



BOARD 49

OFFICIATING DEVELOPMENT SERIES

BETTER OFFICIALS. BETTER GAMES. A STRONGER TOMORROW.



EDUCATE
DEVELOP
SUPPORT
ELEVATE

WEEK 4 & 5 | VIOLATIONS, ADVANTAGE/DISADVANTAGE & FOUL RECOGNITION



SUGGESTED TOPICS

WEEK 4

-  Traveling
-  Pivot-foot concepts
-  **Illegal dribble**
-  **Carrying/palming**
-  **Three seconds**
-  **Backcourt**
-  **Throw-in violations**
-  **Closely guarded situations**

WEEK 5

-  Legal guarding position
-  Block / charge
-  Verticality
-  Hand-checking
-  Screening
-  Incidental vs. illegal contact
-  Flagrant, intentional & technical situations



OFFICIALS' PROCESS



- What happened?
- What did you see?
- Was there a violation or foul?
- Did it affect the play?

SEE → PROCESS → DECIDE → COMMUNICATE.



PARTNER EXERCISE

Explain what the defender did, what the offensive player did, and **who created the illegal contact.**



*Details
Create
Better
Officials.*

SAME GAME. HIGHER STANDARDS. BRIGHTER OFFICIALS.

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WEEK 4

QUICK REVIEW – KEY TOPICS

1



Illegal dribble

2



Carrying/palming

3



Three seconds

4



Backcourt

5



Throw-in violations

6



Closely guarded situations

REMINDER

These topics are in the Week 4 PowerPoint, but for the sake of time tonight, we're going to briefly talk about these and move on to other topics.



SAME GAME. HIGHER STANDARDS. BRIGHTER OFFICIALS.

TEAM TECHNICAL FOULS

NEW YORK STATE GIRLS BASKETBALL HIGH SCHOOL AMENDMENTS
BOARD 49

A TEAM SHALL BE ASSESSED A TECHNICAL FOUL AFTER A TEAM WARNING HAS BEEN ISSUED FOR EACH INFRACTION.

- 1** Delaying the game on a throw-in, free throw, and huddling.
- 2** Failing to have the court ready for play after the final horn.
- 3** Breaking the boundary plane by the defense.
- 4** Interfering with the ball after a goal or failing to immediately pass to the nearest official.
- 5** Faking being fouled.

TWO TEAM TECHNICALS THAT DO NOT REQUIRE A WARNING FIRST

These two used to be an administrative technical, now a team technical.

- 1** Too many players on the floor.
- 2** Excessive timeouts.

IMPORTANT NOTE

These technical fouls count towards the **individual's personal fouls** and the **team fouls totals**.



If any player or bench personnel receives a combination of two either technical or flagrant one fouls, then they are ejected from the game.

NEW SPECIAL NOTE: ADDITIONAL DELAY OF GAME WARNING

- 1** After the whistle is blown for a jump, players shall not continue to hold the ball or attempt to wrestle it away from each other.
- 2** Officials shall issue a delay of game warning to one or both players.
- 3** Subsequent delays of this infraction is a technical.



Boys Advancement Test - Tier 1



**MONDAY,
NOVEMBER 16**



6:30 PM



Thirsty's



NEXT

ON-LINE MEETING IS TBD

You will receive an email later mid-week for the date/time - (possibly ZOOM vs. Google Meet)



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SOUTHERN TIER
BASKETBALL OFFICIALS
BOARD 49

OUR SECTION IV / COACHES MEETING IS CONFIRMED



**MONDAY,
NOV. 9TH**



6:30 PM



**Johnson City
High School**



WEEK 4 – KEY TOPICS: VISUAL EXAMPLES

REVIEW



ILLEGAL DRIBBLE

DRIBBLING THE BALL WITH BOTH HANDS AT THE SAME TIME OR ALLOWING THE BALL TO COME TO REST WHILE DRIBBLING.



1
DRIBBLING WITH BOTH HANDS AT THE SAME TIME



2
ALLOWING THE BALL TO COME TO REST WHILE DRIBBLING



3
PICKING UP THE BALL AND DRIBBLING AGAIN (DOUBLE DRIBBLE)



CARRYING / PALMING

THE BALL MUST REST IN THE PLAYER'S HAND AND NOT BE CARRIED OR PALMED WHILE DRIBBLING OR MOVING.



1
PALMING THE BALL
EXCESSIVE PALM CONTACT WHILE DRIBBLING



2
CARRYING THE BALL
HAND UNDER THE BALL WHILE DRIBBLING



3
CARRYING THE BALL
BALL NOT RESTING IN THE HAND (DURING A DRIBBLE) OR GATHER)



THREE SECONDS

AN OFFENSIVE PLAYER MAY NOT REMAIN IN THE FREE-THROW LANE FOR MORE THAN THREE CONSECUTIVE SECONDS WHILE THEIR TEAM HAS CONTROL OF A LIVE BALL IN THE FRONT COURT.



1
START COUNT
PLAYER ESTABLISHES POSITION IN THE LANE WHILE TEAM HAS FRONT COURT CONTROL.



2
THREE CONSECUTIVE SECONDS
REMAINS IN THE LANE FOR MORE THAN THREE SECONDS.



3
VIOLATION
OFFENSIVE THREE-SECOND VIOLATION.

KEEP MOVING

KEY TOPICS – VISUAL EXAMPLES



BACKCOURT & BACKCOURT VIOLATIONS

THE BACKCOURT

The backcourt is the area of the court behind a team's own center line.



BACKCOURT VIOLATION

Occurs when a team, having gained control in its frontcourt, causes the ball to return to its backcourt.



TEAM GAINS CONTROL IN THE FRONTCOURT.



PLAYER OR TEAM RETURNS THE BALL TO THE BACKCOURT.



BALL AND PLAYER ARE IN THE BACKCOURT = VIOLATION.



THROW-IN VIOLATIONS

A throw-in violation occurs when the player taking the throw-in does not follow the requirements of the rule.



STEPPING ON OR OVER THE BOUNDARY LINE WHILE THROWING THE BALL IN = VIOLATION.



FAILING TO RELEASE THE BALL WITHIN 5 SECONDS = VIOLATION.



MOVING ALONG THE LINE (ILLEGAL THROW-IN SPOT) = VIOLATION.



CLOSELY GUARDED SITUATIONS

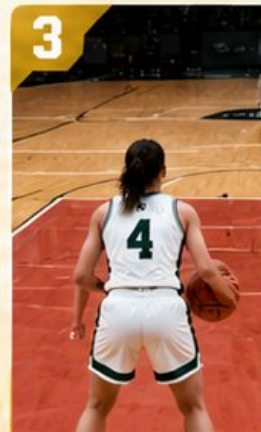
- Closely guarded is a distance of six (6) feet.
- Applies only in the frontcourt.
- Applies only when the player is holding the ball.
- No closely guarded while dribbling.



PLAYER IS HOLDING THE BALL AND DEFENDER IS WITHIN SIX (6) FEET = CLOSELY GUARDED.



PLAYER IS DRIBBLING = **NOT** CLOSELY GUARDED (THERE IS NO CLOSELY GUARDED WHILE DRIBBLING).



CLOSELY GUARDED APPLIES ONLY IN THE FRONTCOURT. **NOT** IN THE BACKCOURT.

LEGAL GUARDING POSITION | BLOCK / CHARGE

NFHS BASKETBALL RULES



LEGAL GUARDING POSITION

A defensive player is in a legal guarding position when she is **facing the opponent, both feet on the floor, and within arm's length** of the opponent. A defensive player may establish a legal guarding position anywhere on the court.

EXAMPLE 1



DEFENDER ESTABLISHES A LEGAL GUARDING POSITION FACING THE OPPONENT WITH BOTH FEET ON THE FLOOR AND WITHIN ARM'S LENGTH.

EXAMPLE 2



DEFENDER MAINTAINS A LEGAL GUARDING POSITION WHILE THE OFFENSIVE PLAYER IS HOLDING OR DRIBBLING THE BALL.



BLOCK / CHARGE

A charge occurs when an offensive player, with the ball or while trying to gain control of the ball, runs into a defensive player who has established a legal guarding position.

A block occurs when the defensive player is not in a legal guarding position (moving into the path, not set, or outside the cylinder) and contact is caused by the defensive player.

EXAMPLE 1 – CHARGE



OFFENSIVE PLAYER DRIVES INTO A DEFENSIVE PLAYER WHO HAS ESTABLISHED A LEGAL GUARDING POSITION. THIS IS A **CHARGE**.

EXAMPLE 2 – BLOCK



DEFENSIVE PLAYER MOVES INTO THE PATH OF THE OFFENSIVE PLAYER AND IS NOT IN A LEGAL GUARDING POSITION. THIS IS A **BLOCK**.



HAND-CHECKING

NFHS BASKETBALL RULES

- Hand-checking is the **use of the hand(s) or arm(s)** to **impede the progress** of an opponent.
- **Incidental contact** may occur while both players are legally moving in the same space.
- Placing a hand on an opponent's body and **restricting movement is illegal**.

PERMISSIBLE HAND CHECKING



Incidental contact with the hand or forearm on the opponent's arm or side while both players are legally moving is permissible.

NON-PERMISSIBLE HAND CHECKING



Using the hand(s) to push, hold, grasp, or impede the progress of an opponent is a foul for hand-checking.



VERTICALITY

NFHS BASKETBALL RULES

- A player has a **right to a vertical position** on the playing court.
- The vertical position includes the **space above the player**, and the player may **jump vertically within that space**.
- A defender who establishes legal position and maintains verticality is not responsible for contact caused by an offensive player who moves into that space.

LEGAL VERTICALITY



Defender establishes a legal position on the floor with both feet and jumps **vertically**. This is **legal**.

NOT VERTICAL



Defender is not vertical (leans or moves into the offensive player's space). This is a **foul**.

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SCREENING

NFHS BASKETBALL RULES

- A screen is the act of placing the body in the path of a moving opponent to legally impede that opponent's progress.
- The screener must be stationary, with both feet on the floor, when the contact occurs.
- The screener must give the opponent reasonable time and distance to avoid the screen.
- A moving screen or a screen from the side or back that causes contact is a foul.

LEGAL SCREEN



Stationary with both feet on the floor and gives reasonable time and distance.

ILLEGAL SCREEN



Moving into the opponent causes contact.
This is an illegal screen.



INCIDENTAL CONTACT

NFHS BASKETBALL RULES

- Incidental contact occurs when there is **no illegal** use of the hands, arms, or body and both players are legally moving.
- This type of contact is a result of normal basketball play and is not a foul.

EXAMPLES – INCIDENTAL CONTACT



Contact while both players are legally moving.
This is incidental contact.
No foul.



Contact that occurs as both players are moving for position.
This is incidental contact.
No foul.



ILLEGAL CONTACT

NFHS BASKETBALL RULES

- Illegal contact occurs when a player uses the hands, arms, or body to hinder or impede an opponent's movement.
- Examples include pushing, holding, extending the arm, using excessive force, or contact that restricts an opponent's freedom of movement.

EXAMPLES – ILLEGAL CONTACT



Using the hand or arm to hold or impede the opponent.
This is illegal contact.
Foul.



Excessive body contact that restricts the opponent's movement.
This is illegal contact.
Foul.



CHAPTER 14

CORRECTABLE ERRORS



SEGMENT 1 – CORRECTABLE ERRORS

A. Officials may rectify a misapplication of a rule under certain circumstances. The **five correctable errors** are as follows:

- 1 When an official fails to award a merited free throw.
- 2 When an official awards an unmerited free throw.
- 3 When an official allows the wrong player to attempt a free throw.
- 4 When an official allows a player to attempt a free throw at the wrong basket.
- 5 When an official mistakenly counts or cancels a score (2-10-1).

SEGMENT 2 – TIMEFRAME TO CORRECT

A. In order to rectify a correctable error that occurs when the **game clock is stopped**, the error must be recognized and corrected during the **first dead ball after the game clock has re-started**.

B. In order to rectify a correctable error that occurs when the **game clock is running and the ball is dead**, the error must be recognized and corrected **before the second live ball** (2-10-2).



Error Occurs
(E)

Live Ball
(L)

Dead Ball
(D)

Live



UNIFORM COLOR REQUIREMENTS



Item	Color	Player	Teammates	Logos
Headbands Wristbands Sleeves Tights Compression shorts	White Black Beige <i>or the</i> Dominant color of jersey	All items must be the same color	All items on all teammates must be the same color	One visible manufacturer's logo on each item
Knee braces	No color restrictions			



UNDERSHIRTS

COLOR & LENGTH REQUIREMENTS



Item	Color	Player	Teammates	Logos
Undershirts	Dominant color of the jersey (or black under dark jerseys)	Sleeves must be the same length	Sleeve length does not have to match teammates' sleeve length	One visible manufacturer's logo is allowed



LET'S WATCH VIDEO





SEGMENT 3

GAME-DAY PREPARATION



A. BE PREPARED – PACK YOUR UNIFORM AND EQUIPMENT



- 1 Extra whistle
- 2 Extra lanyard
- 3 Ball inflation needle
- 4 Extra uniform shirt and pants
- 5 IAABO Handbook and pregame conference materials

B Arrive early, preferably one hour before game time.

C Find the game site administrator and ask where they will be located during the game.

D Determine if a health care professional will be on duty, and where they will be located.

E Be in the dressing room with sufficient time for proper stretching, dressing, and pregame conference.

F Wedding bands and engagement rings are the only jewelry permitted.

G Visible fitness bands are not allowed.



SEGMENT 4

PREGAME CONFERENCE WITH THE CREW



A. PREGAME RESPONSIBILITIES

- 1 **Referee** observes the visiting team.
- 2 **Umpire** observes the home team.
- 3 At the 12-minute mark, **Referee** meets with timer and scorer(s) and checks the scorebook.
- 4 **Umpire** moves to the division line to maintain coverage.
- 5 At the 10-minute mark, **Umpire** joins the **Referee** to conduct the coaches and captains' meeting.

B. JUMP BALL RESPONSIBILITIES

C. COURT COVERAGE

D. PRIMARY COVERAGE AREA (PCA)

E. THROW-IN PROCEDURE

F. CREW COMMUNICATION

G. TIME-OUT PROCEDURE





SEGMENT 5

PREGAME ON THE COURT



A. ARRIVAL, WARM-UP, OBSERVATION

- 1 Court awareness is greatly enhanced with an understanding of the imaginary lines that delineate certain areas on the court, relating to the lanes, the nearest spot for throw-ins, the basket line, center circle, coaching boxes and time-out areas (Figure 2-5-1).

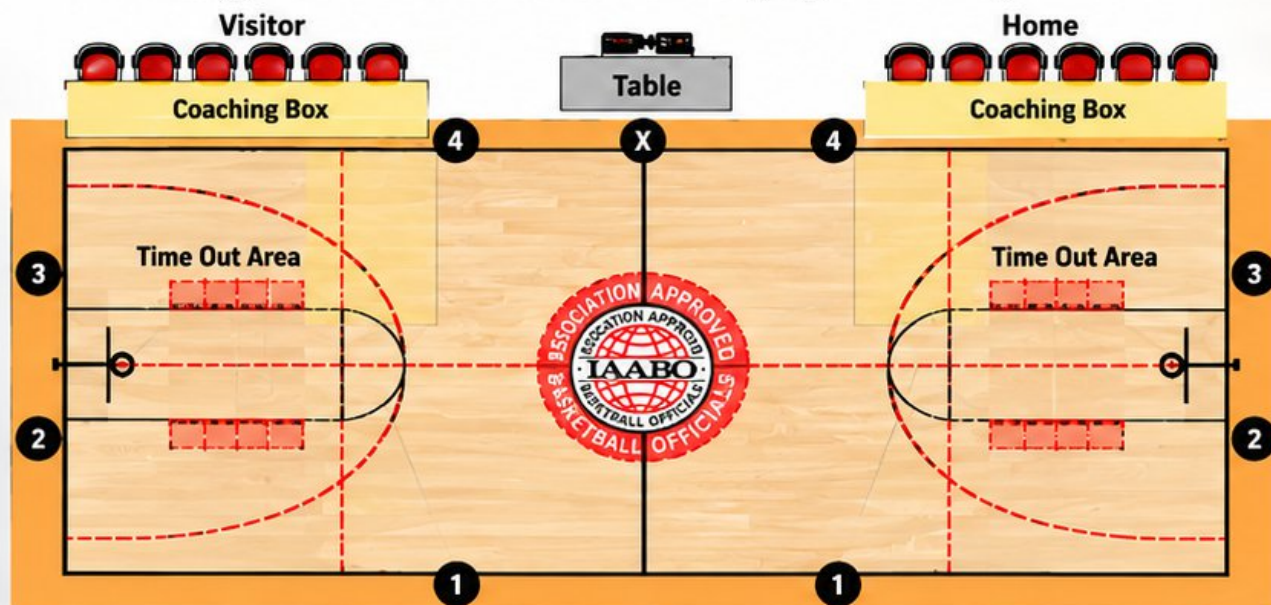


Figure 2-5-1

- 2 The crew should arrive on the court at least 15 minutes prior to game time (Figure 2-5-2).
 - a The **Umpire** proceeds to their pregame warm-up position to observe the home team.
 - b The **Referee** goes to the scorer's table, approves the game ball and confirms the pregame ceremony format (introductions, anthem, etc.).



SEGMENT H – FOUL PROCEDURE



1 RULING OFFICIAL – USE PROPER SIGNALS! DON'T RUSH.

A. SITE-OF-FOUL PROCEDURE

- 1 Stop the clock (fist).
- 2 Eye contact with partner.
- 3 Count/cancel the goal (if applicable).
- 4 Verbalize the color and number.
- 5 Verbalize and signal the type of foul.
- 6 Identify shooter and number of free throws or indicate the throw-in spot.

B. REPORTING PROCEDURE

- 1 Hustle to the reporting area.
- 2 Come to a complete stop.
- 3 Eye contact with the scorer.
- 4 Verbalize the color and number of the offending player, while signaling the number.
- 5 Verbalize and signal the type of foul.
- 6 Signal the number of free throws (if applicable).
- 7 Turn toward partner and confirm free throws or throw-in spot.
- 8 Proceed to the next position, based on appropriate switching principles.

2 NON-RULING OFFICIAL

- a Make eye contact.
- b Freeze your position for one-two seconds, and then freeze your **vision** on players as you move to your next position.
- c Help identify free throwers.
- d Initiate the switch while the ruling official reports.

3 INTENTIONAL/FLAGRANT/TECHNICAL FOULS

- a Meet briefly as a crew (keep eyes on the players) to ensure proper procedure.





SEGMENT I – FREE THROW COVERAGE



BOTH OFFICIALS:

1

Ensure the correct player attempts the free throws.

2

Ensure players are properly positioned in the lane spaces.

3

Remain engaged, with whistle in mouth, during all free throws.

4

Resume normal rebounding coverage once the free throw try is released.

Focus • Communication • Consistency



SEGMENT M

RULES REVIEW



1

Contact – Ensure freedom of movement is not inhibited (RSBQ – Rhythm, Speed, Balance, Quickness).

2

Block/charge – Did the defender obtain/maintain legal guarding position (LGP)?

3

Handchecking – Two hands on, hand on/hand off, hand back on, arm bar, jabbing.

4

Screening – Review when time and distance is needed, and what constitutes a legal screen.

5

Rebounding – Discuss on the back vs. over the back, and displacement; call the first foul.

6

Verticality – Do not penalize defenders who stay within their vertical plane.

7

Double fouls – Personal vs. technical; fighting; play resumes at POI.

8

Intentional fouls – Discuss end-of-game contact, contact above shoulders and excessive contact.





AUXILIARY PERSONNEL



- Scorers, timers, chain crews, etc., are often from the home school and can get caught up being a fan.
- Remind them before the game they are part of the officiating team and game neutrality is important.
- If someone at the scorer's table makes unnecessary comments or improper gestures, deal with it immediately.
- If you have a good game administrator, go directly to them. If not, remind the offender that they are part of the officiating team and being a fan in that role is inappropriate.
- If improper conduct (cheerleading, ridiculing opponents, or barbs aimed at you) continues, have the game administrator remove the offender immediately.
- Do not tolerate unsportsmanlike behavior from administrative personnel.

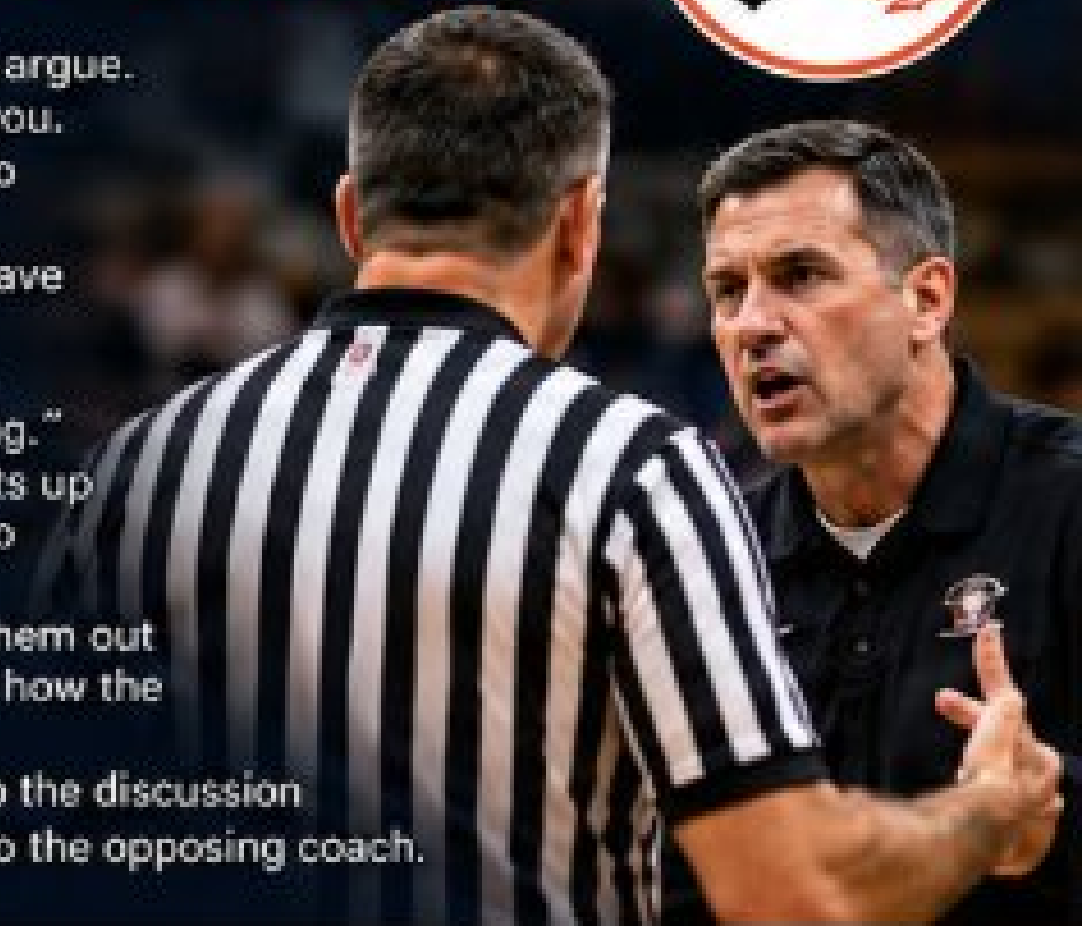




AN EFFECTIVE ARGUMENT ENDER



- Officials aren't expected (and generally aren't allowed) to argue.
- Turn a deaf ear to criticism and let comments bounce off you.
- It is one of the most difficult aspects of officiating, but also one of the most important.
- Getting the last word or a "zinger" feels satisfying, but leave the other person speechless.
- A useful phrase to end many judgment call arguments is, "Coach, if it happened the way you say it did, I got it wrong."
- That phrase works because it doesn't admit a mistake, puts up a defense, or ignores the coach, and most coaches trying to argue or intimidate will stop.
- For rule interpretations, ask the coach for their take, hear them out and then explain why you are sticking with your decision or how the rule is interpreted.
- If you are unsure, get help from a partner or crewmate. Keep the discussion brief and out of the coach's earshot, and explain the ruling to the opposing coach.





PLAYERS, BENCH PERSONNEL AND SPECTATORS



PLAYERS

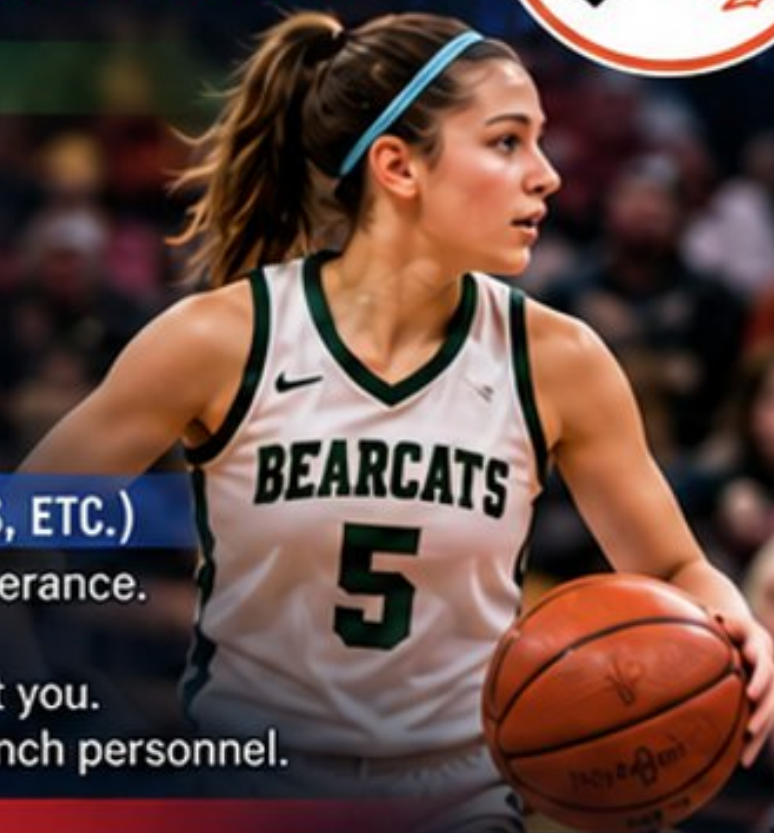
- Allow players to play.
- Do not give players free rein to abuse officials.
- Officials should do what they can with preventive officiating to keep them in the game.
- If all else fails, penalize. Starting players get a bit more leeway than reserves.

BENCH PERSONNEL (COACHES, TRAINERS, TEAM MANAGERS, ETC.)

- Reserve players and other bench personnel receive minimal tolerance.
- Go directly to the head coach when an issue occurs.
- The coach is responsible for their team and should fully support you.
- The last thing the coach wants is a penalty because of other bench personnel.

SPECTATORS

- Be more tolerant of fans than any other group. They paid their money and have the right to boo the officials.
- Never talk back to fans. Doing so only heightens the level of abuse.
- At higher levels of play, tolerate more from fans than at lower levels.
- If a fan uses profanity or racially offensive language, have the fan removed immediately – there's a proper method.



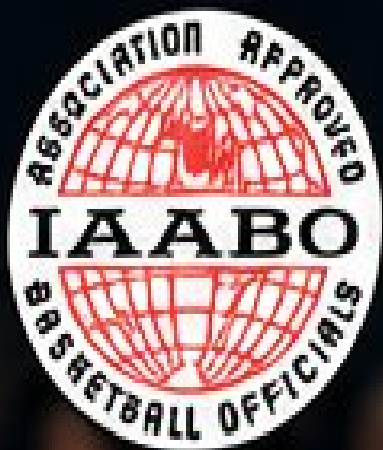


DEALING WITH... **COACHES**

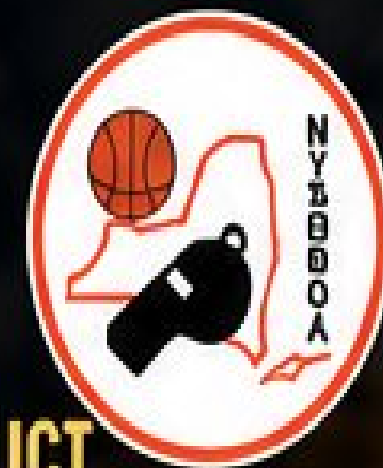


- Because of the nature of their job, a few coaches will create conflict.
- Use preventive officiating and tolerate a bit more from them than you would from other participants.
- Work with coaches on their behavior until it becomes a distraction.
- Accept that most will never see everything the same way you do.
- Not every comment requires a response – it's not about you.
- Accept that it helps to give a little when the conflict is insignificant.
- Be flexible with your style. Some crews are known as the "threesome-of-choice" for certain games – send them to help clean up a contentious situation.
- The game is what it is – played by two teams with strengths and weaknesses.
- Let the coaches set their tone. Take charge to avert conflict, not create it.





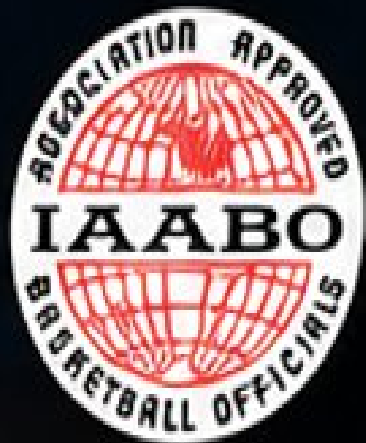
1 DON'T TRY TO WIN THE ARGUMENT



YOUR GOAL IS TO RESOLVE THE CONFLICT

- Fight the tendency to want to win the argument.
- The best outcome is when there are two "winners."
- Keep an open dialogue and think about the words you choose and how they impact the situation.
- We may always have the last word, but we don't always have to say it.



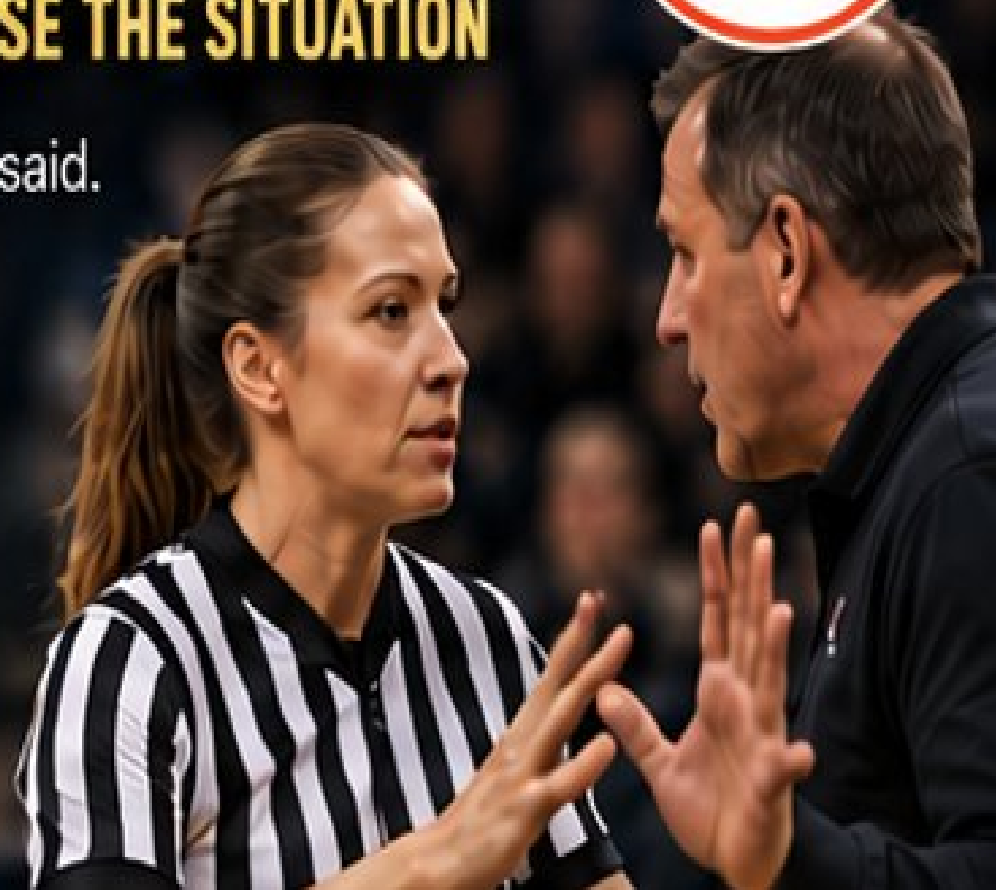


2 ANSWER THE EMOTION WITH EMPATHY

KEEP YOUR COMPOSURE AND DEFUSE THE SITUATION



- Respond in your own words and paraphrase what has been said.
- Remain calm, objective and in control of your emotions.
- Take the edge off emotionally charged comments.
- Use a soft voice, and if appropriate, even humor.
- If someone seems angry, thank them for their concern and acknowledge their viewpoint.
- The key is to defuse, not respond with fire.





3 LET IT TRICKLE LIKE WATER OFF YOUR BACK

STAY FOCUSED, STAY PROFESSIONAL

- Mentally prepare before each game and do the best you can.
- Talk with your partners about components you want to improve.
- Don't get in anyone's face.
- Don't let players or coaches pull you into an argument.
- Whether you make mistakes or not, strive to be diplomatic.
- Don't let the emotional component players and coaches bring to the game affect your unbiased and objective nature.





4 ACCEPT YOU WILL CONTINUE TO ARGUE SOMETIMES



USE THOSE MOMENTS TO GET BETTER

- It doesn't mean you've failed – it's an opportunity to learn.
- Analyze what triggered your need to argue back.
- Is it a specific coach, school or spectator behavior?
- You won't overcome an argumentative nature overnight, but you can turn that aggression into assertiveness.
- Take steps to become a better official each game.





5 DON'T GO THERE

TIPS ON WHAT NOT TO SAY OR DO



- Don't deliver an ultimatum. Telling a coach "one more word and you're gone" can escalate the situation.
- Don't be a jerk. Watch your tone, body language and sarcasm.
- Don't be cute. Remarks meant to be funny can be taken the wrong way.
- Prepared responses don't always fit. Use them appropriately and in context.
- Don't do it the same way every time. Vary your approach and keep your remarks fresh.





6 HOW TO HANDLE ARGUERS AND DEFUSE YOUR INSTINCT TO ARGUE



FOUR TYPES OF ARGUERS

THE CHIPPER

Won't confront you directly but makes constant sniping remarks. Early, firmly inform them you won't respond and use your tools if needed.

THE INTIMIDATOR

Tries to win by being louder and in-your-face. Stay calm, assume the opposite demeanor, speak softly and be firm. Take action if they cross the line.

THE CLASHER

Just doesn't like you. Always confrontational. Stay professional, control your emotions and be extra vigilant. If possible, avoid game assignments with them.

THE LEGITIMATE ARGUER

Actually has a legitimate point. Be respectful, listen and don't escalate the situation. The worst thing you can do is make it worse.

ADDITIONAL TIPS TO DEFUSE ARGUMENTS

- Permit the other person to talk without interrupting.
- Limit discussion to the immediate issue.
- Choose the right time to bring up and discuss problems (dead-ball, timeouts or between periods).
- Avoid the other person's vulnerabilities or emotional sensitivities.
- Regularly touch base when things are going well.
- Take a deep breath and keep your composure.
- Never answer emotion with emotion.
- Keep conversations focused and brief.

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