meet the proper requirements but not a number. Two free throws for the opponents and a throw-in at mid-court. Coach must sit for the entire game.

SITUATION #3: Home team is not wearing white jerseys. Officials tell the coach during warm-ups that his/her team must change prior to the game. Coach tells the officials they don't have white jerseys.

RULING: A direct technical to the coach.

COMMENT: Varsity home team must wear white jerseys. Two free throws for the opponents and a throw-in at mid-court opposite from the table. Coach must sit.

DIRECT TECHNICAL (CONT)

SITUATION #4: Substitute for the visitors is beckoned onto the floor. Shortly after participating for a few minutes, a whistle is blown and the ball is dead. One of the officials notices that the substitute is wearing an undershirt with a visible manufacturer's logo and it is clearly showing above the neckline of the jersey. The official calls a direct technical on the head coach.

RULING: The official is incorrect.

COMMENT: There is no other penalty than removing the player from the game and not allowing him/her to enter until the undershirt is removed. Player should go away from the playing area, locker room or hallway to remove the undershirt. If he/she removes it in the area of the gym, it is a technical on the player and an indirect to the coach. The player becomes bench personnel when he/she is removed from the game. Coach must sit for the remainder of the game.

WRONG BASKET

If by mistake the officials permit a team to go the wrong direction, when discovered all points scored, fouls committed, and time consumed shall count as if each team had gone the proper direction. Play shall resume with each team going the proper direction based on bench location

SITUATION #1: In the overtime, the officials line up the players headed in the wrong direction. Team A gets the tap and proceeds down to B's basket and scores a 2-point goal. Immediately after the goal, the officials realize that the teams are headed in the wrong direction and blow the whistle to stop play and direct the teams to the proper baskets.

RULING: Score two points for Team A.

COMMENT: The officials will proceed down to A's proper basket where Team B will be able to run the end line for a throw-in.

SITUATION #2: To start the game, the officials line up the players headed in the wrong direction. Three minutes have lapsed and both teams have scored several baskets at each other's goal.

WRONG BASKET (CONT)

RULING: Count the points for each team as if they scored in the proper baskets.

COMMENT: Direct the teams to the proper baskets as soon as it is discovered. Do not continue to play the entire half at the wrong baskets.

SITUATION #3: To start the second half, the officials line up the players facing the wrong baskets. A1 taps the ball behind him to A2 who realizes that the basket behind him/her is where they warmed up for the second half. A2 dribbles to his/her proper basket for an uncontested 2-point lay-up.

RULING: Score two points for A2.

COMMENT: This is not a correctable error. B's ball under A's proper basket where Team B will be able to run the end line for a throw-in.

SITUATION #4: A1 gets confused on the opening tap and dribbles the ball to the wrong basket and scores a basket in B's basket.

RULING: Score two points for Team B.

COMMENT: Team A may run the end line on the throw-in at B's basket.

SITUATION #5: Late in the second half on a throw-in from the sideline, A2 gets confused and heads toward B's basket on a lay-up try. He is fouled in the act of shooting and the ball enters the basket. The officials credit two points to Team B and move down to A's basket for a one shot free throw.

RULING: The officials are incorrect.

COMMENT: It is not a legal try for goal since it is at the opponent's basket. The ball is dead immediately when the foul occurs even if the ball had been released and is in the air toward the basket. The basket does not count. If A is in the bonus, move down to A's basket and A2 shoots one plus one. If not in the bonus, A's ball for a spot throw-in nearest to where the foul occurred.

