



"Making A Difference In The Game"

Connecticut State Board No. 5 of Approved Basketball Officials



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*"One Rule, One Interpretation, One Mechanic"
The IAABO Way*

2006-07 National Federation of High Schools (NFHS)

Basketball Rules Changes

3-5-3: Changed the guidelines for headbands and sweatbands.

3-6: Added that a school logo/mascot is also permitted on the pants, compression shorts, sweatbands and headbands.

5-10-1: The exact time observed by the official may be placed on the clock when a timer's mistake has occurred.

4-47-4, 10-1-5e New: A fourth warning for delay was added for failure to have the court ready to play following any time-out.

9-2-11, 10-1-5 c, d: Changed the procedure for delay warnings to only one warning for any of four delay situations (previously three).

Signal Chart: Established a new signal for a team-control foul. The arm is extended and the fist is punched.

2006-07 Major Editorial Changes

3-3-6: Clarified that a player who has any amount of blood on his/her uniform shall be directed to leave the game until the situation is corrected.

4-10: Clarified that a closely guarded count is terminated when an offensive player in control of the ball gets his/her head and shoulders past a defensive player.

4-19-14: Clarified that an unsporting foul can be a noncontact technical foul which involves behavior not in accordance with the spirit of fair play.

4-34-1, 2: Clarified that a player is one of five team members who are legally in the game at any given time except intermission and that during an intermission, all team members are bench personnel.

5-11-2: Clarified that during a 30-second time-out, no on-court entertainment should occur.



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2006-07 Basketball Points of Emphasis

1. Concussions

If you suspect that a player has a concussion, you should take the following steps:

1. Remove athlete from play.
2. Ensure athlete is evaluated by an appropriate health care professional. Do not try to judge the seriousness of the injury yourself.
3. Inform athlete's parents or guardians about the known or possible concussion and give them the fact sheet on concussion.
4. Allow the athlete to return to play only with permission from an appropriate health care professional.

These signs and symptoms may indicate that a concussion has occurred.

Signs Observed by Coaching Staff

Appears dazed or stunned
Is confused about assignment
Forgets plays
Is unsure of game, score or opponent
Moves clumsily
Answers questions slowly
Loses consciousness
Shows behavior or personality changes
Can't recall events prior to hit
Can't recall events after hit

Symptoms Reported by Athlete

Headache
Nausea
Balance problems or dizziness
Double vision or fuzzy vision
Sensitivity to light or noise
Feeling sluggish
Feeling foggy or groggy
Concentration or memory problems
Confusion

2. Uniforms

Last season the NFHS Basketball Rules Committee was concerned with the use of uniforms in unsporting ways. Although there has been a marked improvement in this area, there is still a need to enforce the proper wearing of the uniform, especially as it relates to keeping the jersey tucked in and the shorts pulled up above the hips. In addition, in a rules change for 2006-07, the committee also established guidelines for the wearing of headbands and sweatbands. Other concerns relating to the uniform that need to be addressed are:

A. Undershirts: Illegal undershirts are increasingly being worn. If visible, undershirts shall be similar in color to the torso of the jersey and shall not have frayed or ragged edges. If the undershirts have sleeves, they shall be the same length and must be hemmed. Visible markings, including manufacturer's logo/trademark/reference or the school's mascot/logo are not permitted.

B. Compression Sleeves: There has been an increase in players wearing sleeves for various reasons. Compression sleeves worn for medical reasons are legal. Decorative sleeves made of cotton or other non-supportive materials are prohibited.



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3. Time-outs

Proper procedures for requesting and granting time-outs have become an area of concern.

A. Granting Time-outs: Coaches attempting to call a time-out during playing action are a continuing problem. When player control is lost, officials must concentrate on playing action while attempting to determine if a time-out should be granted. Coaches should recognize that a request for a time-out does not guarantee that a time-out will be granted until player control is clearly established. Officials should not grant a time-out until player control is clearly established.

B. 30-Second Time-outs: The length of a 30-second time-out has increasingly been improperly extended. Failure to return to the court at the warning signal, continually cleaning up spilled water, and cheerleaders or other on-court entertainment are prime examples. Officials shall indicate to the benches when the warning signal has sounded. Coaches should immediately prepare players to return to the floor so that the game may promptly begin when the second horn is sounded. Hydrating players should do so near team benches and off the playing surface. Delaying the resumption of play after any time-out due to water clean up may result in the issuance of a team warning. Lastly, cheerleaders or other on-court entertainment are not permitted on the court during a 30-second time-out.

4. Intentional Fouls

The committee continues to be concerned about how games end. While there has been some improvement in the application of the rule, there is still need for further understanding and enforcement. An intentional foul is a personal or technical foul that neutralizes an opponent's obvious advantageous position. Contact away from the ball or when not making a legitimate attempt to play the ball or player, specifically designed to stop or keep the clock from starting, shall be intentional. Intentional fouls may or may not be premeditated and are not based solely on the severity of the act. A foul also shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent. Fouling is an accepted coaching strategy late in the game. There is a right way and a wrong way to foul. Coaches must instruct their players in the proper technique for strategic fouling. "Going for the ball" is a common phrase heard, but intentional fouls should still be called on players who go for the ball if it is not done properly.

Additionally, in throw-in situations, fouling a player that is not involved in the play in any way (setting a screen, attempting to receive the in-bound pass, etc.) must be deemed intentional. Far too often, officials do not call fouls as intentional when the act clearly meets the criteria.

5. Rules Enforcement and Proper Use of Signals

The committee has seen a movement away from the consistent application of rule enforcement and use of approved mechanics/signals.

A. Rules Enforcement: Officials need to be aware that personal interpretations of the rules have a negative impact on the game. The rules are written to provide a balance between offense and defense, minimize risks to participants, promote the sound tradition of the game and promote fair play. Individual philosophies and deviations from the rules as written negatively impact the basic fundamentals and tenants of the rules. Officials must be consistent in the application of all rules, including:

Contact: Contact that is not considered a foul early in the game should not be considered a foul late in the game simply because a team "wants" to foul. Conversely, contact that is deemed intentional late in the game should likewise be called intentional early in the game.

Closely Guarded: Officials must properly judge the six-foot distance and begin a closely-guarded count when a defender obtains a legal guarding position. Failure to properly judge the six-foot distance and require the defender to be within three or four feet of the dribbler before beginning the closely-guarded count puts the defensive player in an unfair position. The count terminates when the dribbler gets head and shoulders past the defender.

Coaching Box: In states that authorize the use of the optional coaching box, the head coach is the only person on the bench that is permitted to stand and must remain in the coaching box. All other bench personnel must remain seated at all times except when a team member is reporting to the scorer's table, during time-outs or intermissions, and to spontaneously react to a play.

B. Proper Signal Use: Signals are a means of communication by officials to scorers, players, coaches, spectators and media. Deviation from approved NFHS signals is unacceptable.



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Comments on the 2006-07 Basketball Rules Revisions

GUIDELINES FOR HEADBANDS, WRISTBANDS ESTABLISHED (3-5-3, 3-6): Headbands and wristbands must be unadorned (except for the permissible logo) and be the predominant color of the jersey or white. When wearing headbands and/or wristbands, all players must wear the same color and wear the items as intended. Only a single item may be worn on the head and/or on each wrist. Sweatbands must be worn below the elbow and be a maximum of four inches. A single headband, if worn, must be no wider than two inches. There may also be one visible manufacturer's logo/trademark/reference or a school logo/mascot on the wristband or headband. The changes were made to enhance team uniformity and eliminate a player from unnecessarily drawing individual attention to him/herself. By permitting the school logo/mascot, school spirit is promoted.

LAG TIME ELIMINATED (5-10-1): This change eliminates the need for lag time or reaction time on the part of the clock operator. The referee may put the exact time observed by an official back on the game clock. The committee felt that with new clock technology and the ability to observe tenths of a second, when an official has definite knowledge relative to the time involved, he/she should have the ability to put the correct time on the game clock.

ADDITIONAL DELAY WARNING ADDED; ONLY ONE DELAY WARNING PER GAME

(4-47-4, 10-1-5): A new delay situation was added for failure to have the court ready to play following any time-out. An official will now issue one team delay warning per game for any one of four delay situations. Any subsequent team delay in any one of the four categories will result in a team technical foul. The change will assist with the flow of the game, as well as the administration of the rule by officials and scorers.

TEAM-CONTROL FOUL SIGNAL ADDED (Signal Chart): A new signal has been added for a team-control foul. The arm is extended forward and the fist is punched. The new signal will eliminate confusion at the scorer's table and with players, coaches and fans. The signal will communicate that the ball is going the other direction and no free throws will be attempted. The player-control foul signal has not changed (hand behind the head); both signals should be preceded by the stop clock for a foul signal (arm extended over head with the fist).