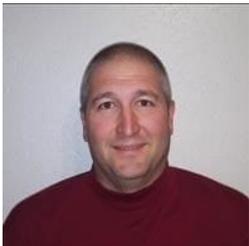


Gulf Coast Basketball Officials Association (GCBOA)

SEPTEMBER 20, 2022

MEETING #2



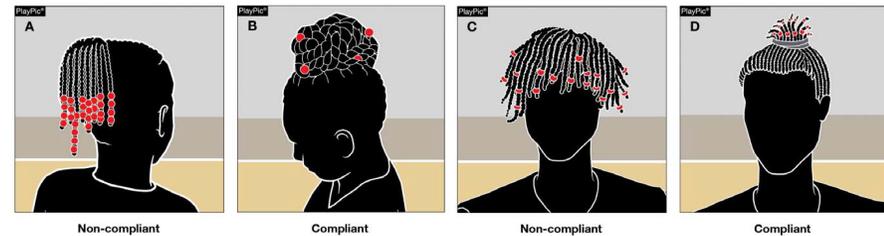
2022 Rule Updates/Comments



Hair Control Device

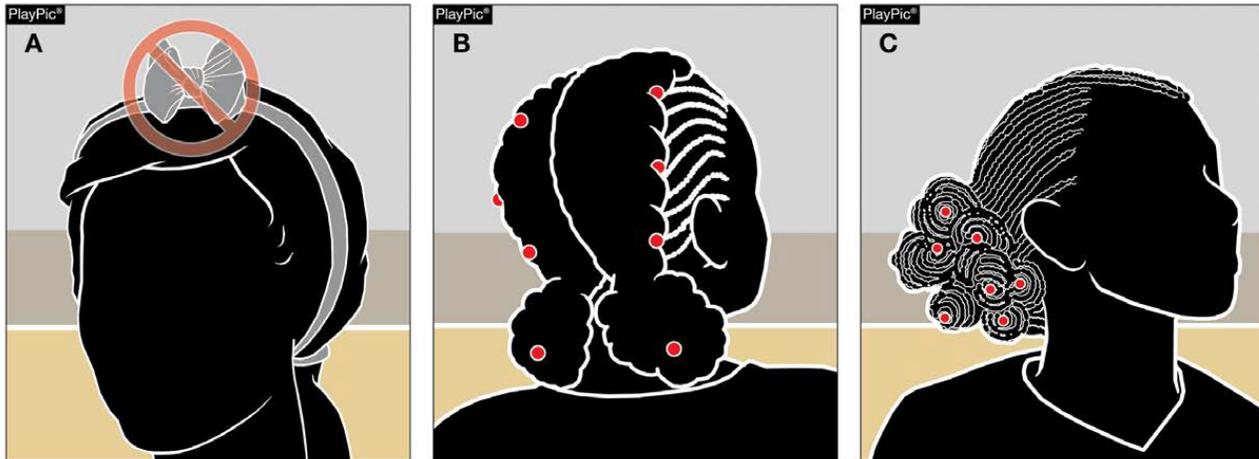
Hair Control Device

- **3-5-4d** – Allowing hair-control devices and adornments such as, but not limited to, barrettes, bobby pins and beads creates inclusivity of hair styles while maintaining that the risk of injury to the athlete, teammates and opponents should not be compromised. Hair adornments must be securely fastened close to the head and not increase risk to the athletes, teammates or opponents. It remains the responsibility of the head coach to ensure players are legally equipped before the competition begins.



- Hair adornments, such as beads, that are **securely fastened close to the head** and **do not increase risk** to the player, teammates or opponents are permitted (PlayPics B and D).
- PlayPics A and C illustrate hair beads that are **not** securely fastened close to the head and **do** increase risk of injury; therefore, these examples are non-compliant.

Hair Control Device



- **PlayPic A** – Rules 3-5-4a & b still require headbands (any item that goes around the entire head) to adhere to the color requirements; be free of extensions, non-abrasive and unadorned, and no more than 3 inches wide.
- **PlayPics B and C** – provide additional examples of **compliant** hair adornments.

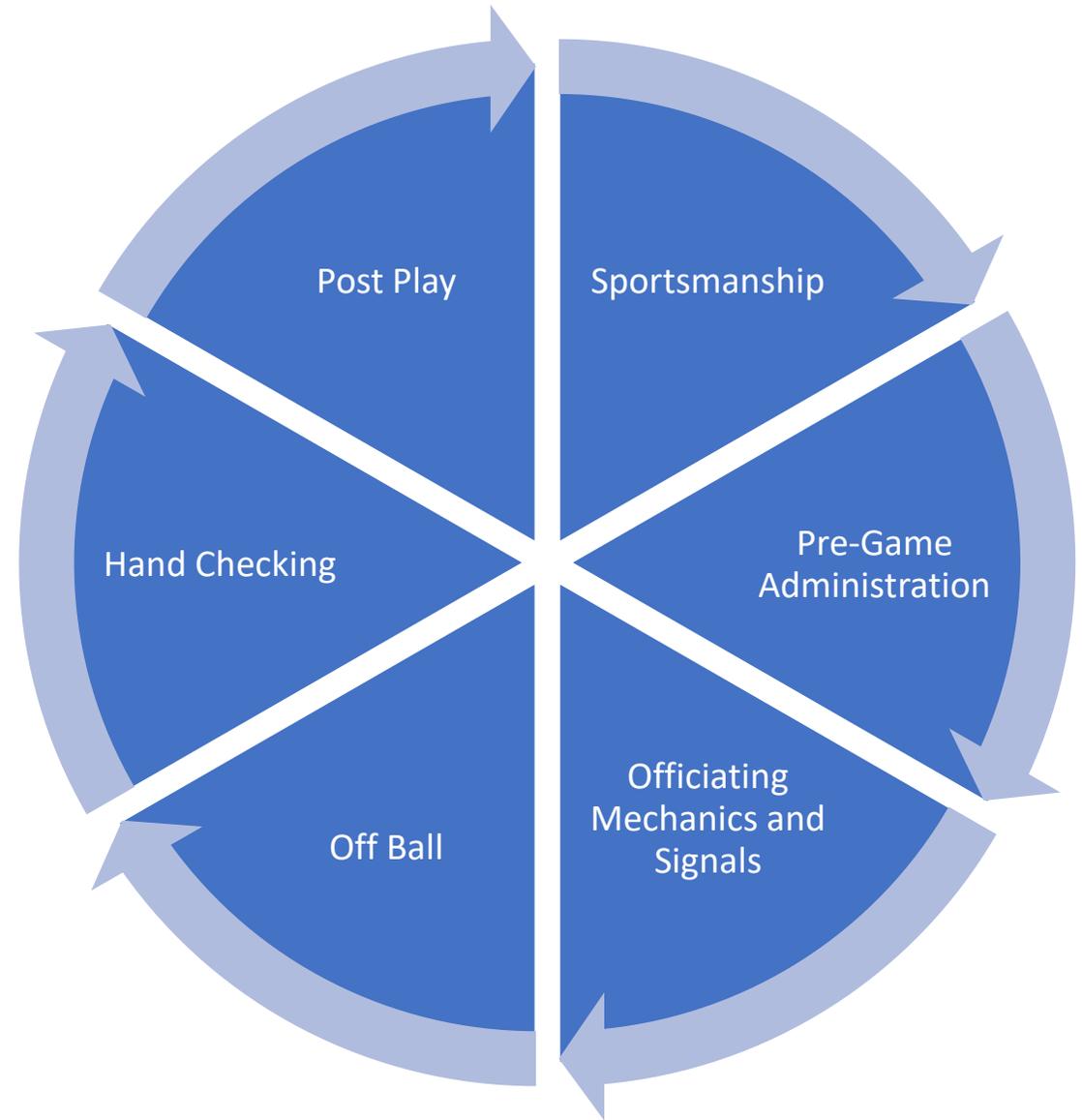


Non-compliant



Compliant

2022 NFHS Points of Emphasis (POE)



Referee Pre-Game Duties



RULE 2.4 – REFEREE’S PRE-GAME DUTIES

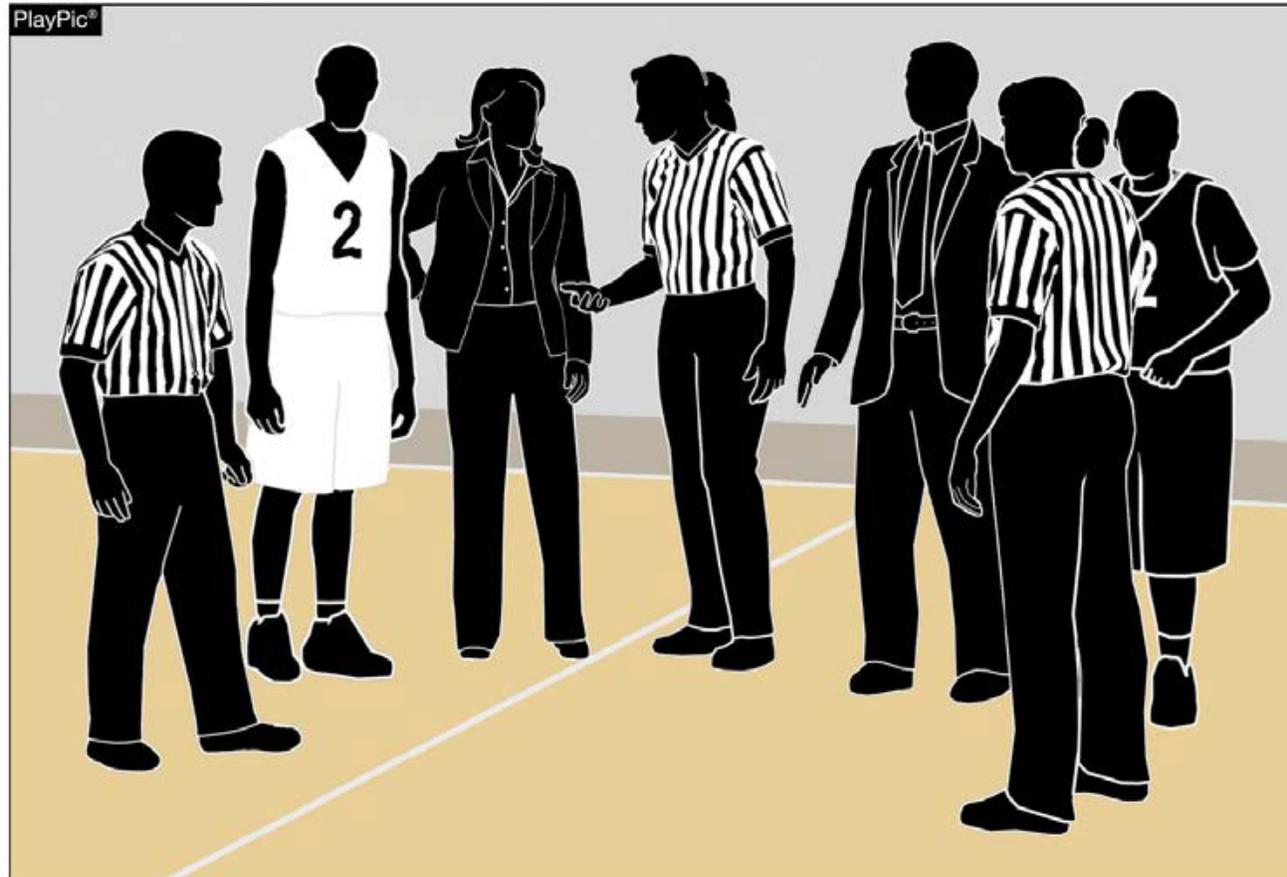
The referee must:

- **ART. 1** . . . Inspect and approve all equipment, including court, baskets, ball, backboards, and scorer’s and timer’s signals.
- **ART. 2** . . . Designate the official timepiece and official timer prior to the scheduled starting time of the game.
- **ART. 3** . . . Designate the official scorebook and official scorer prior to the scheduled starting time of the game.

NOTE: A state association may authorize use of supplementary equipment to aid in game administration.

- **ART. 4** . . . Be responsible for having each team notified three minutes before each half is to begin.
- **ART. 5** . . . 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.

Referee Pre-Game Meeting



Uniform Compliance Rule 2.4-5

- Rule 2-4-5 requires that game officials verify with each head coach, prior to the start of a contest, that the teams' uniforms and equipment are legal and will be worn properly, and that all participants will exhibit proper sporting behavior throughout the contest.
- Before and after this pregame verification, officials should monitor players and notify the head coach if they notice anything needing to be addressed, including the color of uniforms, undershirts/undergarments, jewelry, casts, braces, or hair control devices.



Reducing Illegal Contact

HAND CHECKS

Rule 10-7-12 is very clear for officials to apply. During recent years, freedom of movement for players has improved, and officials need to remember the simple concepts of Rule 10-7-12 that prohibit defensive players from placing two hands, an extended arm bar, keeping a hand on an opponent, or contacting an opponent more than once with the same hand or alternating hands. Keeping these simple principles in mind are critical for officials and need to be ruled when they occur

POST PLAY

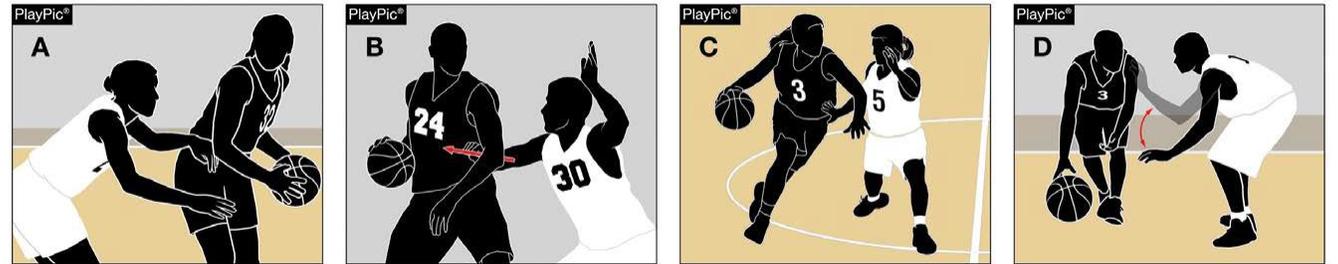
While freedom of movement has generally improved, there is still a need for officials to pay attention to play in the post. From a review of nationally injury data, more basketball injuries occur in the post than any other place on the floor. Officials need to monitor play in the post, whether the ball is involved or not. Players who either illegally carve out space for themselves or defenders who repeatedly push, knee, or otherwise attempt to knock offensive players off balance need to be penalized for their actions. Failure to address the first illegal contact in the post when players are displaced often leads to more physical play from players who come to believe that more physical play is going to be allowed on a given night. Regardless of the player's location on the floor, when a player's rhythm, speed, balance, or quickness is impeded, a foul has occurred.

OFF BALL

Keeping eyes on off-ball plays is also necessary to help reduce the physicality in the game. Officials need to remain focused on their primary coverage area and off-ball play is just as critical as any other position on the floor. Officials who tend to 'ball watch' will miss screening plays in front of them that involve illegal contact. Allowable action by screeners, cutters, and defenders are outlined in the rules, and officials who focus on their primary area will naturally officiate these kinds of plays with more accuracy and consistency. When either the offense or defense are allowed to play outside the screening and defending rules off ball, more physical and illegal play tends to follow. Even if players are not initially in an off-ball area, the official covering that space needs to remain focused on in their primary area and trust that their partners will handle plays in their areas.

Reducing Illegal Contact

“Hand Checking”

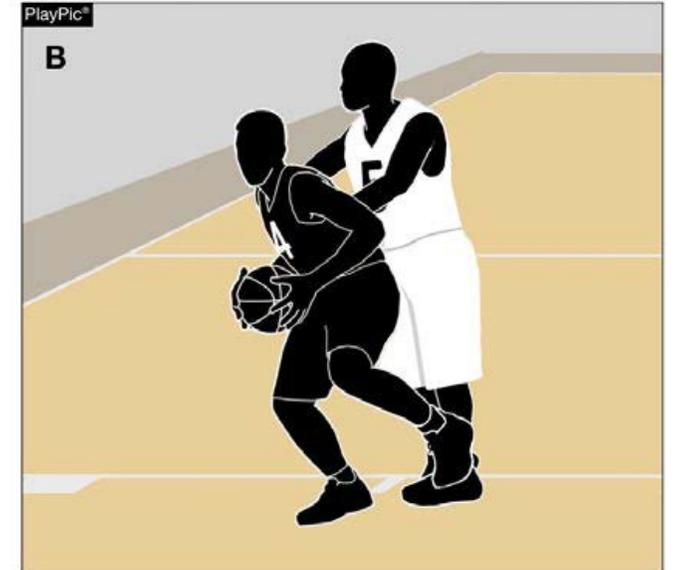
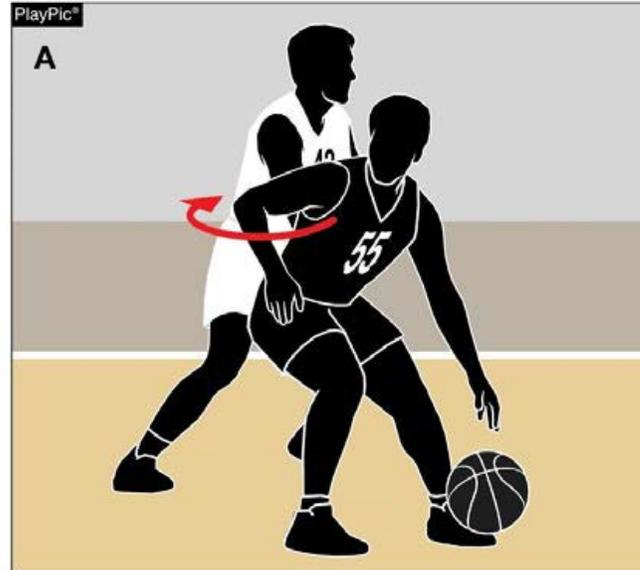


Hand Checks: Rule 10-7-12 is very clear for officials to apply. Over the recent years, freedom of movement for players has improved, and officials need to remember the simple concepts of Rule 10-7-12 that prohibit defensive players from:

1. Placing two hands on the player (PlayPic A),
2. Placing an extended arm bar on the player (PlayPic B),
3. Placing and keeping a hand on an opponent (PlayPic C), or
4. Contacting an opponent more than once with the same hand or alternating hands (PlayPic D).

Reducing Illegal Contact

“Post Play”



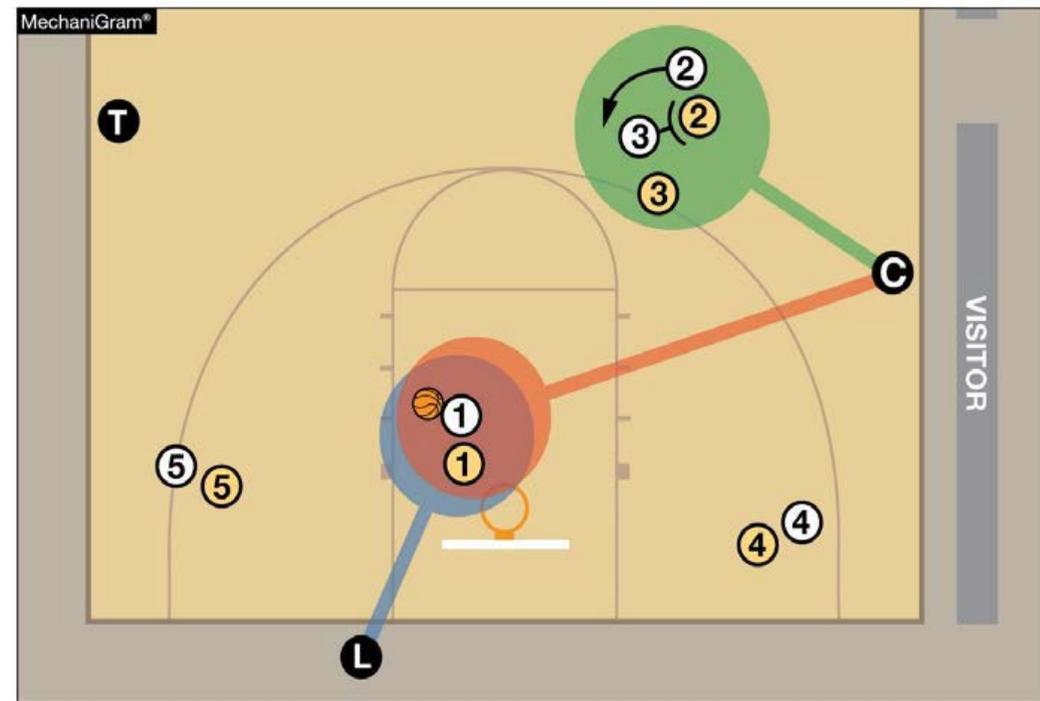
Players who either illegally carve out space for themselves (PlayPic A) or defenders who repeatedly push, knee, or otherwise attempt to knock offensive players off balance (PlayPic B) need to be penalized for their actions.

- Failure to address the first illegal contact leads to more physical play.

Regardless of the player's location on the floor, when a player's rhythm, speed, balance, or quickness is impeded, a foul has occurred.

Reducing Illegal Contact

“Off Ball”



Off-ball play: Keeping eyes on off-ball plays is also necessary to help reduce the physicality in the game. Officials need to keep their focus on their primary coverage area, and no place is that more critical than off-ball plays.

Officials who tend to 'ball watch' will miss screening plays in front of them that involve illegal contact. Allowable action by screeners, cutters, and defenders are outlined in the rules, and officials who stay in their primary area will naturally better officiate these kinds of plays.

When either the offense or defense are allowed to play outside the screening and defending rules off-ball, more physical and illegal play tends to follow.



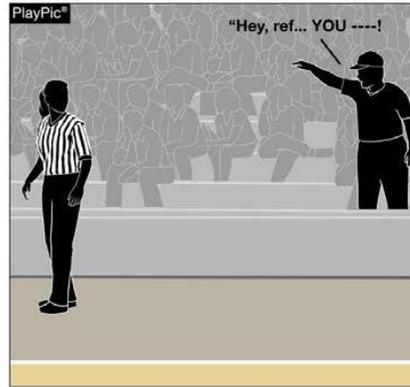
Unsporting Conduct

This applies to players, coaches,
bench personnel, table personnel
and spectators

Address early and often if needed

Get game administration involved
or law enforcement if needed

Sportsmanship



Contest officials should never engage with spectators who are exhibiting unsporting behavior.

School administration is responsible for dealing with unruly spectators prior to, during and after the contest.

If spectators are using demeaning or profane language at officials, coaches or players – or at others in the stands – those individuals should be removed from the contest by school administration.



Mechanics and Signals

- The need for us to adhere to approved mechanics and signals
- This builds our credibility and professionalism
- Communicates to players, coaches, table personnel and spectators
- Learn textbook mechanics before using advanced mechanics (Illegal Screen)



Crew Chief

What It Means...

You Can Admit Mistakes

You Trust Your Partners

You're a Facilitator

You Take Care of Partners

You're Competent

You Earn Respect

Crew Chief

Traits Should You Have

- **Preparedness.** You're ready for anything because of your experience and planning for different scenarios.
- **Adaptability:** If something out of the ordinary occurs prior to or during a game, you're able to adjust and help your partners adjust.
- **Respectfulness.** You show respect to your peers, coaches and players.
- **Competency.** You know what you're doing on the field or court. You bring a high-level knowledge of the rules and mechanics to the game.
- **Confidence/poise.** You act like you know what you're doing. In tough situations, you don't get rattled.
- **Humbleness.** You understand you didn't get to where you are alone.
- **Compassion.** You care about your fellow officials and their trials during and away from the game.
- **Sense of humor.** Officiating is fun. You know how to laugh at yourself and enjoy the avocation or profession.
- **Facilitator.** No matter who is on your crew, you can bring the officiating team together for a common goal.
- **Motivator.** Sometimes officials need extra motivation, especially when they're facing a bad match-up. You provide the spark when it's needed.
- **Initiator.** You approach a struggling crewmate who needs assistance. By giving encouragement, you can turn things around.
- **Mentor/teacher.** You take the time to educate your partners before, during and after the game.
- **Big-picture thinker.** When things aren't working, you can step back at halftime or between innings and provide a different game plan.
- **Calming influence.** Some people crack when a fight breaks out. You're able to provide a steady approach.
- **Decision maker/problem solver.** You are ready with answers when questions are asked. You are the go-to person for issues that arise.



Traveling

Rule 4-44

- **You MUST know the ball handlers pivot foot on EVERY play**
- **What is a Jump Stop and what can a player do after a legal jump stop**
- **Pivot foot versus the foot the player pivots on to complete a spin move**
- **We do not care how they are ruled at the collegiate or professional levels**



Traveling

Rule 4 Section 44

Traveling is moving a foot or feet in any direction in excess of prescribed limits while holding the ball. The limits on foot movements are as follows:

ART. 1 . . . A player who catches the ball with both feet on the floor may pivot using either foot. When one foot is lifted, the other is the pivot foot.

ART. 2 . . . A player who catches the ball while moving or dribbling may stop and establish a pivot foot as follows:

a. If both feet are off the floor and the player lands:

1. Simultaneously on both feet, either foot may be the pivot.
2. On one foot followed by the other, the first foot to touch is the pivot.
3. On one foot, the player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.

b. If one foot is on the floor:

1. It is the pivot when the other foot touches in a step.
2. The player may jump off that foot and simultaneously land on both.

Note: Neither foot can be a pivot in this case.

ART. 3 . . . After coming to a stop and establishing a pivot foot:

- a. The pivot foot may be lifted, but not returned to the floor, before the ball is released on a pass or try for goal.
- b. If the player jumps, neither foot may be returned to the floor before the ball is released on a pass or try for goal.
- c. The pivot foot may not be lifted before the ball is released to start a dribble.

ART. 4 . . . After coming to a stop when neither foot can be a pivot:

- a. One or both feet may be lifted, but may not be returned to the floor before the ball is released on a pass or try for goal.
- b. Neither foot may be lifted before the ball is released, to start a dribble.

ART. 5 . . . A player holding the ball:

- a. May not touch the floor with a knee or any other part of the body other than hand or foot.
- b. After gaining control while on the floor and touching with other than hand or foot, may not attempt to get up or stand.

One more thing....



When speaking with coaches and players, use language, words and verbiage that is in the rule book. Do not use your own.



Quick example – A player doesn't walk he travels.

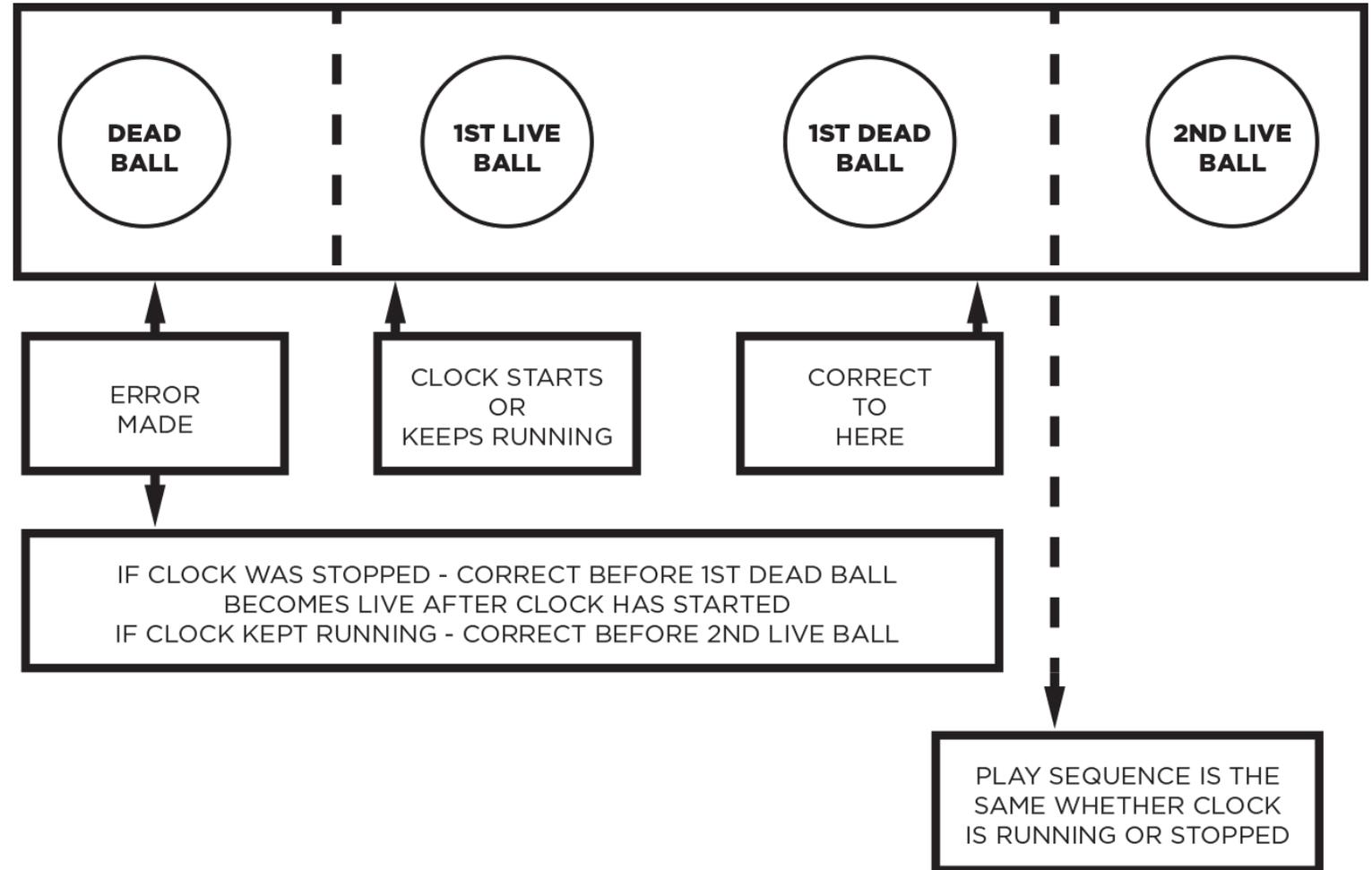
Correctable Errors



RULE 2 - SECTION 10 CORRECTABLE ERRORS

- **ART. 1:** Officials may correct an error if a rule is inadvertently set aside and results in:
 - a. Failure to award a merited free throw.
 - b. Awarding an unmerited free throw.
 - c. Permitting a wrong player to attempt a free throw.
 - d. Attempting a free throw at the wrong basket.
 - e. Erroneously counting or canceling a score.
- **ART. 2:** In order to correct any of the officials' errors listed in Article 1, such error must be recognized by an official no later than during the first dead ball after the clock has properly started.
- **ART. 3:** If in Article 1e the error is made while the clock is running and the ball dead, it must be recognized by an official before the second live ball.
- **ART. 4:** If the error is a free throw by the wrong player or at the wrong basket, or the awarding of an unmerited free throw, the free throw and the activity during it, other than unsporting, flagrant, intentional or technical fouls, must be canceled.
- **ART. 5:** Points scored, consumed time and additional activity, which may occur prior to the recognition of an error, must not be nullified. Errors because of free-throw attempts by the wrong player or at the wrong basket must be corrected by applying 8-1 and 2.
- **ART. 6:** If an error is corrected, play must be resumed from the point of interruption to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play must resume as after any free-throw attempt(s).

Correctable Errors





Ejections AT-6 Forms

Contact John Bennett for all ejections immediately after game

You will need the following:

Home Team/Visiting Team/Date/Gender/Sport

Player or Coach Name/Number/School

Detailed description of disqualification

Official reporting contact information

AT6 Link: <https://form.jotform.com/FHSAASurveys/at6---uc>



Case Play

(Ejection)



Questions