

Athletic Director, very-very important information, please be sure every boys basketball coach at every level in your program reads this memo 7-12, THANK YOU!

Officials: very-very important information, please read this entire basketball memo.

Reminder: The **official scorer** is required to wear a black and white striped shirt or vest at all levels. HIS/HER location shall be directly behind a clearly marked **X** on the floor (12 inches long and 2 inches wide), out of bounds, directly in front of the official scorer for ease in identifying the official scorer. **The timer and scorer should be seated next to each other.**

Licensed Officials:

1. In games involving player's grades 9-12, all officials must be registered with the IHSAA.
2. In 7th and 8th grade games, at least **one** of the game officials must be registered with the IHSAA.

IHSAA COACH-BENCH CONDUCT RULE

A coach will be allowed to stand and **confer with a player(s) whenever the clock is not running**. Communication with the player(s) only, should be done in a positive manner and **shall take place directly in front of where the coach was seated**.

When a coach finishes conferring with the player(s) or the ball is put in play (clock will start) the coach shall return immediately to the bench. Coaches are not to stand and show displeasure regarding any situation they are not happy with. This unsportsmanlike behavior is subject to a technical foul being called. The officials will not delay a throw-in administration to permit a coach additional dead clock time to visit with a player(s). This change will allow coaches additional opportunities to stand up and instruct players while the clock is not running during the game.

Coaches are not to visit/ask questions with officials, even though the clock is not running, unless they are seated. Standing when the clock is not running is a coaching opportunity only.

DISQUALIFIED PLAYER: When a player is disqualified a coach is permitted to stand up following notification of the disqualified player and walk the confines of his/her bench to select a replacement for the disqualified player. The rule states a player must be replaced within 20 seconds from the time the coach is notified. Any unsporting acts on the coaches part are subject to being assessed a technical foul.

Coaches, these are two additional opportunities to stand up and coach. The IHSAA/IGHSAU asks that you respect these opportunities and use these positive teachable moments for the right reasons. **Please understand, if a coach receives a technical foul, he/she loses the right to stand and coach when the clock is not running except for the following. He/she can stand and go to the bench for a correctable error, stand and applaud an outstanding play, stand and call a time out and stand and coach during the quarter break, but the coach loses the right to stand and coach when the clock is not running during the contest.**

BENCH DECORUM: Besides the two above mentioned, coaches may stand or leave the bench for:

1. Charged time-out, confer with players
2. In case of injury, **if beckoned by official**, attend an injured player(s)
3. Intermission
4. Prevention or notification of a correctable error 2-10
5. Stand up to show approval of an exciting play
6. Stand up to call time-out when his/her team is in possession of the ball

7. Stand to congratulate a player being substituted for
8. Confer with personnel at the scorer's regarding a timing error, scoring error, or alternating possession error
9. **NEW; Head Coach** may enter the court to assist officials if a possible fight may or does break out, head coach no longer needs to be beckoned on the court by an official.

Coaches and Officials-Very Important:

Officials Need to Enforce Illegal Contact: There is much focus this year at the collegiate and high school level to **NOT** allow illegal contact, and call the game as the rules are written. Rule 10, Section 6 must be enforced as written and coaches need to inform and teach their players that playing by the rules is an integral part of the game. By doing this it takes much of the guess work for officials out of the game. The old adage "you got to let them play" is really saying, I don't have the skills and finesse to play with this player or team, so I will revert to holding, impeding, pushing, diverting, slowing, preventing, rerouting or displacing my opponent and bring them down to my talent level. This is not how the game of basketball was meant to be played.

Coaches need to adjust and officials need to blow the whistle when illegal contact occurs. Call the illegal contact throughout the game, that way it is fair for both parties participating. Officials, remember you are there for the players and coaches. Keep in mind the player didn't commit a crime, he just committed a foul or violation, and your job as an official, is to officiate, and call illegal action that takes place.

PLAYER GAME LIMITATIONS

The player participation rule states that no individual player may play in more than 21 games during the season (exception: per pre-approval from the IHSAA), exclusive of tournaments. An individual may play in six quarters in any one day. Three quarters constitutes a game. An individual will be allowed a maximum of six quarters of participation in one day (participation to be in not more than two games in one day). Participation in three quarters, or any subsequent number of quarters up to a total of six, will constitute one game being charged against the individual's season limitation rule.

Exception: When a **below the varsity level** invitational tournament is played on a Saturday with each team playing two games, the six quarter limitation rule will be waived. The player may play in both games, four quarters in each game, under this exception game limitation.

MERCY RULE

- Based on a recommendation from the Iowa Basketball Coaches Association and approval from the IHSAA Board of Control, a 35-point differential rule is in effect for all games played in Iowa, **grades 7-12.**
- If there is a 35-point differential at the end of the first half or anytime after, the game will be continued with a running clock.
- Beginning with the ensuing possession when the 35-point differential becomes effective, the following changes, and only these changes, will be made regarding rules determining when the clock will and will not be stopped.
- The clock will run continuously **except for the following situations** when it will be stopped:
 1. Anytime a time-out is charged to a team;
 2. Intermission between third and fourth quarter;
 3. Anytime officials determine it is necessary for safety reasons.
 4. Anytime a foul is called that will result in free throws the clock should stop; please understand if the clock continues to run following a foul call, as soon as it is determined we are shooting free throws, the clock should be stopped and shoot the free throws. **We will not put time back on the clock that may have run off prior to recognizing we are shooting free throws.**

The clock will resume to a running clock or regular timing if the score falls below the 25 point rule due to a made free throw(s). The clock will resume upon the touching of the last missed free throw or when the last made free throw is made, when the ball is legally touched following the throw-in.

- Please keep in mind we play the first half to completion with regular timing. If the differential is 35 points or more at half-time or anytime there is a 35-point differential during the second half, the running clock procedures will be used.
- If the score margin drops below 25 points, then normal timing will resume for the remainder of the game, or until the 35 point plateau is again reached.

CONCUSSIONS

- A concussion is a traumatic brain injury that results in a temporary disruption of normal brain function.
- Most concussions do **NOT** result in loss of consciousness (being knocked out).
- Adolescent student athletes are particularly vulnerable to the effects of concussion.
- Even a “ding” or “bell ringer” can result in a minor concussion and cause changes in short- and long-term brain function.
- Neither officials, nor coaches, are expected to “diagnose” a concussion, as that is the job of a licensed health-care provider.
- Officials, coaches and administrators do need to make efforts to ensure that student athletes with signs, symptoms or behaviors consistent with a concussion do not continue to participate.
- Officials, any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by a licensed health care provider (per Iowa Code 380.13C). Coach, a signed statement from a licensed health care provider must be provided to the referee before a player may return in any competition on that particular day.

7TH & 8TH GRADE BASKETBALL

1. At least one of the game officials must be registered with the IHSAA.
2. The intermediate size basketball shall be used for all 7th and 8th-grade interscholastic contests.
3. The 3-point goal is allowed in 7th and 8th grade interscholastic contests in gyms that are properly marked.

VIDEOTAPING/FILMING FOR SCOUTING PURPOSES

Videotaping or filming is permissible in scouting your opponent. Your opponent shall be notified, space for taping or filming for scouting is not required of the host school. Hand-held cameras are recommended. If you are going to videotape or film your opponent for scouting purposes, please call ahead and notify them that someone from your school will be taping the game while scouting.

2013 IHSAA BOYS TOURNAMENT BASKETBALL

The basketball the IHSAA will be using in IHSAA 2014 tournaments will be the **Spalding LEGACY basketball**. This ball will be used in **ALL** tournament games.

Pregame Meeting: Per the request of the Iowa basketball Coaches, the pre-game meeting with the captains and head coach of the level of competition being played, **should be held off the playing floor** at an open spot on bench side or wherever the least amount of noise and open

space presents itself. The head coach at the level of competition being played is responsible for taking part in this pre-game.

Headbands and wristbands and leg compression sleeves: Can be white, black, beige or a single solid school color.

ALL team members must wear the same color for each wrist, sweatband or leg compression sleeve worn by each individual participant.

Compression Sleeve: The specifications regarding arm compression sleeves were changed to require the item to be white, black, beige or a single solid school color.

All arm compression sleeves worn:

- Shall have only a single manufacturer's logo that does not exceed 2¼ square inches.
- Shall be the same color for each team member.
- Need not be the same color as the headband/wristband color.

Arm compression sleeves must still be worn for medical purposes, and the head coach at the level playing, must provide to the referee a signed medical statement from the doctor.

Pre-game/Halftime: Teams entering the gymnasium prior to the contest should **NOT** run through the area occupied by the opposing team or under the basket where opponents are warming up.

Teams must only enter, and warm-up on their own half of the court, even if a team goes into the locker room and no one is occupying the other end of the floor. No penalty, inform violating head coach and host administrator.

Officials: Each official wanting to be considered for a 2014 basketball tournament assignment must submit a **Request Form** online to the IHSAA office by 4:00 p.m., December 2, 2013. Your request should include your partner's names and a copy of your 2013-14 officiating schedule and any school or tournament date conflicts.

The 2014 basketball tournament dates are February 17, 20, 24, 25, 27, 28, March 1, 3, 4 and 10-15 (State Tournament).

If you have conflicts on any of these dates, please indicate any conflicts on the website form.

Remember, **to be tournament eligible you must have attend an IHSAA/IGHSAU STATE sponsored clinic within the past three years, viewed the on-line 2013-14 IHSAA basketball rules meeting, passed the 2013-14 open book on-line basketball exam in the required time frame, and must have submitted your 2012-2013 basketball sportsmanship rating form from the previous basketball season on line, on time, in order to be tournament eligible for the 2014 boys basketball tournaments.**

Officials Sportsmanship ratings: Officials should go on-line and do your sportsmanship ratings following each contest you work.

Your final **varsity only** basketball sportsmanship ratings must be done on-line by March 17, 2014, no later than 4:00 pm, in order to be tournament eligible the following season. **Print your ratings for your records.**

NFHS MECHANICS

Communication and professionalism remain the most important elements of good officiating. It is important for officials to be familiar and comfortable with the proper NFHS officiating mechanics. The primary reasons for utilizing **only** approved NFHS mechanics are:

1. Effective communication between officiating partner(s)

2. Providing immediate information and feedback to coaches, players, scorers, timers, and knowledgeable fans
3. Foul calling - with a signal to stop the clock and appropriate eye contact with partner(s) the double foul dilemma” can be avoided.

The National Federation and the state of Iowa are placing an important emphasis on proper high school officiating mechanics. Forget what you see on television with college and NBA officials, they are different games with different rule codes and different mechanic requirements. High School officials are still in the business of providing the best possible communication we can through the use of our high school officiating mechanics. The use of proper mechanics is more important at the junior high and high school level than any other level of basketball.

I challenge each of you to place a high priority on using the proper NFHS mechanics.

COMMENTS ON THE 2013-14 RULES CHANGE

USE OF ELECTRONIC DEVICES (1-19 NEW and 10-1-3): The previous rule was difficult to monitor and enforce by the contest officials. This rule allows the coach to take advantage of electronic tools available for use in coaching and gathering statistics. While in use, the coach must be in compliance with the guidelines that specify that electronic devices may not be used to communicate with the players on the playing floor nor can the device be used to dispute an official's call.

ADDITIONAL OF A SINGLE MANUFACTURER'S LOGO TO THE JERSEY (3-4-2a): This change would bring basketball in compliance with other NFHS sports that allow the use of a single manufacturer's logo on the jersey of the playing uniform.

LEG COMPRESSION SLEEVE REQUIREMENTS (3-5-3): The specifications for leg compression sleeves were added because of the frequent use of these sleeves for non-medical reasons. The specifications match those of arm compression sleeve. They must be white, beige, or a single solid school color. The sleeve must be the same color for each team member and have only a single manufacturer's logo that does not exceed 2 1/4 square inches. **Arm compression sleeves must still be worn for medical purposes, and the coach in Iowa must provide to the referee a signed medical statement from the doctor.**

HEAD COACH ENTERING THE PLAYING COURT (10-4-5 NOTE): While the head coach and his/her assistants have an obligation to ensure bench personnel comply with Rule 10-4-5, if a situation develops where a fight either has or may break out, the **head coach** by his/her presence can be instrumental in preventing the situation from escalating and assisting the game officials in controlling the situation. This change will remove the requirement of the head coach being beckoned onto the floor by the officials in this situation which will result in a more expedient resolution of the situation and restoration of order. The change will also allow the officials a greater opportunity to assess appropriate penalties by being able to observe the situation because of the increased assistance the head coach(s) will provide by their presence.

TIP SIGNAL: This signal increases the official's ability to communicate with the players, coaches and fans on critical plays. The covering official immediately communicating whether or not the defense tipped the ball allows the offensive team to immediately know whether or not they can recover the

ball without penalty. Having no signal actually gives the defense an unfair advantage as they do not need to know which team caused the ball to enter the backcourt, they can recover the ball without penalty regardless. **Reminder, once the ball has frontcourt status, if the offense is the last to touch the ball in frontcourt and the first to touch it in backcourt, a backcourt violation has taken place.**

2013-14 Points of Emphasis

1. **Granting Time-out:** Officials make sure you see the player who requests a timeout and that this player or teammate is in control of the ball when calling a timeout. If a pass or a loose ball is between two teammates when a coach or player requests a timeout the timeout should not be provided.
2. **Guidelines to enforce illegal contact:** Read above (Coaches and Officials Very Important)
3. **Intentional foul:** If a player elects not to play the ball, he is subject to being called for an intentional foul.

Guidelines that may assist of why it was an intentional foul:

1. Contact that neutralizes an opponent's obvious advantageous position
2. Contact on an opponent who is clearly not involved in the play
3. May be excessive contact
4. Contact that is not necessarily premeditated or based solely on the severity of the act

The foul may be innocent in severity, but without any playing of the ball, it becomes an intentional act such as a player wrapping his arms around an opponent or grabbing an opponent from behind or contacting a player away from the ball, more times than not in order to stop the clock or keep the clock from starting during a throw-in. The act may be excessive in its intensity and force of the action must be called an intentional foul.

2013-15 Basketball Manual Points of Emphasis

1. **Proper Mechanics:** Toward the back of your rule book are all the sanctioned Official NFHS Basketball Signals, make sure you study these and work hard on open hand mechanic when stopping the clock for a violation and closed fist mechanic when stopping the clock for a foul.
2. **Dead Ball Officiating:** Just because the whistle blows doesn't mean we can relax. Dead ball officiating is just as important as live ball officiating. Extra-curricular activity during a dead ball can and will lead to situations not wanted by anyone. You the official must keep your eyes open and head off any action that may lead to unwanted conduct in your game. Those that officiate the game by the rules will more often than not, take the rough play out of basketball as well as the extra-curricular action by opponents.
3. **FREE THROW VIOLATIONS/CONTACT:** Make sure the perimeter players don't break the 3 point line and the shooter doesn't break the free throw line before the ball hits the rim or board and know as an official if we have a delayed dead ball situation or immediate violation. Same holds true pertaining to players in marked lane spaces if they violate. Don't allow a shooting team member in the second lane space to crash down and displace the inside rebounder. Don't permit illegal contact on free throws during rebounding.

RULE BOOK CORRECTION AND PLAY SITUATIONS:

Rules Book, page 52: Rule 8-1-4a – Marked lane spaces shall be occupied...change "shall" to "may."

SITUATION 1: May an electronic device be used in dead-ball situations, such as free throws and throw-ins, to communicate with the players who are officially in the game? **RULING:** No, the coaching staff may not use an electronic device to communicate with the players on the playing

court at any time. They may use an electronic device to coach and teach the players on the bench at any time. (10-1-3)

SITUATION 2: Prior to the start of the game, an official notices that several Team A members are wearing: (a) white wristbands and white headbands; or (b) black arm sleeves and white leg sleeves; or (c) black leg sleeves and white headbands. **RULING:** Legal in (a) and (c); illegal in (b). In (a), wristbands and headbands shall be white, black, beige or a single solid school color and shall be the same for each item for all participants. In (b) illegal, the arm and leg sleeves shall be white, black, beige or a single solid school color and the same color for each team member. In (c), the rules do not require wristbands, headbands, arm and leg sleeves to all be the same color. (3-5-3, 3-5-4a)

SITUATION 3: The announcer announces (a) who scores (b) who fouls, (c) time left in the quarter. **RULING:** Legal in (a) and (b); illegal in (c). In (a) and (b), the announcer is allowed to give basic information during the course of the game, such as who the foul is on, who is shooting free throws, which team is taking a time-out and the length of the time-out. In (c), announcing the amount of time left in the quarter is not information that should be given since there is a visible clock for all to see. There is no penalty. The announcer should be handled in the same manner as a scorekeeper or timer who are not in compliance with the spirit of the game. Appropriate training by school personnel and proper pregame instructions by the referee are necessary. (1-18)

SITUATION 4: Player A1 wears a red arm sleeve and his/her teammate, Player A2, wears a black leg sleeve. **RULING:** Illegal. If worn, the leg and arm sleeves shall be white, black, beige or a single solid school color and the same for each team member. (3-5-3)

SITUATION 5: Team A coach calls a time-out. During the time-out, the coach uses an electronic tablet to demonstrate a play. **RULING:** Legal. The coach is allowed to use electronic devices to coach or teach during the contest. (1-19)

SITUATION 6: Players A1 and B1 are fighting each other away from the ball and play is stopped. The head coach of Team A rushes onto the court to stop the fight. **RULING:** Players A1 and B1 are charged with flagrant fouls and disqualified from the contest. No free throws are given for the double flagrant foul. The head coach is allowed to enter the court without being beckoned by an official when there is a fight so there is not a penalty assessed on him/her for this action. Resume play using the point of interruption. (4-19-4; 4-36; 10-4-5 Note)

SITUATION 7: Team A's coach disagrees with the call of the official and attempts to discuss the play through the use of an electronic device. **RULING:** The coach will not be allowed to discuss a call with an official through the use of an electronic device. The official should not have a discussion with a coach who is showing the play on an electronic device. Persistent use of an electronic device in this manner should be considered unsporting behavior and penalized as such. (10-4-1, Penalty)

SITUATION 8: A fight breaks out between A1 and B1 during a dead ball and clock-stopped situation. The assistant coach from Team A rushes onto the floor to assist with stopping the fight. **RULING:** Players A1 and B1 are charged with flagrant technical fouls and disqualified from the contest. No free throws are awarded for the double flagrant foul by A1 and B1. The assistant coach is assessed a flagrant technical foul and disqualified from the contest for entering the floor during the fight. The assistant coach is not allowed to enter the floor to help

with stopping a fight. Team A head coach will be assessed an indirect technical and loses his right to communicate with his players when the clock is not running for the remainder of the game. Team B is awarded two free throws and the ball at the division line opposite the table for the foul on that assistant coach. (4-19-4; 10-4-5)

OFFICIALS: Consistency is the name of the game, and to be consistent each crew and crew member must work hard so that each official while working the lead, center, or trail position are consistently calling the same situations the same at each end of the floor, regardless who is stationed in any one of these three positions throughout the game. When one official is not on board, it takes away from the other two who may have been consistent in calling hand-checking, displacement, illegal screen or whatever it may be.

Officials: Work hard, be honest, be fair, call the game by the rules and more times than not you will be respected. **Call the game as if you had a son or daughter playing.**

Coaches, take some time in practice to discuss what your expectations are concerning “**GOOD SPORTSMANSHIP**” and what you expect from your student athletes. Make sure they are aware of the points of emphasis “playing by the rules.” Also discuss what the consequences are if he should be ejected from a contest.

Coaches and officials must work together for the best interest of the game and our youth. Professional communication between both parties does and will make a difference!

Officials, please view the new floor mechanic changes for TREE PERSON OFFICIALS on the following page.

Sincerely,

Roger Barr

Three-Person Mechanics Changes

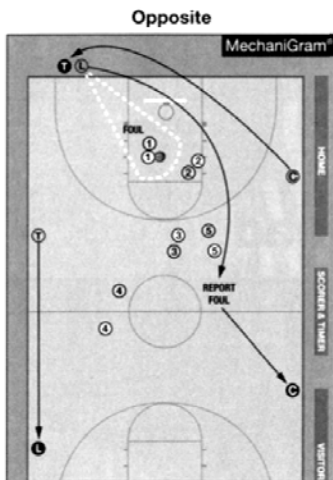
A change has been made in three-person mechanics that removes the requirement for when the lead official calls a foul and the ball is going from backcourt to frontcourt with no free throws to return to the endl ine and administer the throw-in.

With the change, the lead official will report the foul and then stay table side instead of returning to the endl ine to administer the throw-in. Either the center or trail official will go to the endl ine to administer the throw-in.

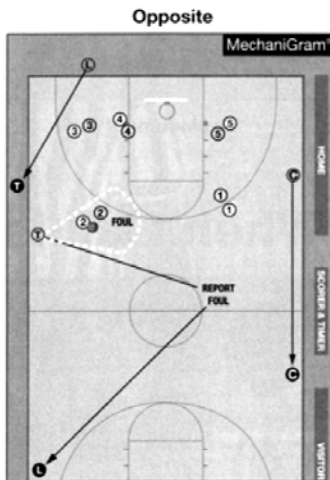
As in the past, the lead becomes the

new trail in situations where the foul called is by the center or trail. In two of those situations the lead will handle the throw-in on his or her side of the court and in the other two the lead will go to the opposite sideline to administer the throw-in. □

LEAD OFFICIAL MAKING THE CALL



TRAIL OFFICIAL MAKING THE CALL



CENTER OFFICIAL MAKING THE CALL

