

## January 2016 – Basketball Newsletter on the Daily Grind

**1<sup>st</sup> Quarter:** Let's look at a few plays...it is good each year to look into your rulebook and casebook to stay on top of your game. Many times we have situations where we have to make a quick judgment and being able to back yourself up with knowledge of the rules can only help.

### INTENTIONAL AND FLAGRANT PERSONAL FOULS

#### PLAY 1

A1 is going for a layup with B1 chasing. Before A1 begins the act of shooting, B1 grabs A1's jersey from behind. **Ruling:** An intentional foul is ruled on B1. Team A is awarded two free throws and the ball at the spot nearest the foul.

\*An intentional foul is a personal or technical foul that may or may not be premeditated and is not based solely on the severity of the act. (Contact that neutralizes an opponent's obvious advantageous position. Contact that is not a legitimate attempt to play the ball, specifically designed to stop the clock or keep it from starting. Excessive contact with an opponent while playing the ball.)

#### PLAY 2

A2 is dribbling before losing control of the ball. B2 and A2 both dive for the ball. B2 taps it to a teammate before falling to the ground. While B2 is still on the ground, A2 kicks B2 in the midsection. **Ruling:** A2 is charged with a flagrant personal foul and is ejected for the game. B2 receives two free throws and team B is awarded the throw-in spot nearest the foul.

\*A flagrant foul may be a personal or technical, non-contact foul which displays unacceptable conduct. (Personal: kicking, kneeling and striking. Technical: vulgar or abusive conduct and fighting.)

### BOUNDARY – PLANE INFRACTION

#### Play 3

A1 is out of bounds for a throw-in. B1 reaches through the boundary plane and knocks the ball out of A1's hands. Team B has not been warned previously for a throw-in plane infraction. **Ruling:** B1 is charged with a technical foul and it also results in the official having a team warning recorded and reported to the head coach.

### PLAYER OUT OF BOUNDS – LEAVING THE COURT

#### Play 4

A1 and A2 set a double screen near the end line. A3 intentionally goes out of bounds outside the end line to have him/her defender detained by the double screen. **Ruling:** The official shall call a violation on A3 as soon as he/she steps out of bounds. The ball is awarded to Team B at a designated spot nearest to where the violation occurred.

A1 and A2 set a double screen near the end line. B3 intentionally goes out of bounds outside the end line to avoid being detained by A1 and A2. Just as B3 goes out of bounds, A3's try is in flight. **Ruling:** B3 is called for a leaving-the-floor violation. Team A will receive the ball out of bounds at a spot nearest to where the violation occurred. Since the violation is on the defense, the ball does not become dead until the try has ended. If the try is successful, it will count.

**2<sup>nd</sup> Quarter:** Continuous motion is defined using three articles, as follows:

1. 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.
2. If an opponent fouls after a player has started a try for goal, he or 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.
3. Continuous motion does not apply if a teammate fouls after a player has started a try for goal and before the ball is in flight. The ball becomes dead immediately.

**Second Half:** Screening

A screen is legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position.

To establish a legal screening position:

1. The screener may face any direction.
2. Time and distance are relevant.
3. The screener must be stationary, except when both the screener and opponent are moving in the same path and the same direction.
4. The screener must stay within his/her vertical plane with a stance approximately shoulder width apart.

When screening a stationary opponent from the front or side (within the visual field), the screener may be anywhere short of contact.

When screening a stationary opponent from behind (outside the visual field), the screener must allow the opponent one normal step backward without contact.

When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact by stopping or changing direction. The speed of the player

to be screened will determine where the screener may take his/her stationary position. The position will vary and may be one to two normal steps or strides from the opponent.

When screening an opponent who is moving in the same path and direction as the screener, the player behind is responsible if contact is made because the player in front slows up or stops and the player behind overruns his/her opponent.

A player who is screened within his/her visual field is expected to avoid contact by going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener and if the opponent is running rapidly, the contact may be severe. Such a case is to be ruled as incidental contact provided the opponent stops or attempts to stop on contact and moves around the screen, and provided the screener is not displaced if he/she has the ball.

A player may not use the arms, hands, hips or shoulders to force his/her way through a screen or to hold the screener and then push the screener aside in order to maintain a guarding position on an opponent.

**Overtime:** Reminders from our observers.

Get your complete schedules entered and keep them updated.

When meeting with the coaches and captains at the twelve-minute mark, do so in a professional and courteous manner. Give your talk to all and return to your proper court positions. Remember to maintain your professional and courteous manner throughout the game.

Trail: Use the 28' line as your home base. When necessary move up or down to get a better angle. If you see the number on the back of a player's jersey and not the ball, move to get the best angle possible.

Center: After a basket or rebound hold your ground and make sure there is no pressure before releasing down the court.

Lead: When working on a court that allows get 4-6 feet off the end line, also mirror the ball and get a wide-angle position. If you are working on a court that has no room on the base line you still need to move with the ball (mirror) and get the widest angle possible. Do not stand in one place and pivot your body. Close down to the FT lane line before initiating a rotation.

If both T and C mark a 3-point attempt, C drop and concentrate on rebounding action.

Game Management and Common Sense officiating goes a long way in keeping things running smoothly.....Not every rule needs to be called "according to the

book” .....apply all rules effectively to what you are being “presented” during the game. Please know the game situations and officiate it accordingly.

Officiate the Emphasis’ .....Rough Post Play, Freedom of Movement and Contact with the Dribbler.

**From The NHSOA Director:**

**NHSOA Committee**

Basketball Chairman: Scott Johnson  
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Committee Member: Dave Hoxworth

**NSAA Observers:** If you have questions or concerns the observers are there to help. Please use these emails wisely and do not give them out to anyone. The observers are being kind enough to share any knowledge they have.

Thanks.

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