



NSAA Points of Emphasis

- 1. Clean Up Rough Play**
- 2. Communication**
- 3. Game Management**
- 4. Verticality**
- 5. Advantage/Disadvantage**



2015-16 NFHS Basketball Rules Changes

- 1. The following acts constitute a foul when committed against a ball handler/dribbler. A player becomes a ball handler when he/she receives the ball. This would include a player in a post position.**
 - a. Placing two hands on the player.**
 - b. Placing an extended arm bar on the player.**
 - c. Placing and keeping a hand on the player.**
 - d. Contacting the player more than once with the same hand or alternating hands.**



2015-16 NFHS Basketball Rules Changes

- 2. Rule 3-4-2c. By state association adoption one commemorative/memorial patch may be worn on the jersey. The patch shall not exceed 4 square inches, shall not be a number, and must be located above the neckline or in the side insert.**
- 3. Rule 3-5-3c. All sleeves/tights shall be the same solid color as any headband or wristband worn.**
- 4. Rule 3-5-4a. Headbands and wristbands shall be black, white, beige or the predominant color of the jersey and the same color for each item and all participants. They must be the same color as any sleeve/tights worn. See 3-6 for logo requirements.**



2015-16 NFHS Basketball Signal Changes

1. Established a signal to be used after a basket is made and there is a stoppage in play. The signal is used by the officials to indicate the team inbounding the ball may move along the end line.

The signal will be executed by extending the arm laterally, bending the elbow at a 90-degree angle, moving the hand and forearm from the elbow in a waving motion horizontally along the end line. A new picture will be added to the signal chart.

2015-16 NFHS Points of Emphasis

Post Play

It is legal for offensive and defensive players to touch when both are maintaining a legally established position. Illegal contact on a post player is any tactic using hands or arms or just generally demonstrates rough physical movements that allows a player on offense or defense to control the movement of an opponent.

It is a foul and should be ruled as such when:

- a. An opponent is displaced from a legally established or obtained position.**
- b. An arm bar is extended and displaces an opponent.**
- c. A locked and/or extended elbow displaces an opponent.**
- d. A leg or knee is used in the rear of an opponent to hold or displace.**
- e. Holding, hooking, slapping, pinning or pushing the leg or body of an opponent.**
- f. An offensive post player "backs down" and displaces the defender once that defender has established a legal guarding position.**

Rebounding

Any activity to illegally gain rebounding position on an opponent must be properly enforced and penalized. Some examples of illegal rebounding activity are:

- a. Displacing, charging, or pushing an opponent.**
- b. Extending the arms or elbows to impede the movements of an opponent.**
- c. Using the hips or knees to hinder or impede an opponent.**
- d. Violation of the principle of verticality.**
- e. Contact between players in free throw lane spaces prior to the ball being released by the free thrower.**

Free Throw Shooter

Rule 9-1-3g was revised in 2014-15 to allow a player occupying a marked lane space to enter the lane on the release of the ball by the free thrower. As a result of this change, protection of the free thrower needs to be emphasized. On release of the ball by the free thrower, the defender boxing out SHALL NOT cross the free throw line extended into the semicircle until the ball contacts the ring or backboard. A player, other than the free thrower, who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free throw line extended and the three point line which is farther from the basket until the ball touches the ring or backboard or until the free throw ends.

Terminology

- **Ball Side:** The location of the ball in the normal frontcourt offensive alignment of a team. In dividing the court down the middle, (using the basket as a center point), end line to end line. The side of the court where the ball is located is ball side.
- **Bump and Run:** A technique when one official “bumps” another official out of his/her current position and the vacating official “runs” down into a new position.
- **Center Official:** The outside official who is in the off-ball position, midway between a step below the free-throw line extended and the top of the circle. The Center official may be table side or opposite side.



Terminology

- **Close Down:** Movement of an official (a step or two) related to movement of the ball. The Trail and Center close down toward the end line; the Lead closes down toward the nearest lane line extended.
- **Lead Official:** The official positioned along and off the end line. The Lead official may be table side or opposite the table, but will be on the same side of the court as the Trail.
- **Move to Improve:** A technique that means to “move your feet” in order to “improve your angle” on the play. Helps to eliminate being “straight-lined.”



Terminology

- **Opposite Side:** The side of court opposite the table side.
- **Primary Coverage Area (PCA):** Area of responsibility for each official. PCA is determined by ball location.
- **Rotation:** A live-ball situation, whereby the location of the ball keys a change in coverage for the officials. This is implemented when the Lead official moves to ball side dictating a change of position by the Center and Trail officials. The Lead should not rotate until all three officials are in the frontcourt.



Terminology

- **Straight-Line:** Refers to a situation that occurs when an official allows their vision to be obstructed by a player or players; having to look through a player instead of in between players. When a straight-line occurs, the official is not able to accurately see playing action. The situation is also known as getting “stacked.”
- **Strong Side:** Side of the court determined by the location of Lead official.



Terminology

- **Switch:** A dead-ball situation created by an official who calls a violation or foul. After a violation is called or a foul is reported to the table, there may be a change in position of the officials. The switch will normally involve the calling official moving to a new position on the court.
- **Table Side:** The side of the court where the scorer's and timer's table is located.
- **Trail Official:** The outside official positioned nearest the division line, approximately 28 feet from the end line (near the top of the three-point arc). The Trail official may be table side or opposite side, but will be on the same side of the court as the Lead.



Terminology

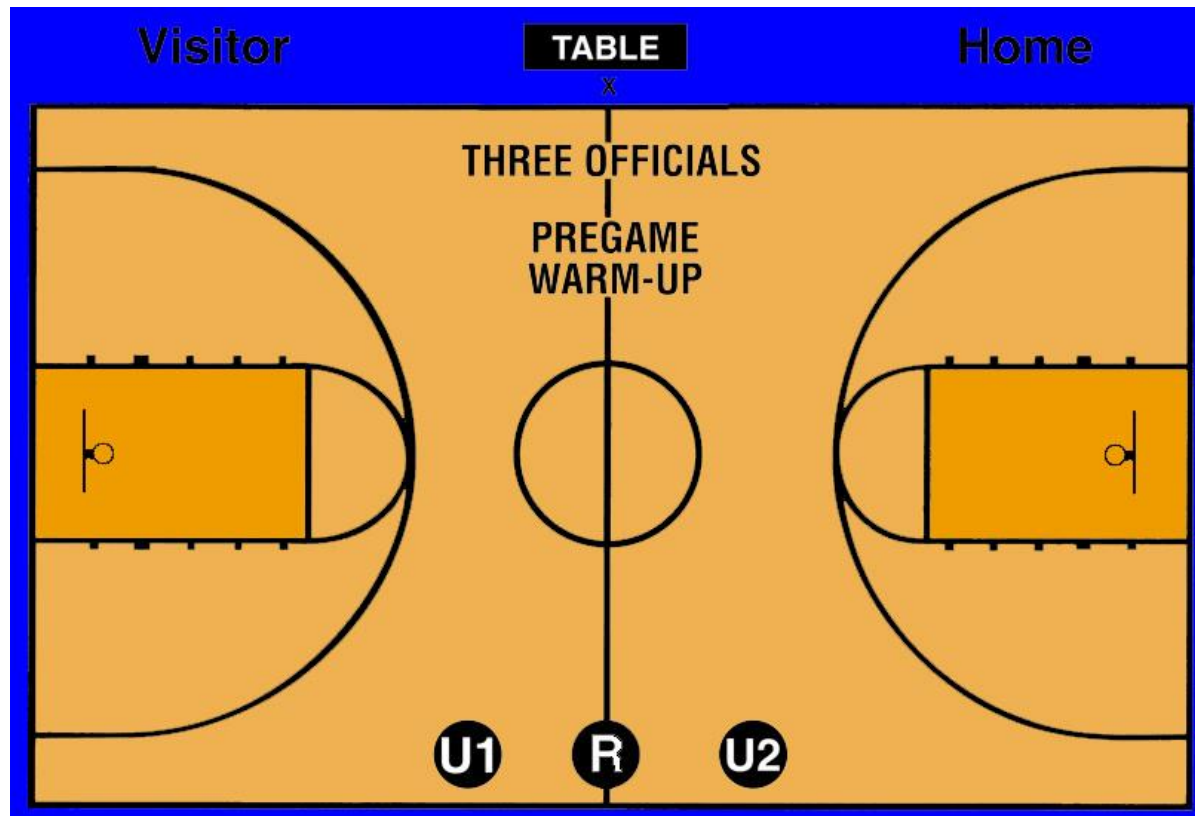
- **Weak Side:** The side of the court opposite the Lead official; the Center's side of the court.
- **Wide Triangle:** All three officials forming the geometric shape of a wide triangle; keeping all players and activity within the triangle.



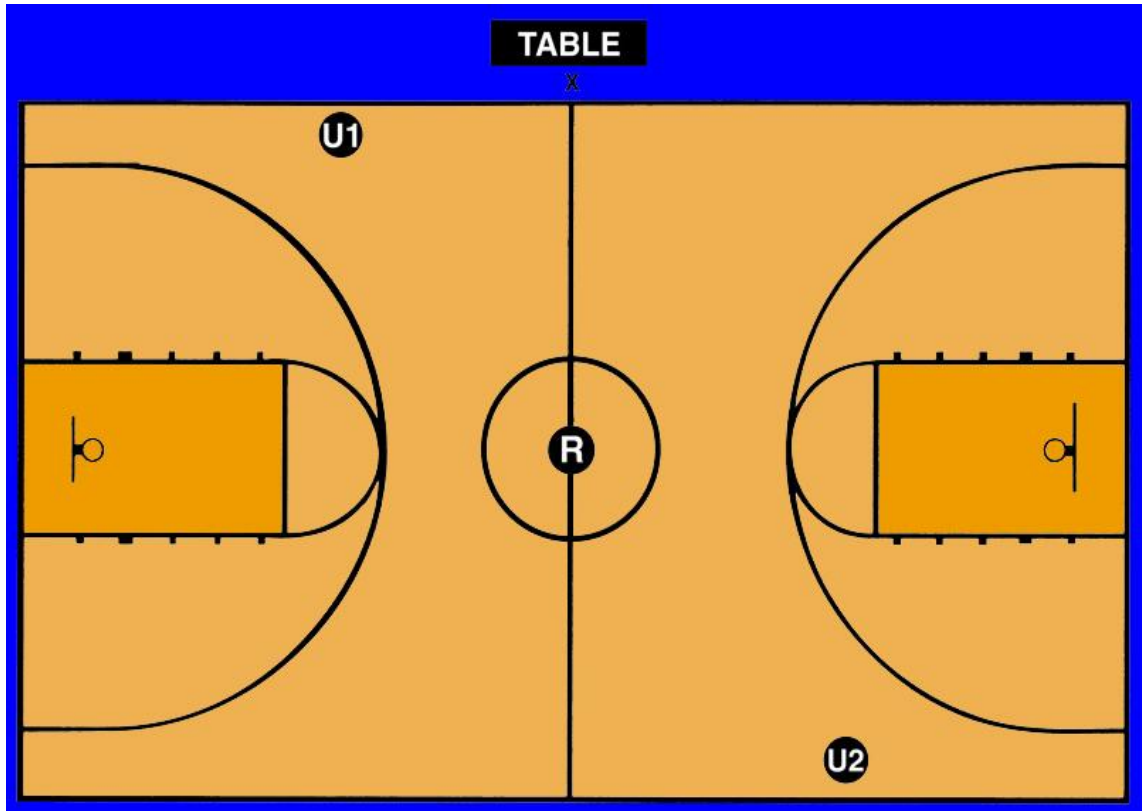
Pregame Positions

U1 observes home team warm-up

U2 observes visiting team warm-up



Jump Ball



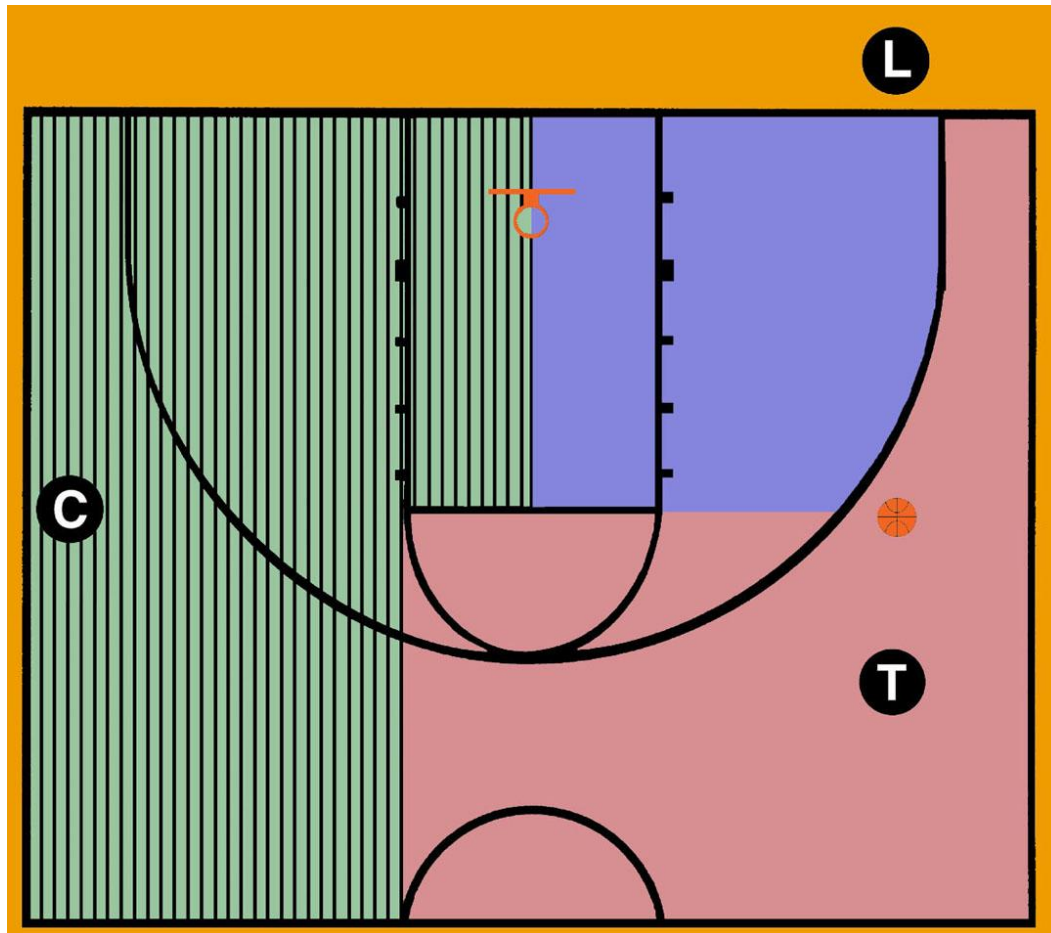
U1 chops clock –
watches
jumpers

U2 watches eight
non-jumpers

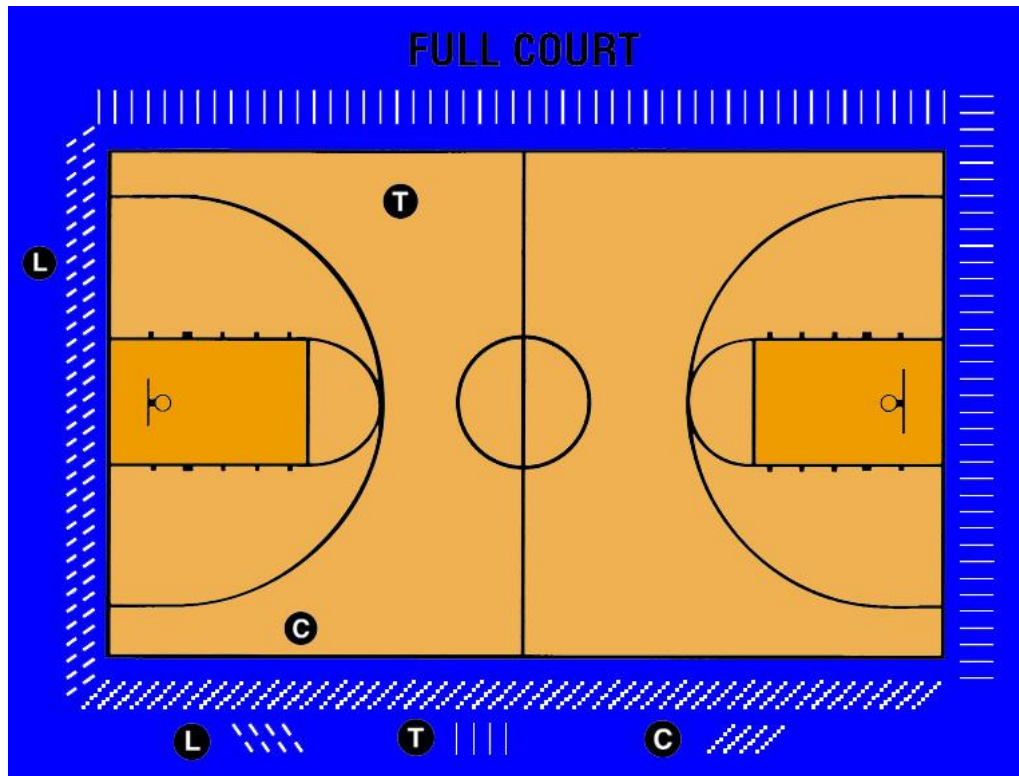
U1 & U2 mindful
of quick 3-pt
attempt and
over/back

Primary Coverage Areas

Both C and T should close down on shots



Line Coverage



L has entire end line

C has closest sideline

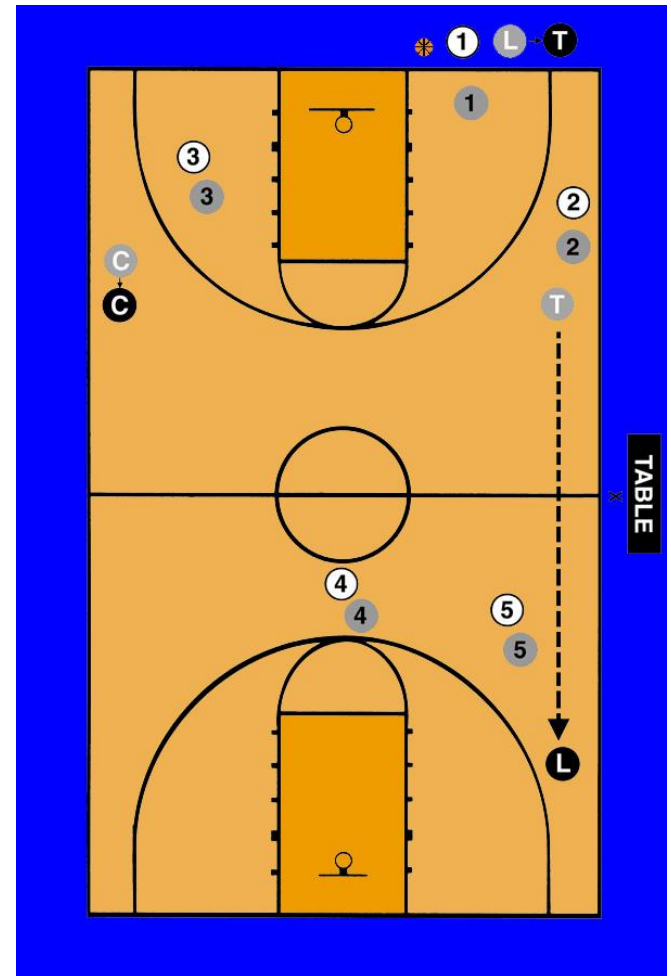
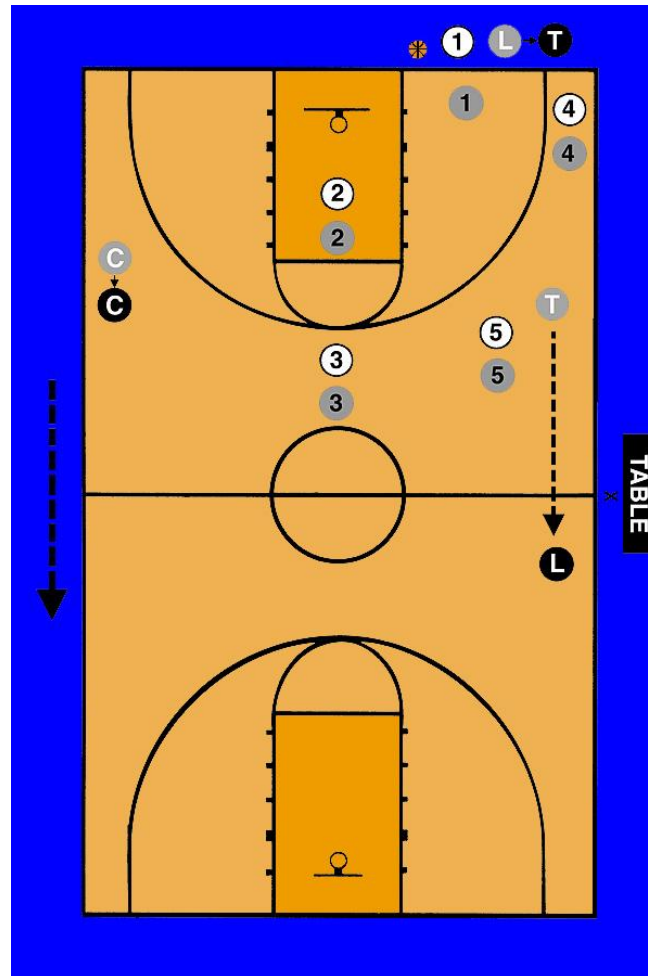
T has closest sideline,
division line, and far
end line

Call only your line

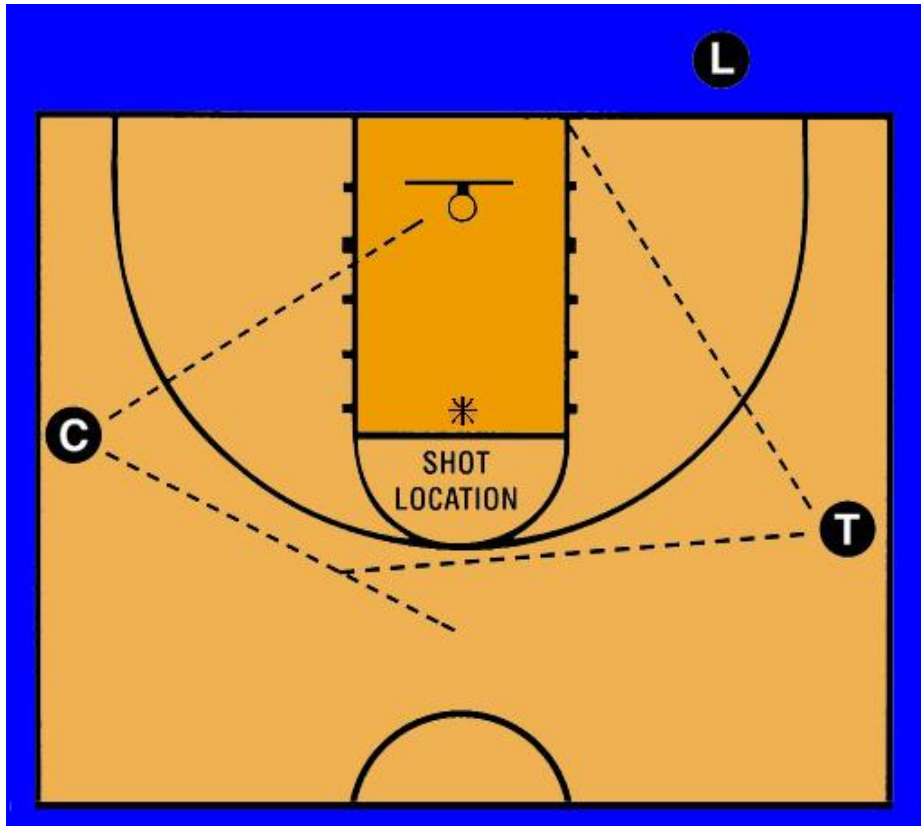


C stays in
backcourt

L should have deepest player in front and boxed-in



Shot & Rebound Coverage

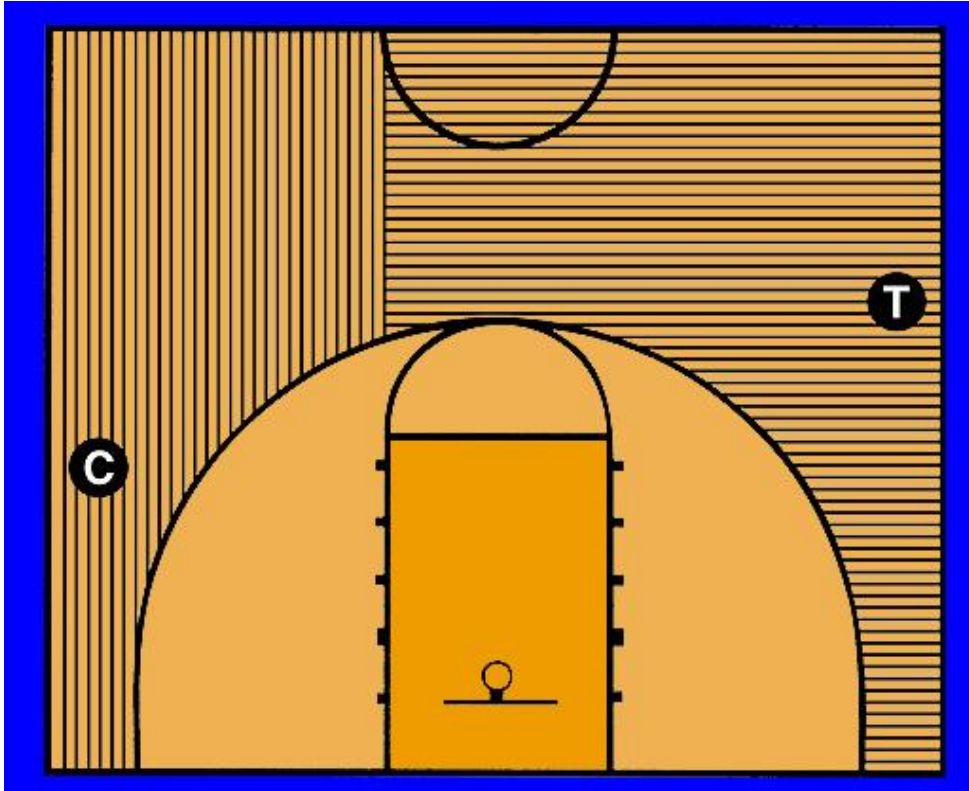


L should not be positioned within lane lines

Both C and T should close down on shots

C is primarily responsible for weak side rebounding

Three-Point Shot Coverage



If both C and T indicate the 3-pt attempt, T referees defense on shooter and stays with shot; C releases and covers rebounding

C/T should mirror the other official's "good" signal

Rotations

- Rotations should be thoroughly discussed at the pregame conference
- Ball location keys the need for a rotation
- The T or C can facilitate a rotation, but **ONLY** the L initiates a rotation
- A rotation should only take place when all three officials are in the frontcourt
- A rotation begins when L moves laterally and penetrates the key area



Rotations

- Rotation is not complete until L passes beyond far lane-line extended
- L must officiate play in the post – even while moving across the lane
- If the L begins to rotate and ball is quickly reversed or a quick shot taken – L does not have to complete rotation
- There should rarely be two T's – there may be two C's for brief periods of time



Rotations

- If a trap occurs near the division line on C's side of court, C moves higher to officiate that play and L should initiate a rotation
- If L does not rotate – C should go back to a normal C position when play permits
- Remember, only the L initiates a rotation! The C only *facilitates* the rotation in this case.

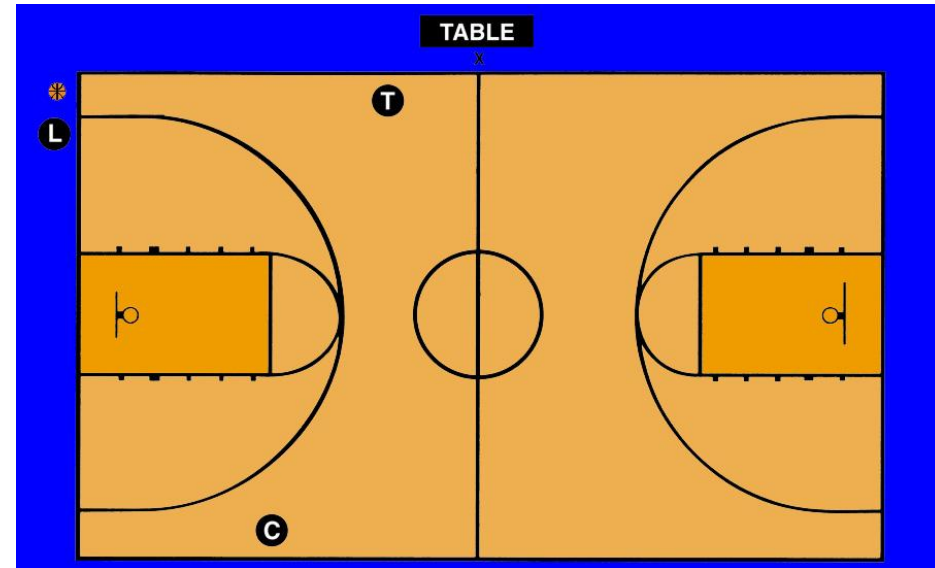
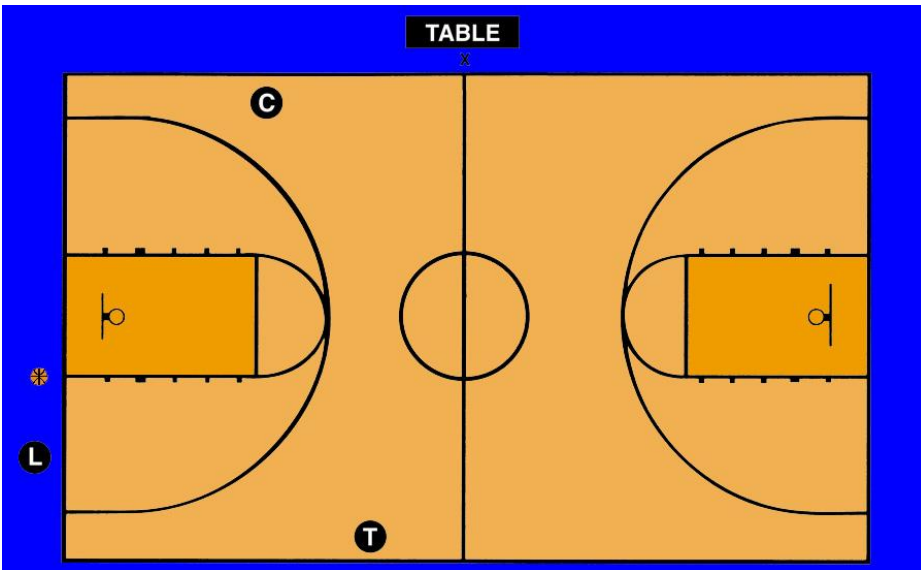


Throw-In Cues

- L may administer throw-ins on either side of player when staying in frontcourt; T mirrors clock-chop signal
- T handles all throw-ins in the backcourt – regardless of location – “bump and run” if necessary
- T may bounce any sideline or end line throw-in (depends on defensive pressure)



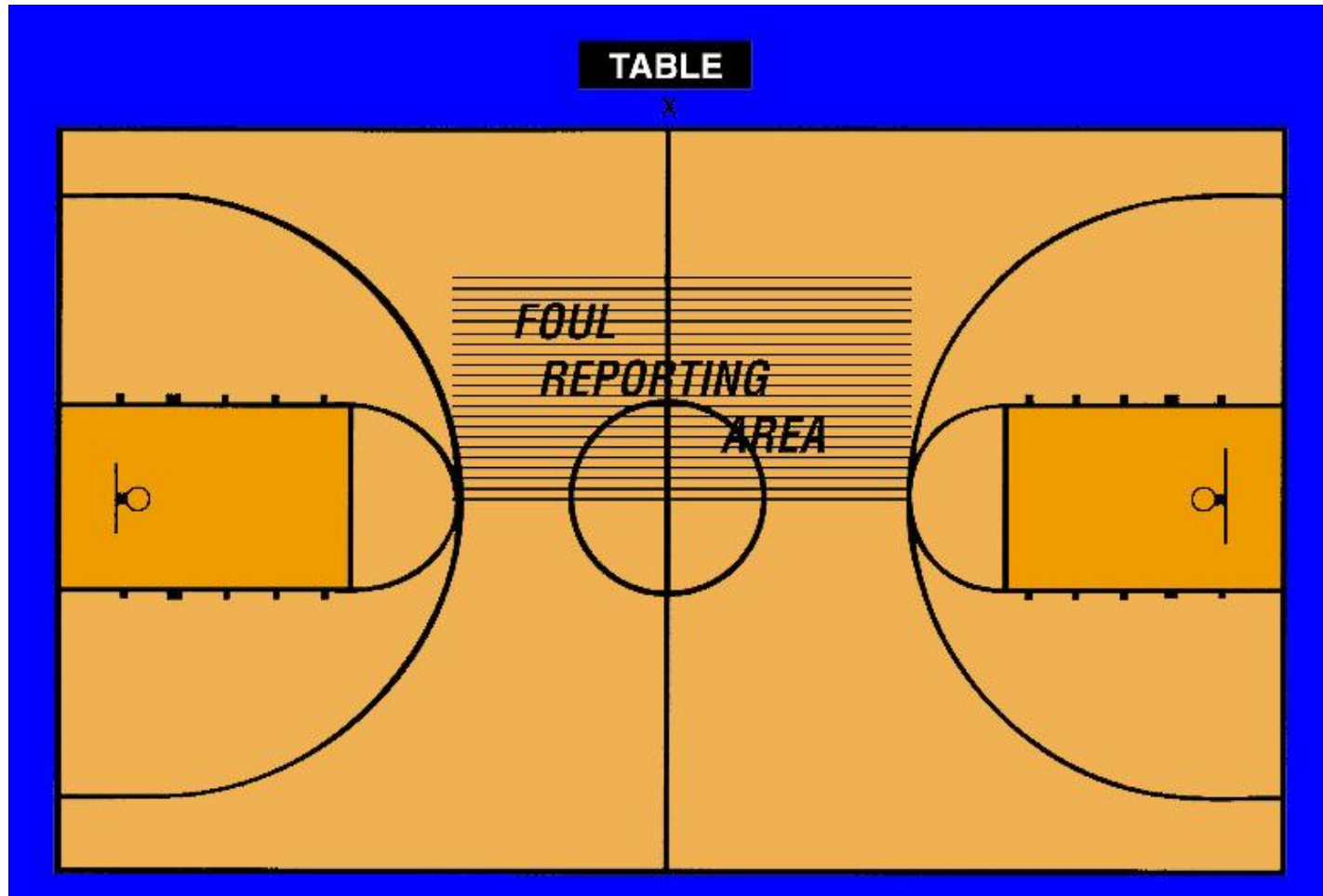
End Line Throw-Ins in the Frontcourt



L may administer throw-ins on either side of player when staying in frontcourt; T mirrors chop-clock signal



Foul Reporting



Fouls & Basic Switching

- Non-calling officials should observe all players
- Calling official goes table side after reporting
- Official originally table side fills the vacancy left by the calling official



Fouls & Basic Switching

- Third official remains in same position occupied at time of foul
- If calling official was table side, no switch occurs
- No long switch on fouls called in the backcourt without free throws



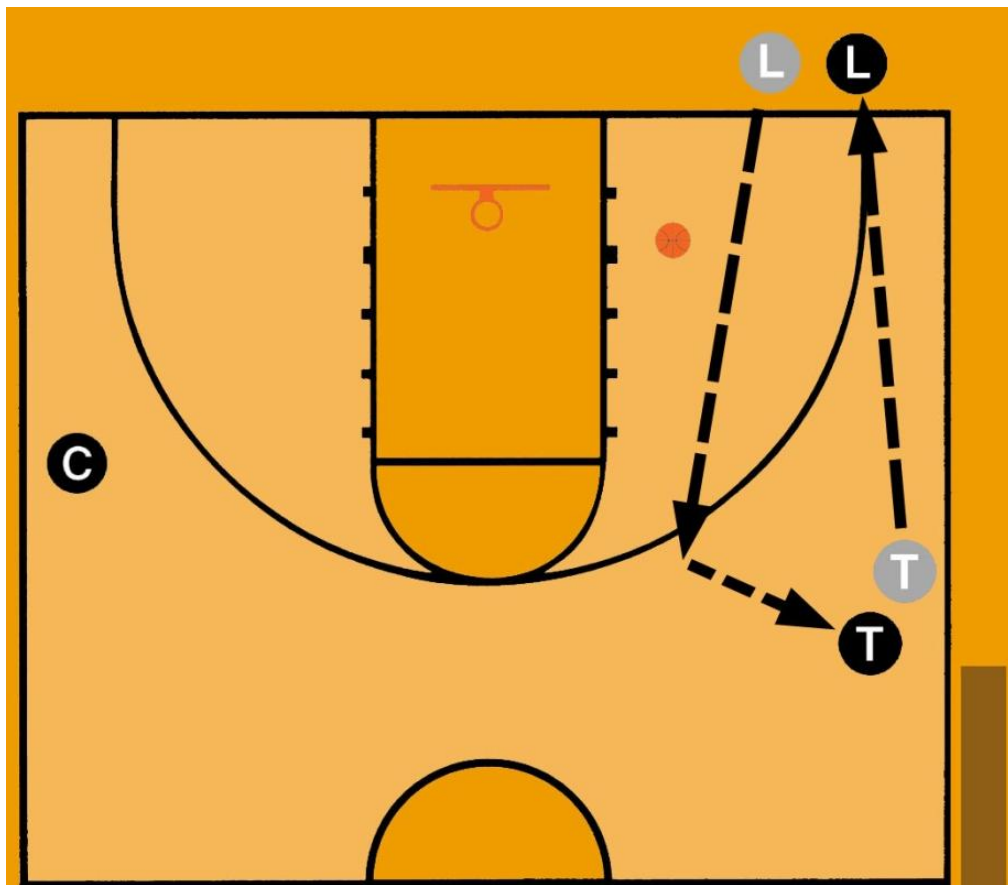
Foul Reporting & Switching

Lead calls tableside
foul – goes to
reporting area.
Becomes new T

T becomes new L

C remains C

Staying in the Frontcourt



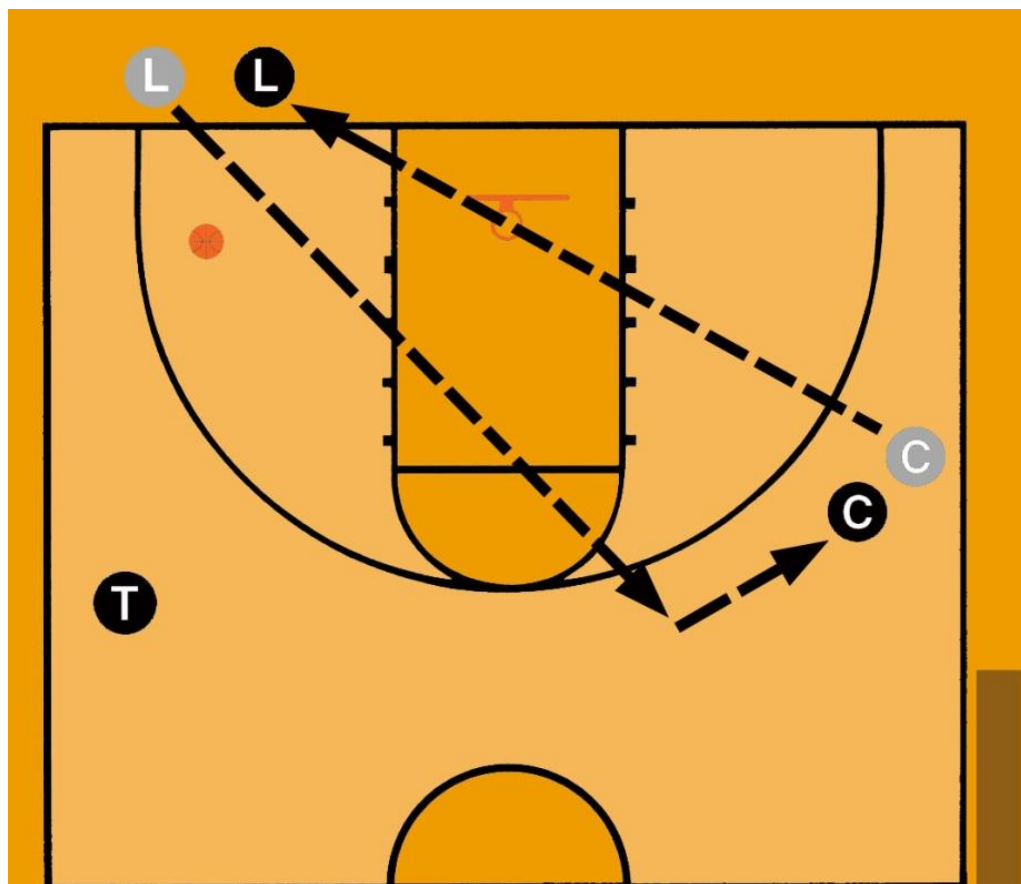
Foul Reporting & Switching

Staying in the Frontcourt

Lead calls foul
opposite table
goes to reporting
area. Then
becomes new C.

C becomes new L

T remains T



Foul Reporting & Switching

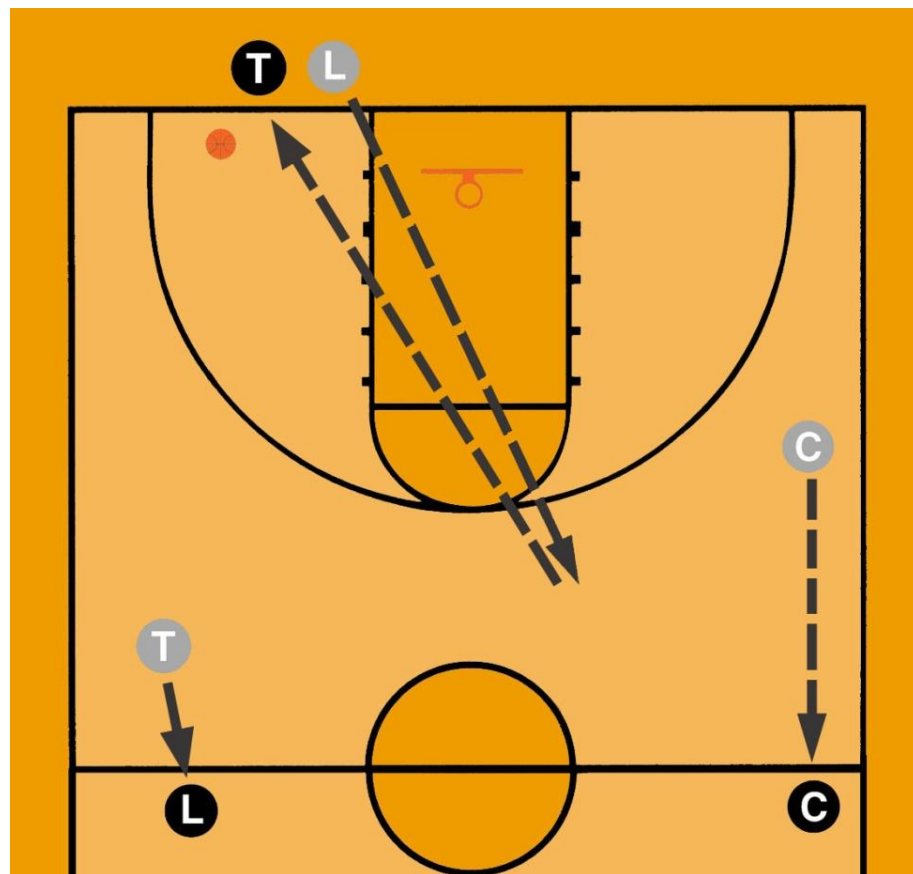
L calls foul opposite,
reports and returns
to administer
throw-in as new T

Old T becomes
new L

C remains C



Backcourt to Frontcourt -
No Free Throws



Foul Reporting & Switching

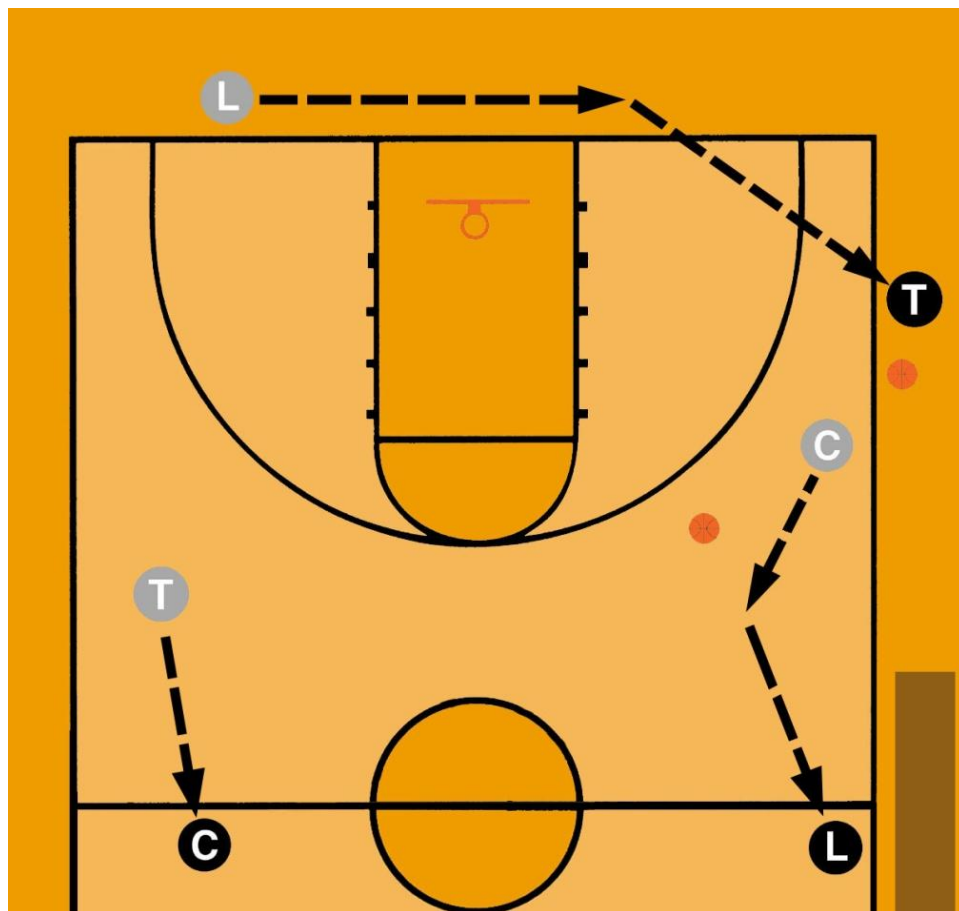
C calls foul, reports
and slides down to
become new L

Old T becomes new C

L goes to sideline
to administer
throw-in and
becomes new T



Backcourt to Frontcourt -
No Free Throws



Free Throws

- Calling official becomes T – observes all action and assists with violations, rebounding action and fouls
- L administers all free throws – has responsibility for bottom lane space and three spaces on the opposite line
- C has responsibility for shooter, flight of ball, and top two lane spaces on opposite line
- C and T close down on last shot attempt

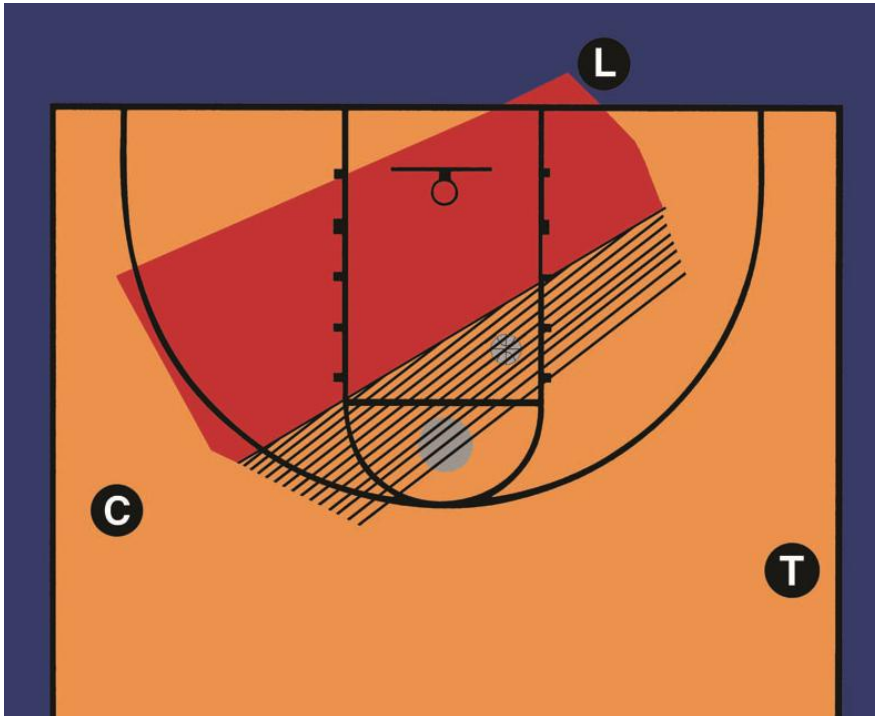


Free Throws

- T is at approximately the 28-foot mark and just inside the tableside boundary line – *NOT* at the division line
- L is approximately 4 feet from near lane line for *ALL* free throws
- C is halfway between the near lane line and the sideline; just above the free-throw line extended



Free Throws

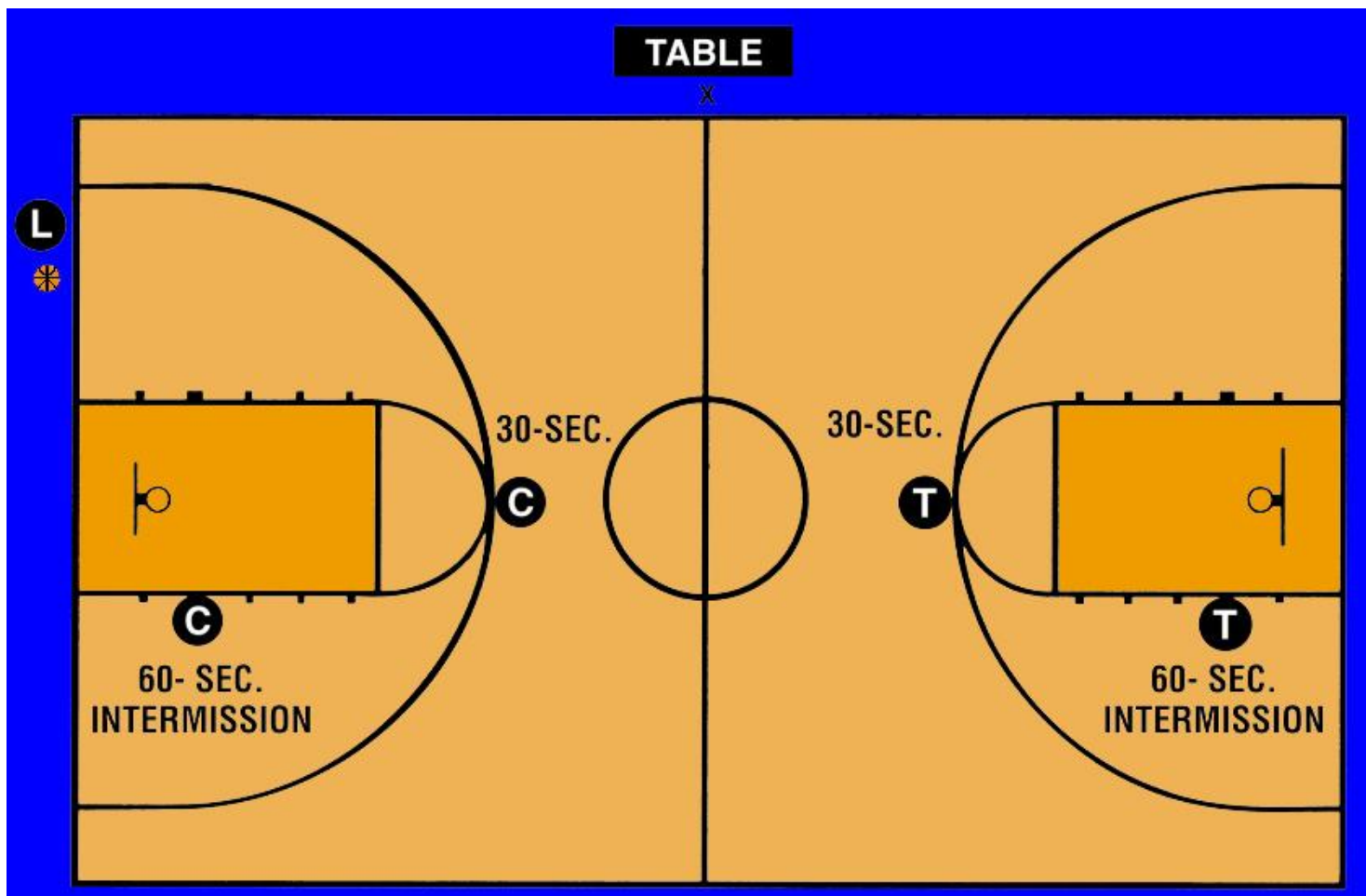


Calling official becomes T

L administers all throws

C and T close down on last shot attempt

Time-outs & Intermissions



Last-Second Shot

- C or T – Opposite table official is responsible
- L may offer assistance or be responsible on fast break
- Responsible official communicates with partners that he/she has the last-second shot
- Discussed during pregame





National Federation of State
High School Associations



Questions?

