

## COVID-19 Protocols for MSHSL Basketball Officials

### Masks/Face Coverings & Sanitation Requirements

- Officials must wear masks (face coverings are acceptable) at all times from the point of entering the facility through the point of leaving the facility.
- A mask must cover the nose and mouth completely.
- Masks should be all or mostly solid black with a manufacturer's logo, Association logo and/or MSHSL logo.
- **Use hand-sanitizer whenever possible and minimize hand-to-face contact.**

### Administrative Recommendations/Considerations

- Commute separately to game site. If officials ride together, wear masks and maintain social distancing as much as reasonable.
- Confirm with AD/site management prior to arrival where crew can gather before the game and at halftime; preference is nearby hallway off limits to fans.
- Officials should arrive dressed in uniform except for footwear. If locker room is made available, use masks, continue social distancing and limit time in tight quarters.
- Wearing gloves and using an electronic whistle are optional practices.
- Conduct pre-game meeting via telephone or video conference either day before or day of game.
- Bring your own water/beverage, candy, snacks, etc. – do not expect site to provide refreshments. Beverage water/bottles should be properly labeled.

### Pre-Game Procedures Requirements

- Crew takes the court at 10 minute-mark – new spot for pre-game social distancing is center circle area. Politely advise players to clear center circle to accommodate new COVID-19 procedures for officials.
- Only the referee meets with head coaches and then proceeds to scorer's table to verify book. Handshakes with coaches, players and table personnel are strictly prohibited.
- People working the scorer's table should be masked and social-distanced. Confirm number of players for both teams and starters are properly marked; do not touch or sign anything.
- U1 & U2 watch teams warming up.
- Remain at center circle during player introductions and playing of national anthem.

### Recommendations/Considerations

- Referee should ensure game ball is wiped off, dry and ready for play. Make sure a 2<sup>nd</sup> game ball is available if needed.
- To minimize contact with table, referee should provide table with index card of officials' names and MSHSL IDs.

## **Game Procedures**

### **Requirements**

- On the jump ball to start the game, after blowing the whistle, enter center circle and toss the ball immediately.
- All five timeouts awarded to each team to start the game will be 60-seconds in length. If both teams are ready prior to expiration of timeout, put the ball in play.
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- Lead Position – New Free-Throw Mechanics
  - Four-by-four off the floor on all free throws (i.e. has always been the preferred mechanic).
  - On subsequent free throws:
    - Do not step into the lane.
    - New position is middle of the lane a step or two off the floor.
    - Allow players to retrieve the ball on miss or make of previous free throw.
    - Once ball is returned to lead official, indicate # of shots and bounce ball to free thrower from lead's new position.
- Tie-Ups and Player Scuffles
  - Do not sacrifice social distancing to intervene in jump ball tussles or any other player scuffles.
  - Use your voices and continue blasting whistles from 6' distance.
  - Solicit help of players in the game to separate participants and/or restrain teammates.
  - As a last resort, beckon coaches onto the floor to help restore order.
- Time Out Administration
  - Continue to maintain social distancing when 1<sup>st</sup> horn sounds signaling timeout is about to end. Instead of approaching team huddles, when second horn sounds, stay distanced and give a short blast of the whistle holding up "two fingers" as we normally do to indicate players should be coming back on the floor.
- Reporting Area
  - Officials must take extra precautions to avoid players as they make their way to the foul reporting area – i.e. go around and not through players. Okay to drop mask in foul reporting area.

### **Recommendations/Considerations**

- Bounce ball on all throw-ins maintaining 6' distance to closest player.

## **Half-Time**

### **Requirements**

- Social distance as a crew in same pre-game gathering area.
- Return to center circle at 2-minute mark and continue to social distance as a crew.

### **Recommendations/Considerations**

- Ensure game ball is wiped off, dry and ready for play in the 2<sup>nd</sup> half.

## **Overtime**

- Overtime will begin with standard jump ball. Overtime timeout provisions remain the same.

**Post-Game**

**Requirements**

- Once referee confirms final score, leave the court, gather your belongings and exit the building ASAP.