

Connecticut State Board of Approved Basketball Officials

Interpreters Bulletin



JANUARY/FEBRUARY 2010 ISSUE

We are receiving many questions and rule situations from coaches and officials. This issue will highlight play situations that have occurred since games began in December. As a reminder, the Connecticut High School Basketball Rules Interpreters have developed this “*Bulletin*” as a communication tool to share among basketball officials, athletic directors, and coaches. Our objective is to promote a common understanding to the rules that govern the game of basketball.

Connecticut has five (5) area rules interpreters, and a state interpreter who serves as our liaison to the CIAC. We are members of the International Association of Approved Basketball Officials (IAABO) organization and annually train our officials to follow the rules promulgated by the CIAC and the National Federation of State High School Associations. Contact your rules interpreter if you have questions.

RULE SITUATIONS / CLARIFICATIONS

Situation A – During an alternate possession throw-in by Team A, B-1 breaks the plane of the boundary line. The official stops the play, issues a warning to Team B, reports the team warning to the official scorer and Team B’s head coach. The official then awards the ball back to Team A and rules the throw-in remains an alternate possession throw-in. Is this correct? **Ruling** – Correct. The throw-in has not ended. Rule 4-42-5; Rule 6-4-4

Situation B – A1 receives a pass in the 3-second lane. A1 passes ball to A2 who is outside the three-point arc. A1, to avoid a 3-second violation, steps over the endline and directly out-of- bounds. **Ruling** – Violation on A1 for leaving the court for an unauthorized reason (Rule 9-3-3) Comment - This is not a technical foul. A technical foul occurs if Thrower- in B2 purposely does not return to the playing court after completing a throw-in (Rule 10-3-2).

Situation C – Jumper A1 catches the ball after Jumper B1 taps ball. How is play resumed? **Ruling** – Violation on Team A. Team B receives ball for throw-in at division line opposite scorer’s table. Alternating possession arrow is immediately set to Team A after ball is at disposal to Team B. The throw-in by Team B results in setting the initial arrow (Rule 4-3-3a). It is not the result of an alternating possession occurrence.

Situation D – Three (3) Team A bench members leave the bench - 2 do not fight and 1 fights. How do we administer? **Ruling** - all 3 bench members are ejected, 3 fouls are added to Team A total, 1 technical foul (2 free throws) for the 2 bench members who did not fight, 1 technical foul for the 1 bench member (2 free throws) who did fight for total of 2 technical fouls (4 free throws for Team B). Team A Head Coach receives 2 indirect technical fouls and loses privilege to stand in coaching box. Ejected bench members must remain in the bench area. If there were an equal number of offenders from each team who left the bench and did not fight (i.e. 3 from Team A and 3 from Team B) how would we administer? Team A and Team B Head Coach are assessed an indirect (non-shooting technical); each team receives 3 fouls toward their team total; no free throws are attempted since the number of technicals were 3 for each team; ejected bench members must remain in the bench area (Rule 10-6-8; Case Play 4.19.13).

Situation E – A1 is on the free throw line ready to attempt a 1&1 free throw, when A2 fouls B1 along the lane line. How do we administer? **Ruling** – A2’s foul is a team control foul. Clear the free throw lane and allow A1 to attempt the 1&1 free throw attempt(s). If the last free throw attempt is successful, resume play with a throw-in by Team B. Team B can run the endline. If the first and/or last free throw is not successful, resume play with a designated spot throw-in along the end line by Team B. Resume play by awarding ball to Team B.

Situation F – During a throw-in (NOT an alternating possession throw-in), does the AP arrow change when the thrower-in places the ball over the boundary line and a held ball is caused by the defensive player? **Ruling** – No, since this is a throw-in, other than an alternating possession throw-in, the held ball will be adjudicated with the team entitled to the AP arrow. This could be the offensive or defensive team. Once the ensuing throw-in ends, the AP arrow switches to the team that did not complete the throw-in. (Rules 6-4-1; 6-4-3a; 4-42-5a,b; Case Plays 6.4.5 Situation B; 7.6.4 Situation F)

Situation G – Can a player wear leg under garments that extend the length of the legs past the game shorts? **Ruling** – Yes, it is permissible for a player to wear the extended leg undergarment provided it is for medical reasons and a doctor’s note is provided. The undergarment must be a single solid color; preferably the same or similar predominant color of the game shorts.

Situation H – A-1 grabs a defensive rebound and is dribbling towards his/her basket in the back court near the free throw line looking to pass the ball quickly down court to a teammate when he/she jumps off one foot to pass, does not pass, and lands on two feet simultaneously. Is this a travel? **Ruling** - Whether it happens in the front or backcourt, this is a legal jump stop. He/she can now only pass, shoot, or call a time-out but cannot pivot or dribble again. (4-44-2b)

Situation I - A-1 is sent to the bench for bleeding. The coach sends sub A-6 to the table, who is beckoned in. The coach immediately calls a time-out to keep A-1 in the game before the ball becomes live again. Can we let A-1 back in, or not? **Ruling** - A-1 cannot return in this situation. A player who has been replaced, or directed to leave the game, shall not re-enter before the next opportunity to substitute after the clock has been properly started following his/her replacement. (3-3-4)

Situation J - Dribbler A-1 and B-1 are called for a double foul. Team A is in the bonus, Team B is not. Do we shoot the bonus and how is the ensuing throw-in handled? **Ruling** - No free throws are awarded for double personal fouls. After the fouls are reported, the point of interruption is used to put the ball back into play, in this case to Team A at the point nearest the foul since Team had player control as a dribbler. (Rule 10 Penalties Summary, 1c; 4-36)

Let’s finish strong and continue to make quality rulings.