

# Basketball Preseason Bulletin

## Rules, Revisions and Interpretations

### NFHS Basketball Rules and Editorial Changes

#### RULES CHANGES:

**Rules (2-12-4; 5-11-2):** Changed the warning horn for a 30-second time-out to be sounded with 15 seconds remaining.

**Rule (2-12-5):** Changed the replacement interval for a disqualified player to 20 seconds, with a warning horn sounded with 15 seconds remaining.

**Rules (4-15-4d, 9-5-2):** Changed that a dribble ends when loss of control by the dribbler is caused by the opponent touching, or being touched by, the ball, rather than an intentional batting of the ball.

**Rule (4-42-5):** Changed that a throw-in ends when the throw-in pass is "legally" touched by another player.

**Signal Chart:** Added a signal (spreading of the arms) for when a defender is not in a closely-guarding position.



#### EDITORIAL CHANGES:

**Rule (3-4-6b New):** Implementation date reached requiring the home team to wear white jerseys. The note will be removed and a new sub-article will be added stating this requirement. (VARSITY ONLY)

**Rules (3-5-2 & New d):** Added that guards, casts, braces and compression sleeves must be worn for medical reasons.

**Rule (3-5-3d):** Clarified that hard items worn on the head, such as barrettes and bobby pins, are prohibited.

**Rules (4-38 7-5-1):** Clarified when the resumption-of-play procedure is in effect.

**Rule (4-40-2d):** Added to the definition of a legal screen that the screener must stay within his/her vertical plane with a stance approximately shoulder width apart.

**Rules (7-5-2 to 7-5-11):** Articles will be reordered for better understanding and application.

**Rule (10-3-3):** Clarified that a technical foul shall be called when a player purposely and/or deceitfully delays his/her return to the court after legally being out of bounds.

**Rule (10-6):** Section will be reorganized for better understanding and application.

#### SPECIAL POINTS OF INTEREST:

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#### WEBSITE

**[www.piaa.org](http://www.piaa.org)**

**PIAA Adoptions and Modifications:**

- Adopt the 2007-2008 NFHS Basketball Rules Book.
- Adopt Rules 1-13-2 and 1-13-2 NOTE, coaching box and alternate placement of same, at all levels (varsity, junior varsity, or otherwise) of competition.
- Adopt Rule 5-5 NOTE, running clock, at all levels (varsity, junior varsity, or otherwise) of competition, upon completion of the first half and one team gains a 40-point differential over its opponent, the clock shall be stopped only when an official's time-out is taken, a charged time-out is granted, a period ends, or administering free throws.
- Adopt Rule 10-5-1, the head coach, at all levels (varsity, junior varsity, or otherwise) of competition, may be off the bench in front of his/her seat within the confines of the designated 14-foot coaching box to give instructions to his/her players and/or substitutes.

**PIAA Exceptions:**

- We make the "long switch" in both 2-person and 3-person mechanics. (Shooting or non-shooting fouls)
- If there is a common foul (no bonus) committed in the bench area or the ball goes out-of-bounds in that area, move the ball right or left of the bench area for the throw-in.
- "C" is responsible for the last shot whether he/she is on tableside or opposite side.
- If a player is disqualified for a flagrant personal or technical foul, that player must sit out the rest of that day and the whole day for the very next game starting at the same level.
- If a coach is administered a flagrant technical foul, he/she must also sit out the rest of that day and the whole day for the very next game starting at the same level (Remember, the second technical is always considered flagrant).

**Comments on the Rules Revisions:****30-SECOND TIME-OUT WARNING HORN CHANGED (2-12-4, 5-11-2):**

The warning horn for a 30-second time-out will now be sounded with 15 seconds remaining. With that change, the sounding of all warning horns will be uniform for intermissions, time-outs and the replacement interval for a disqualified/injured player.

**PLAYER REPLACEMENT INTERVAL REDUCED (2-12-5, 10-5-3):**

The interval to replace a disqualified or injured player, or a player directed to leave the game, has changed to 20 seconds. A warning horn will be sounded with 15 seconds remaining in the interval (five seconds into the interval). That time frame was often used as an "unofficial" time-out. By reducing the replacement interval and sounding the warning horn after five seconds, coaches are encouraged to replace the player in a more timely fashion.

**WHEN A DRIBBLE ENDS CLARIFIED (4-15-4d, 9-5-2):**

The definition of when a dribble ends was changed to when the loss of control by the dribbler is caused by the opponent touching, or being touched by, the ball rather than an intentional batting of the ball. The illegal dribble violation was also edited to reflect this rules change. The rules were changed because a long-standing interpretation had been that any touching of a dribble by a defender (intentional or otherwise, by the hand or otherwise) ends the dribble. The way the rule was previously written implied that the touching must be by the hand and must be intentional. The new rule is now consistent with that long-standing interpretation and current enforcement.

**WHEN A THROW-IN ENDS CLARIFIED (4-42-5):**

The word "legally" was added to the definition of when a throw-in ends. It now states, "The throw-in ends when the passed ball touches, or is legally

touched by, another player who is either inbounds or out of bounds." The previous rule could possibly reward a defensive team for committing a violation, especially during an alternating-possession throw-in.

**NOT-CLOSELY-GUARDED SIGNAL ADDED (Signal Chart):**

A new signal (spreading of the arms) was added to the signal chart to communicate that a defender is not in a closely-guarded situation. The new signal clearly communicates that the official is aware that the defender is attempting to obtain a closely-guarded count, but has not met the six-foot distance requirement or that the six-foot distance necessary for continuing the count has been broken. It is intended to be used as a means of communication and does not need to be used in obvious situations, such as when an offensive player speeds past a defender or when there is significant distance between the ball handler and the defender.

## **NFHS Points of Emphasis for Officials & Coaches:**

### **UNIFORMS:**

The NFHS has received an increasing number of questions regarding the legality of basketball uniforms. It appears more and more schools are ordering and wearing illegal uniforms. To address that issue, uniforms are once again a point of emphasis.

### **Home White Required:**

This season, the new rule requiring the home team to wear white jerseys takes effect. The rules change was passed in April of 2004, providing programs four years to comply with the rule. The visiting team is required to wear dark jerseys.

### **Legal Jersey Styles/Designs:**

Uniform jerseys must comply with the rules listed in 3-4, 3-5 and 3-6. The rules are concise and clear regarding what is, and what is not, permissible on the jersey. A document was created to graphically illustrate proper uniform design. The document and an animated presentation can be found on the NFHS Web site. Coaches and school administrators must ensure that legal uniforms are being ordered and purchased from manufacturers/distributors.

### **Enforcement of Illegal Jerseys:**

NFHS Rule 10-3-2 states that a player shall not wear an illegal jersey, illegal pants/skirt or an illegal number. The penalty shall be a technical foul for each starter or substitute who enters the game with the illegal item. A special report form should be filed with the state association when that occurs.

### **Uniforms Worn Properly:**

Team members may not participate if the uniform is not worn properly with the jersey tucked in and the pants/skirt above the hips. Team members are also prohibited from playing if wearing items such as jewelry, illegal undershirts or undergarments that extend below the pants/skirt. Players in violation

of those rules may not enter or shall be directed to leave the game. Coaches bear a great responsibility in ensuring uniforms are properly worn and officials must enforce the rule as written.

### **FREE THROWS:**

The NFHS Basketball Rules Committee continues to be concerned about activities surrounding free throws, especially rough play.

### **Rough play:**

Keeping the block between the players continues to serve its initial purpose. The same is true for player restrictions ending when the attempt hits the ring. Coaches must not teach players to "lock up" arms along the lane line, nor drive players farther under the basket with brute force. Offensive players in the second position must not be permitted to displace or push the defensive player in the first lane position. In addition, defensive players in the last position should not be permitted to displace the free-throw shooter. Fouls must be called for illegal contact and displacement on free throws, just as they would be for illegal rebounding activity off of any try.

### **Lane Positioning:**

There has been much debate on what — if anything—to do with lane positioning on free throws. Some want rules that would move players up on the low block or even eliminate the first-lane space. The belief is that the players underneath the basket are at a rebounding disadvantage. Data collected from a variety of sources does not support that belief. Multiple studies show players in the first marked lane space garner approximately 75-80 percent of all free throw rebounds. That is a range the rules committee finds acceptable and is consistent with historical norms. The team closest to the basket is supposed to get most of the rebounds, not be guaranteed a rebound. The rules in that

case are also not designed to give each team an equal chance at securing a rebound.

### **Violations:**

Players are attempting to gain a rebounding advantage by violating the free-throw restrictions and entering the lane early. Officials must review and enforce the rules regarding offensive and defensive free-throw violations.

### **DISPLACEMENT:**

Displacement is a foul and must be called. The committee is concerned about two specific areas where displacement continues to occur without the appropriate fouls being assessed.

### **Post Play:**

The offense may "shape up" to receive a pass or to force the defense to deploy or assume a legal guarding position at the side, in front or behind the offensive post player. When the offensive player then uses the "swim stroke," pushes, pins, elbows, forearms, holds, clears with the body, or just generally demonstrates rough physical movements or tactics, that is a foul on the offensive player and must be called without warning. The defense can assume a legal, vertical stance or position on the side, front or behind the offensive post player. When the defense undercuts (initiates lower-body non-vertical contact), slaps, pushes, holds, elbows, forearms or just generally demonstrates rough, physical movements or tactics, that is a foul on the defense and must be called without warning. When a player dislodges an opponent from an established position by pushing or "backing in," it is a foul.

### **Screening:**

A legal screener must be stationary prior to contact within his/her vertical plane (hands, arms, legs and feet no more than shoulder width apart).

**NFHS Points of Emphasis for Officials & Coaches (con't):**

When these two requirements are not met, and when there is sufficient contact delivered by the screener to bump, slow or displace, it is a foul on the screener. When a screen is blind, outside the visual field or a rear screen, it is only legal when the screened player is permitted a normal step backward. The screened player must then make a legitimate attempt to get around a legal screen without forcing rough or "displacing" contact. This type of contact must result in a foul on the screened player. When a screener is illegally moving in an attempt to set a screen, but no contact occurs with the opponent, no foul has been committed.

**BALL HANDLER/DRIBBLER:**

The committee felt that several areas pertaining to the ball handler/dribbler needed to be addressed.

**Traveling:** The traveling rule has not changed; however, the rule is not being properly enforced. Consequently, offensive players are gaining a tremendous advantage. Areas of specific concern are: the spin move by post players, the step-through move by post players, rebounders repositioning for put-backs, the jump stop, perimeter shooters taking an extra "hop" and ball handlers lifting the pivot foot before releasing the ball on the dribble. The key to determining the legality of those moves is to first find the pivot foot. Then, if the player moves a foot or the feet in any direction in excess of prescribed limits, a traveling violation has occurred. Officials must challenge themselves to improve their accuracy in this area; the players' skills will then improve as a result.

**Palming:** Offensive players "palming" the ball continue to gain a tremendous advantage over defensive players. Emphasis is not only to be given to the dribbler's hand position, but also the activity of the ball while the dribble is occurring. "Palming" not only occurs while the palm is facing "skyward," but can also occur while the palm is facing the floor. The key to officiating this play consistently and correctly is to determine if the ball has "come to rest." A definite advantage to the offensive player is gained on the hesitation "move" to beat a defender (toward the basket or just to go by them). In many of those instances, the ball is "coming to rest" in the dribbler's hand. A violation must be called by the official, as there is no way to legally defend against this move.

**Proper Mechanics Calling a Foul:**

- Always give the proper signal for the foul at the site.
- Point at the designated spot for the throw-in if it is a common foul before the bonus.
- Jog around the players to the reporting area.
- Stop completely, make eye contact with the scorer.
- State color of the player who committed the foul, with one hand in front of torso, show number of the player and give correct foul signal.
- Jog to new switched position.
- If it is a team control foul, give the proper direction signal, arm straight out, palm open with fingers close together and thumb tucked in.

**Fitness and Health Condition:**

Athletic officiating is a vigorous avocation and it demands that an official be in excellent physical condition, able to give the very best, on every play, in every contest. To that end, the American Medical Association has stated that before one attempts any vigorous physical activity they should first visit their family physician for a check-up. It is part of good personal health maintenance to have an annual physical exam and participate in an exercise program. This type

of exercise program should be minimally three days per week and include cardiovascular conditioning, strength training, flexibility and muscle endurance. These components along with proper nutrition will assist in developing one's optimum body composition.

The PIAA Sports Medicine Committee recommends that each registered sports official have an annual physical examination and practice good health habits.

Being physically fit and conveying an appropriate, positive image through proper health and nutrition habits will greatly assist all officials in keeping up with the game. After all, the game, the schools, players, coaches, spectators and fellow officials deserve no less. As importantly, officials owe good health habits to themselves and their families if for nothing more, than the health of it.

## **PIAA Points of Emphasis for Officials & Coaches:**

### **Guidelines for Enforcing the Coaching Box:**

*(Taken from Power Point distributed to all Rules Interpreters)*

#### **COACHES:**

- PIAA Officials' Council is very concerned about coaches who are abusing the rule and taking liberties with the coaching box.
- Coaches gain an unfair advantage when they are allowed to move about the floor as they please.
- It is extremely unfair to coaches who do abide by the rule and stay within the parameters of the box and coach.
- Coaches who are demonstrative outside the box have a great impact on crowd behavior.
- Coaches must confine themselves to the coaching box and communicate with their players.
- Coaches shall not make unkind gestures, voice criticism to the officials or make suggestions on what calls should or should not be made.
- Coaches were pleased when the coaching box rule was implemented and should not do anything which might cause the rule to be rescinded.
- Coaches should expect and accept a technical foul when they are abusing the rule.

#### **OFFICIALS:**

- It is imperative that you enforce the coaching box rule as you enforce every rule that is violated.
- It is an injustice to the game to ignore this infraction just as it is to ignore any other call in the game of basketball.
- It is not fair to an opponent's coach if he/she is abiding by the rule and the other coach is abusing the rule and getting away with it.
- It is even worse when both coaches are abusing the box and officials are not taking care of business.
- Experienced officials must take the lead in this area so that novices or less experienced officials will have good role models.
- Proper management of the game includes the players as well as the coaches.
- Allowing coaches to demonstrate poor behavior and not penalizing that behavior is an injustice to the game and unacceptable.
- When necessary, a technical foul should and must be called.

#### **GUIDELINES:**

- Coach is slightly out-of-box and coaching, warns him/her the first time. Next time is a technical whether he/she is coaching or not.
- Coach is in the box using unkind gestures about officiating or using derogatory remarks to officials, technical foul the first time.
- Officials must earn respect and respect comes with consistency in all calls and integrity.
- Coach is slightly out-of-box and not coaching, technical foul the first time.
- If most officials or better yet, all officials use this philosophy, coaches will abide by the rule.
- If you fear repercussions from a coach, then maybe you are in the wrong avocation.

#### **MRSA Concerns:**

Methacillin Resistant Staphylococcal Aureus (MRSA) is a resistant bacteria that can be found in soiled surfaces, uniforms and practice clothing. The PIAA Sports Medicine has recommended that all officials utilize the following prevention habits and inform their chapter members and members schools' coaches about the potential of MRSA.

- Shower after all activity.
- Wash all workout gear/uniforms after practices or competition.
- Clean sports equipment before practices or competition.
- Use liquid soap.
- Don't share towels of hygiene products.
- Notify parents/coaches/health care professional of any skin sores, boils or abscesses.
- For more information on MRSA, please view the PIAA Website ([www.piaa.org](http://www.piaa.org)), click on PIAA FOR (green tab); SPORTS MEDICINE.

## **Throw-In:**

A throw-in ends when the ball is legally touched by another player. This year's rule indicates that if a player is standing with one foot inbounds and one foot out-of-bounds when he/she catches the ball, it is a legal throw-in. There is also a change on the alternating possession (AP) throw-in which states that if the defense illegally violates the (AP) throw-in, the opponents keep the ball for the violation and retain the (AP) arrow for the next alternating possession throw-in. Following are some examples.

**Situation #1:** A1 is making an (AP) throw-in. He/she bounces the ball to A2 and B2 intentionally kicks the ball.

**Ruling:** Team A will make a spot throw-in for the kick and retain the (AP) arrow for the next alternating possession throw-in.

**Situation #2:** A1 is making an (AP) throw-in on the end line. The pass is tapped by B1 and goes directly out-of-bounds on the sideline.

**Ruling:** Team A will make a spot throw-in on the sideline. The (AP) arrow is changed to Team B.

**Comment:** The touching by B1 is legal. The (AP) throw-in has ended.

**Situation #3:** Team A has the ball at the end line for an (AP) throw-in. A1 runs the end line and is whistled for a spot throw-in violation.

**Ruling:** Team B will have a spot throw-in at the end line and also will get the arrow for the next (AP) throw-in.

**Situation #4:** Team A has the ball for an (AP) throw-in. The official whistles thrower A1 for a 5-second violation.

**Ruling:** Team B's ball for the violation and Team B will get the arrow for the next (AP) throw-in.

**Situation #5:** Team A has the ball for an (AP) throw-in. A1 who is making the throw-in steps onto the court or bounces the ball to a teammate inbounds. The ball touches out-of-bounds on the pass before A2 receives the ball.

**Ruling:** Violation on Team A in both situations. Team B will get the ball for a throw-in and get the arrow for the next (AP) throw-in.

## **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.

## **New Mechanics (3 and 2 Person):**

There is a new 3-person mechanic in the NFHS manual. When the ball settles in the lead's area, the lead will be responsible for the closely guarded count. PIAA will use that mechanic. The option to place the ball on the floor if you are the administering official and must converse with partner(s) or the table is used in both 3-person and 2-person mechanics.

The use of the not "closely guarded signal" is for both 3 and 2-person mechanics. Finally, we are returning to our previous mechanic in a 2-person crew as to where we are on the floor during time-outs and between quarters and intermission. For a 60-second time-out, the administering official will be at the spot and the other official will be at the division line opposite table. For a 30-second

time-out, the administering official will be at the spot and the other official will be at the division line table side. Between quarters and intermission, both officials will be at the division line. Referee will be at the intersection of the division line and sideline opposite table and the Umpire will be at the division line opposite table.

## **Dribbling Situations:**

**Situation #1:** Player B1 is dribbling the ball in the front court when it strikes his/her foot and is headed toward the sideline or the division line. B1 immediately calls a time-out to prevent the ball from going out-of-bounds or back court.

**Ruling:** Official must ignore the request. In order to call a time-out, you must have player control.

**Comment:** Player control means that a player is holding or dribbling the ball. An interrupted dribble does not constitute player control.

**Situation #2:** Player B2 is dribbling the ball when it accidentally strikes his/her foot. In an attempt to secure the ball, B2 fouls A2.

**Ruling:** It is a team control foul not a player control foul on B2 or it can be an intentional foul if B2 intentionally shoves A2 out of the way.

**Situation #3:** B3 is in the front court dribbling the ball near the division line. A3 bats the ball and the ball strikes B3 on the leg and goes into the back court. B3 or B4 is the first one to touch the ball in the back court.

**Ruling:** Back court violation.

**Comment:** When a team has possession in the front court, that team cannot be the last one to touch the ball in the front court and the first to touch the ball in the back court. However, if the ball did not strike B3 on the leg and went into the back court, it would be legal for B3 or B4 to be the first to touch the ball in the back court.

**Situation #4:** B4 is dribbling the ball from his back court toward the division line. The official has a count of 7 as B4 nears the division line. A4 bats the ball away from B4 toward B4's end line. The official keeps counting while the ball is loose and

gets to 10 before B4 or A4 can catch up to the ball. The official blows his/her whistle, gives the correct signal for a violation and calls a 10 second violation on B.

**Ruling:** The official is correct.

**Comment:** B is still in team possession while the ball is loose. Therefore the 10 second count shall continue. A must have the ball in their possession or dribble the ball before they establish possession.

**Situation #5:** B5 is dribbling the ball and A5 intentionally strikes the ball or the ball touches A5 unintentionally and bounces away from B5. B5 picks up the ball and starts another dribble.

**Ruling:** Legal. The dribble officially ended when the ball was touched by A5. However, while the ball was loose, B still had team control.

## **Uniform Situations:**

**Situation #1:** Officials arrive on the floor at least 15 minutes before game time and discover that the home team is wearing gold uniforms. They inform the coach that his/her team must have white uniforms. The coach tells them that they bought gold uniforms and it shouldn't be a problem because the visitors are wearing dark blue.

**Ruling:** Five technical fouls to start the game. The five starters have bought their way into the game for the rest of that game. They can leave and re-enter without any further penalties. However, if a substitute reports, he/she will be penalized with a technical foul before the ball becomes live.

**Comment:** If the opponent's coach tells you he doesn't want the technicals, you cannot listen or negotiate with him or the home team coach. Our job is to enforce the rules and the game shall start with 5 technical fouls.

**Situation #2:** Officials arrive on the floor at least 15 minutes before the game. The home team is wearing white uniforms but the jerseys have a visible manufacturer's logo on them.

**Ruling:** Start the game with 5 technical fouls. When a substitute reports, issue a technical foul before the ball becomes live.

**Situation #3:** The home team has white uniforms with the school name arched above the numbers.

**Ruling:** Legal, as long as the first and last letter is on the same plane.

**Situation #4:** After the horn sounds to end the first half, A1 removes his jersey near the team bench.

**Ruling:** A technical foul is charged to A1 and an indirect technical is charged to the head coach.

**Comment:** A1 is considered bench personnel in this situation. The second half will start with the technical foul followed by a throw-in at mid-court. The arrow for the second half will not change after the throw-in.

**Situation #5:** Team B is wearing shirts which have a small basketball patch with a number 15 on it attached to the upper right front.

**Ruling:** The shirts are illegal. The penalty is a technical foul on each starter before the ball becomes live. As each substitute enters, it is also a technical before the ball becomes live. If this is a memorial or commemorative patch above the neckline, it may be a legal shirt by PIAA policy. However, the NFHS Basketball Rules Book indicates a number is not legal as part of a commemorative/memorial patch. See uniform front view D-3 on page 8 of this bulletin.

**2007 - 2008 NFHS BASKETBALL UNIFORMS FRONT VIEW:****A. JERSEY COLOR:**

1. The torso of the jersey must be a **single solid color** (as of the 2007-08 season, white for home and dark for visitor).
2. The "torso" is the portion of the jersey from an imaginary horizontal line at the base of the neckline extending to each armhole, down to the bottom hem of the jersey and from side seam to side seam.
3. A visible manufacturer's logo/trademark/reference is NOT permitted anywhere on the jersey.

**B. FRONT NUMBER:**

1. The number on the front shall be at least 4 inches high, not less than  $\frac{3}{4}$  inch wide (excluding the border) and centered vertically and horizontally.
2. Numbers shall be plain Arabic numerals and must be the same style and color as the number on the back of the jersey.
3. Legal numbers are: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. A team member list shall not have both numbers 0 and 00.
4. No more than three colors may be used in the number. The style must be clearly visible and conform to the provisions of NFHS Rule 3-4-4.

**C. IDENTIFYING NAME:**

1. Team names and/or abbreviations or team member's names may be placed on the front of the jersey.
2. Lettering must be placed horizontally and may be arched. Names may also be on multiple lines.
3. The first and last letters, either above or below the number, must be on the same horizontal plane. When above the number, the plane may not be below a plane extending through the top of the number(s). When below the number, the plane may not be above a plane extending through the bottom of the number(s).
4. Any point on any letter shall not be closer than one inch to any point on any number(s).
5. Any form of decorative accent (i.e., paw, halo, crown, star, etc.) in a name or abbreviation is only permitted above the number.
6. If a tail is used in the lettering of an identifying name or abbreviation, the name or abbreviation must be located below the number.

**D. ABOVE THE NECKLINE:**

1. There are no restrictions in the area of the jersey from an imaginary horizontal line at the base of the neckline extending to each arm-hole, up to the shoulder seam.
2. Different colors and/or designs may be used in this area.
3. Commemorative/memorial patches (not to exceed 4 square inches), if worn, must be in this area or in the side insert.

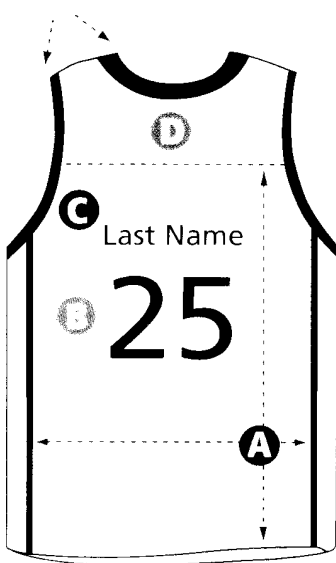
**E. NECKLINE & ARMHOLE TRIM:**

1. Trim shall not exceed 1 inch around the neck and arm openings.

## 2007 - 2008 NFHS BASKETBALL UNIFORM BACK VIEW:

### A. JERSEY COLOR

1. The back torso of the jersey must be the same **single solid color** as the front.
2. The back "torso" is the portion of the jersey from the bottom of the back panel, if used, down to the bottom hem of the jersey and from side seam to side seam.
3. A visible manufacturer's logo/trademark/reference is NOT permitted anywhere on the jersey.



### B. BACK NUMBER

1. The number on the back shall be at least 6 inches high, not less than 3/4 inch wide (excluding the border) and centered vertically and horizontally.
2. The back numbers shall meet all the remaining specifications of the front number as previously noted (Front View, B.2-B.4).

### C. IDENTIFYING NAME

1. Team names and/or abbreviations or team member's names may be placed horizontally on the back of the jersey.
2. Lettering on the back of the jersey shall meet all the specifications of the front lettering as previously noted (Front View, C.2-C.6).

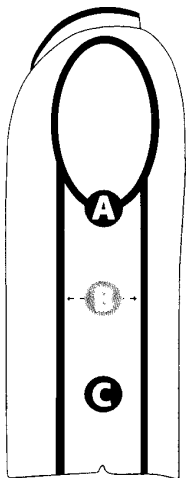
### D. BACK PANEL

1. If a back panel is used, it must be of the same color, and not exceed the size of the corresponding area in the front, above the neckline

### E. NECKLINE & ARMHOLE TRIM

1. Trim shall not exceed 1 inch around the neck and arm openings.

## 2007 - 2008 NFHS BASKETBALL UNIFORM SIDE VIEW:



### A. LOCATION

1. Side inserts must be centered vertically below the armpit.

### B. WIDTH

1. Side inserts, including trim, must be a maximum of 4 inches (2 inches on each side of the seam).

### C. STYLE/DESIGN

1. Side inserts may be of any color or design.
2. Side inserts must be the same width for all team jerseys.
3. Commemorative/memorial patches (not to exceed 4 square inches), if worn, must be in this area or in the area above the neckline.

## **Disqualification Process:**

When a coach or contestant is disqualified/ejected from a Regular or Post-Regular Season Contest a report must be filed by the official who disqualified/ejected the coach or contestant. When the report is received in the PIAA Office it is faxed to the concerned school Principal and Athletic Director and mailed to the respective District Chairmen, officials' representatives and sportsmanship chair. A copy is also given to the Associate Executive Director and placed in the school's file.

**OFFICIALS ARE TO FILE A REPORT WITH THE PIAA OFFICE ON THE APPROPRIATE FORM WITHIN 24 HOURS OF THE EJECTION OR THEY MAY BE PLACED ON PROBATION.**

Officials may complete the disqualification form online through the officials' information area of the PIAA website.

Additionally, officials may email or fax a downloaded copy of the disqualification form. Officials who repeatedly do not file the proper form in the prescribed time period may be suspended. This will, in effect, eliminate the false belief that if a report is not filed, the disqualification/ejection did not occur.

*For your convenience, a copy of the disqualification form may be found on the back of this publication.*

## **PIAA By-Laws: Article XIII, Section 8**

Any coach and/or contestant who, while coaching or competing for a PIAA member school, is ejected from a Contest by a state high school association recognized and/or registered official in that sport for unsportsmanlike conduct or flagrant misconduct shall be disqualified from coaching and/or participating **for the remainder of the day and in all Contests on the next Contest day of the same level (varsity, junior varsity, or otherwise) of competition.** For a coach, participation in the next Contest includes any contact by the coach with members of the Team,

including other coaches, between the time that the Team arrives at the Contest site and the conclusion of the last Contest of the day. The Principal shall direct the coach not to attend all of the Contest(s).

Any coach and/or contestant ejected from the last Contest in that sport in a sport season shall be disqualified from coaching and/or participating in the first Contest(s) in that sport in the subsequent sport season, at the same level (varsity, junior varsity, or otherwise) of

competition, at any PIAA member school or, if the student changes levels of competition, such as from junior varsity to varsity, the first Contest(s) in that sport.

The official shall file a report with the PIAA Office on the form prescribed for the sport involved, within twenty-four (24) hours following the completion of the Contest in which the ejection occurred. Failure to file such report shall not affect the validity or consequences of the ejection.

## **Examples of New Disqualification Provision of Article XIII, Section 8:**

**The following examples are for players or coaches and are only examples and not a complete list. What this means is a player or coach ejected from a contest at any level must sit out the remainder of the day and the next day of the next contest at that level.**

**Example #1:** Player/coach gets ejected from a junior varsity contest before a varsity contest. This player/coach gets

disqualified for the **remainder of the day and the next day** of the next junior varsity contest. If this contest is followed by a varsity contest **on the same day**, the player/coach gets disqualified for the varsity contest also (**the whole day**).

**Example #2:** Player/coach gets ejected from a varsity contest on Friday, the team's next varsity contest is Friday. Before the varsity contest is a scheduled junior varsity contest, player/coach cannot participate in any of Friday contests.

**Example #3:** Player/coach gets ejected from a varsity basketball game Saturday. The next varsity contest is a game on Friday but the game gets postponed. On Saturday, the varsity team is to play in another basketball game, is the player and/or coach eligible to participate in the junior varsity game that is prior to the varsity game?

**Ruling:** No. Since the Varsity contest is the same day as the junior varsity game the player/ coach is **not eligible to participate the whole day.**

## **Disqualified Player Situations:**

**Situation #1:** Player A1 commits his/her fifth foul. Official notifies the coach, starts the 20 second clock and notifies A1. The four remaining players huddle with their coach near the sideline as the 5 second warning horn sounds and the coach replaces the player before the second horn sounds 15 seconds later. As soon as the second horn sounds, the officials resume play with a throw-in or free throw.

**Ruling:** Legal. Players may huddle near the sideline as long as they remain on the court.

**Situation #2:** Player A2 commits his/her fifth foul. Official notifies the coach, starts the 20 second clock and notifies A2. Coach sends a substitute immediately to report for A2. Then, the substitute and the other four players huddle on the court near the sideline to discuss strategy with the coach.

**Ruling:** Illegal. This is not a time-out situation. As soon as the substitute reports, the ball shall be put into play as a throw-in or a free throw by the officials.

**Comment:** If by a throw-in, the administering official shall blow his/her whistle, give the directional signal and put the ball at the disposal of B's thrower. If it is a free throw and Team A is huddling with their coach, you cannot put the ball at the disposal of the free-thrower since this is not a resumption of play situation. That only occurs following a time-out or an intermission. You must call a technical foul on Team A for delay of game.

**Situation #3:** Player A3 fouls out. The official notifies the coach, starts the 20 second clock and notifies A3. The warning horn sounds at 5 seconds and shortly thereafter, B6 reports to substitute for B1. The official beckons B6 into the game.

**Ruling:** Legal. This is not a time-out or an intermission.

**Comment:** When replacing a disqualified player, substitutes may be beckoned onto the court by the official until the ball is ready for play. The warning horn for this specific situation is just to warn the coach that he/she must replace the disqualified player before the next 15 seconds expire.

**Situation #4:** Player A4 commits his/her fifth foul. The official notifies the coach, starts the 20 second clock and notifies A4. Team A's players huddle near the sideline with the coach. The 5 second horn sounds and then 15 seconds later the second horn sounds. The coach sends A6 to the table to report in for A4.

**Ruling:** Direct technical foul on the coach.

## **Blood Rule:**

The rule has been changed significantly. 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.

## **PIAA Pride:**

At the expense of taking journalistic liberty with acronyms, PIAA PRIDE is a moniker for PIAA Referees In-service (training) Develops Excellence. This message grasps the concept and reality of training of officials at the local chapter level. Unlike many states, PIAA sports' officials chapters must adhere to the minimum standard of six seasonal in-service sessions and one mandatory rules interpretation meeting.

This formula assisted by lesson plans for chapter rules interpreters, preseason rules interpretation bulletins, during season NFHS and PIAA rules interpretations allows for training at the local association level to be thorough and comprehensive. This structure allows all registered officials to receive continuing education as part of their registration as a PIAA sports' official.

For all of this to be successful, chapter officers, in leadership positions, as well as the rank and file sports' officials only need to follow ten two letter words; IF IT IS TO BE IT IS UP TO ME. The combination of experiences with continued officiating education is a great recipe for success.

## **Substitution:**

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 replacement. A player who has been injured to the extent that the coach or any other bench personnel is beckoned onto the floor, must leave the game, unless a time-out is requested by and granted to his/her team and the situation can be remedied by the end of the time-out. If opponents are asked to leave the game, both teams must call a time-out which runs concurrently, if the coaches want them to remain in the game.

**SITUATION #1:** Player A1 is injured and the trainer/coach is beckoned onto the floor. It takes at least 5 minutes to remove the player to the bench area. As soon as the player is safely removed from the floor and out of danger, the official gives the signal to start the 20 second clock.

**RULING:** That is the correct procedure. No time-out is charged to that team and the coach has 20 seconds to replace the player.

**SITUATION #2:** Player B1 is injured and the official beckons the trainer/coach to enter onto the floor. As the coach/trainer takes several steps onto the floor, the player says he is o.k. and wants to stay in the game. The official rules that the injured player must leave the game.

**RULING:** The official is correct. Player B1 must be replaced or team B must call a time-out to keep B1 in the game.

**COMMENT:** Once a coach/trainer enters onto the floor, the injured player must be replaced or a time-out must be called in an attempt to keep the player in the game.

**SITUATIONS #3:** Both A3 and B3 are bleeding. During a dead ball situation, the official directs both A3 and B3 to leave the game. A's coach says he/she will take a time-out to keep A3 in the game. Coach of Team B does not want a time-out. Official grants A's coach a time-out and gives the time-out signal to the table.

**RULING:** Incorrect. Team B's substitute for B3 must report into the game first before the time-out is granted.

**COMMENT:** If a player is asked to leave the game for an injury or a disqualification, he/she must be replaced before a time-out may be granted. (Exception, team may request a time-out to keep an injured player in the game).

## **Technical Fouls:**

Double technicals and simultaneous technicals are enforced the same way. Charge each team's player with a technical foul and go to the point-of-interruption (POI). We do not shoot any fouls for double or simultaneous technicals if the simultaneous technical fouls are equal. An example of unequal flagrant simultaneous technical fouls would be three players of Team A and two players of Team B come off the bench and run onto the floor during a confrontation. In that situation, Team B would shoot two free throws (one technical) and receive the ball for a throw-in at the division line. Also, each coach would be assessed an indirect technical. Sometimes, you may not have a point-of-interruption. Following are some examples.

**Situation #1:** Neither team has their roster or their starters in the book at the ten minute mark.

**Ruling:** Charge both teams with simultaneous technical fouls. No free throws and start the game with a jump ball. Since these are considered administrative technicals, no indirect to the coaches.

**Comment:** Since the game has not started, there is no point of interruption (POI).

**Situation #2:** Team A just scored a field goal. After the ball passes through the basket of Team A, B2 and A2 push each other.

**Ruling:** Double technical foul. Charge a technical to both opponents and continue the game at the point of interruption. Team B's ball out-of-bounds on the end line and they may run the end line.

**Situation #3:** At the four minute mark, a player from Team A dunks the ball. A minute later, not to be outdone, a player from Team B dunks the ball.

**Ruling:** Technical fouls are assessed to the players in the order in which they occurred. Team B will shoot two free throws followed by Team A shooting two free throws. After the free throws, Team A will inbound the ball at the division line. As soon as the throw-in is administered to Team A, the arrow goes to Team B immediately.

**Comment:** These are not simultaneous technical fouls. Simultaneous technical fouls occur at approximately the same time. Also, each head coach is assessed an indirect technical and must remain seated for the entire game.

**2007-2008 PIAA District Rules Interpreters:**

District 1	Donald T. Taylor	District 7	Regis A. Giles
District 2	James P. Gross	District 8	Raymond D. Morton
District 3	David D. Hancock	District 9	Dennis J. Geitner
District 4	Martin Maurer, Jr.	District 10	Rick Fletcher
District 5	Ronald Koppenhaver	District 11	Joseph Catanzaro
District 6	Richard L. Young.	District 12	James P. Moore, Sr.

Questions regarding rules interpretations or play situations should be directed to the chapter interpreter. If questions still remain, chapter interpreters should then contact their District interpreter for additional clarification.

**PIAA 2007 -2008 Basketball Schedule:**

First Practice Date.....	Monday, November 12
First Inter-School/Scrimmage Date .....	Saturday, November 17
First Regular Season Play Date.....	Friday, November 30
Last Regular Season Contest Date.....	Saturday, February 16
District Championship Deadline.....	Saturday, February 23

PIAA Basketball Championships:

Play-in Round .....	Tuesday, February 26
First Round .....	Friday, February 29, & Saturday, March 1
Second Round .....	Tuesday & Wednesday March 4 & 5
Quarterfinals .....	Friday & Saturday, March 7 & 8
Semi-Finals .....	Tuesday & Wednesday, March 11 & 12

PIAA Basketball Championship Finals

Bryce Jordan Center, PSU, University Park .....Friday, March 14

Championship Schedule:

AA Girls' Championship.....	12:00 pm
A Boys' Championship.....	2:00 pm
AAAA Girls' Championship .....	6:00 pm
AAA Boys' Championship.....	8:00 pm

PIAA Basketball Championship Finals

Bryce Jordan Center, PSU, University Park .....Saturday, March 15

Championship Schedule:

A Girls' Championship.....	12:00 pm
AA Boys' Championship.....	2:00 pm
AAA Girls' Championship .....	6:00 pm
AAAA Boys' Championship.....	8:00 pm

**PIAA Website Officials' Information Area:**

The officials' section of the PIAA website may be accessed by registered PIAA sports' official using their individual officials' code. This code is secured individually by utilizing the **first four (4) letters of your last name in (CAPS) and the last four (4) digits of your ID number.** Items listed in the secured area include: Officials' directory, on-line disqualification forms and on-line injury forms. Other information in the officials' area on our website include: Applications for Becoming an Official; Sportsmanship Message; Rules Interpretation Meetings; Bulletins (Sports Specific); Athletic Officials' Manual; Various Forms; Evaluation Information; Officials' Merchandise; Officials Recognition and Power Point Presentations; along other important officials' information. Please utilize this area for assistance and information in preparing for your games as well as hosting quality chapter meetings.

**Officials' Responsibilities:**

**PIAA Officials' Uniform:**

1. The PIAA Official's Emblem must be worn on the upper left sleeve of the official's standard shirt when officiating in all PIAA sponsored games.
2. All PIAA-registered officials must wear identical uniforms during a contest.
3. Required uniform for basketball officials:

**Shirt** Alternating black and white 1-inch vertically striped, short-sleeved shirt with a black collar. V-neck shirts have been approved for PIAA mem-

- ber school games as long as all officials are dressed alike.
- Slacks** Full length black trousers.
  - Belt** Black.
  - Socks** Black.
  - Shoes** Solid black with black laces.

PIAA recommends the use of a black, plastic FOX-40 whistle with a black lanyard. If jackets are worn before the game, they must be black in color and identical in style. College jackets or jack-

ets from any organization other than PIAA or local basketball chapters may not be worn. The wearing of jewelry (except wedding bands and medical-alert bracelets) and wrist watches (except as a required timing device) is prohibited. Smoking and/or tobacco chewing is prohibited (Minutes, Board of Control, PIAA Summer Workshop, July 17, 1989, p. 3).

PIAA sports' officials may display an American flag (maximum size 2 by 3 inches) on the right sleeve of their uniform shirt approximately three inches down from the shoulder seam. This will be the same position the PIAA official patch is displayed on the left sleeve.

**Pre-Season Prep:**

Pre-season preparation applies to mental and physical fitness as well as updating one's uniform. Take the time to review your uniform annually so that you present a clean, crisp, neat uniform. As we all know, "you never have a second chance to make a first impression". It is also important to review your other officiating equipment; shoes, socks, undergarments, equipment bags, and other officiating supplies to make your uniform complete. Many officials work more than one game per week and need the ability to have multiple uniforms available for their use. Don't compro-

mise your appearance and the reputation of your chapter by attempting to make that shirt and pants last another year. Game control starts with your appearance and the professionalism that goes with it. Be fit; be neat, be sharp. If you are in need of updating your officiating supplies, please be reminded that Purchase Officials Supply of Pennsylvania is the official vendor of PIAA Sport Officials' Uniforms. Please give them your consideration for any purchases regarding officials' supplies. If interested, you may provide them with your email address to send you their catalog, seasonal

specials and discounted items that may be of interest and service to your avocation of sports' officiating. Purchase Officials Supply of PA may be contacted via email at [mjsumpref@aol.com](mailto:mjsumpref@aol.com), [www.pa.purchaseofficials.com](http://www.pa.purchaseofficials.com), or by calling 800-934-4555.



**Arrival at the Site:**

Cooperation with Contest management begins with timely arrival at the Contest site. Nothing makes administrators and coaches more nervous at the onset of a contest than not knowing whether the officials are going to show up.

Start the game off right by communicating your arrival time at the site with the athletic administrator. Show up, where possible, at least sixty minutes prior to the scheduled tipoff. It will go a long way in helping your credibility as a quality official.



## **PIAA Sportsmanship Message:**



ALL OFFICIALS MUST READ THIS MESSAGE TO CAPTAINS AND HEAD COACHES PRIOR TO GAMES AT ALL LEVELS.

*PIAA requires all registered sports officials to enforce the sportsmanship rules for coaches and contestants. Actions meant to demean opposing players, team, spectators, and officials are not in the highest ideals of interscholastic education and will not be tolerated. Let today's contest reflect mutual respect. Coaches please certify to the referee that your players are legally equipped and uniformed according to NFHS rules. Good luck in today's contest.*

For distribution purposes, this message is printed on the back of all PIAA registered sports officials' 2007-2008 identification cards. Chapter interpreters are requested to remind all officials to read this message at each contest they officiate.

There have been some concerns addressed by the schools that some of our officials are not reading the PIAA Sportsmanship message prior to the contest. This is an improper procedure and this message **MUST** be read. Officials are not to paraphrase, modify, or develop their own Sportsmanship Message to the captains and head coaches. The proper procedure is head coaches and captains **MUST** attend the pre-game reading of the sportsmanship message.

This message **MUST BE READ VERBATIM** by the contest officials. Coaches must certify to the contest officials their team is legally equipped and in compliance with NFHS Basketball Rules. The reading of this message will set the tone for the contest to be played in the spirit of good sportsmanship and have the coaches verbally confirm aloud their teams' adherence to compliance with equipment and safety rules. This confirmation is not only the adherence to contest rules, but also assists in alleviating the legal liability concerns for the officials if the teams subsequently violate the proper equipment provisions of the contest rules.

## **PIAA Officials' Insurance:**

For the 2007-2008 school year, American Specialty Insurance Services will provide the following benefits;

- One Million Dollars of Liability Coverage;
- \$25,000 Excess Accident Medical Coverage (with a \$250 deductible);
- \$5,000 Accidental Death and Dismemberment (including a cardiac benefit).

This program is administered by American Specialty Insurance Services and underwritten by USF&G and Mutual

of Omaha. Both carriers carry "A" ratings by A.M. Best. Again this year, as a new service for chapters, all regularly scheduled chapter meetings will be covered under PIAA's basic liability coverage.

This is a major change from the past when only the annual rules interpretation meetings have been covered. Chapters are requested to please submit their list of regularly scheduled chapter meetings to the PIAA Office to assist procedurally in the exchange of information to have all local associations' meetings covered.

### **Contact information is as follows:**

Drew Smith,  
Vice-President for Client Services  
Sara Douglass  
Administrative Assistant  
American Specialty Insurances  
Services, Inc.  
142 N. Main Street,  
P.O. Box 309  
Roanoke, Indiana 46783-0309  
Phone: 260-672-8800  
Fax: 260-673-1295  
www.amerspec.com

## **PIAA Officials' Convention:**

This will be the third year of the PIAA Board of Directors' policy for those officials who wish to be considered to officiate in post-regular season playoff competition. Officials need to have continuing education training through their attendance at the PIAA Annual Officials' Convention in their sport once over every five year period.

Each year the convention offers an official sport specific educational opportunities in addition to multiple general sessions germane to the avocation of officiating. The 2008 edition takes place

August 8 and 9 at the Holiday Inn-West, Mechanicsburg, PA. For a complete list of sessions offered please access the PIAA website at [www.piaa.org/officials](http://www.piaa.org/officials). The convention schedule should be available shortly after the new year.

An additional opportunity for chapter interpreters was made available beginning last year. For the first time, in cooperation with NISOA, PIAA opened up The *Train the Trainer* program will again be available to the first 25, local chapter interpreters. The program provides support materials in a classroom

setting, as well as guidance for all interpreters to make their presentations more effective and meaningful. The *Train the Trainer* program runs all day Thursday and finishes Friday prior to the First General Session of the Convention.

Participate and be part of one of the largest and best officials' training programs in the country. If you would like additional information, please call PIAA at 717/697-0374 or 800/382-1392 and speak with an individual in the officials' department.

**PENNSYLVANIA INTERSCHOLASTIC ATHLETIC ASSOCIATION, INC.**  
**550 GETTYSBURG ROAD, PO BOX 2008**  
**MECHANICSBURG PA 17055-0708**  
**TELEPHONE (717) 697-0374 OR (800) 382-1392 FAX (717) 697-7721**  
**WEBSITE [www.piaa.org](http://www.piaa.org)**

**BASKETBALL PLAYER, COACH OR TEAM PERSONNEL DISQUALIFICATION FORM**

During the 2007-2008 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 all Contests on the next Contest day of the same level (varsity, junior varsity, or otherwise) of competition from which the player, coach, and/or Team personnel was previously disqualified.** For a coach, participation in the next Contest includes any contact by the coach with members of the Team, including other coaches, between the time that the Team arrives at the Contest site and the conclusion of the last Contest of the day. The Principal shall direct the coach not to attend all of the Contest(s) in accordance with Article XIII, Section 8 of the PIAA By-Laws and NFHS Basketball Rules 2-8-1, 2-11-11N2, 2-12-5, 4-14, 4-19-4, 4-19-14, 5-3-3b, 10-3-8, 10-4 and 10-5-4. The referee must complete and file this form, as soon as possible, but no later than 24 hours following the completion of the Contest in which the disqualification took place by forwarding it to the above address.

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

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

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<b>DATE OF REPORT</b>	<b>OFFICIAL'S SIGNATURE (PERSON ISSUING DQ)</b>	<b>PIAA DISTRICT</b>