

Pennsylvania Interscholastic Athletic Association, Inc.

2017-18 Basketball Postseason Bulletin

Rules, Revisions, and Interpretations



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Coaches Box and Behavior (1-13-2, 10-5-1, 10-6-1)

It is important to remember that the officials are in charge of the games and not the coaches. Officials may now issue a warning to the coach or the team bench. These warnings can be for conduct that is described in 10-5 or 10-6. If the offense is deemed to be major, the official shall assess a technical foul in either situation. A warning is not required prior to assessing a technical foul. These warnings will be recorded in the score-book by the scorer and reported to the head coach.

The coaching box shall be outlined outside the side of the court on which the scorer's and timer's table and team benches are located. The area shall be bounded by a line drawn 28 feet from the end line towards the Division line. At this point a line drawn from the sideline toward the team bench becomes the end of the coaching box going towards the end line. **Two lines are required to mark the coaching box, at the 28' mark and at the end line.** Tape may be used to mark the box. No marks, no box! Merely mention at the pre-game meeting that there will be no coaching box tonight since none is marked.

Rationale: The restriction of the coaching box penalizes the level of communication between coach and player. Allowing a coach freedom to move within the new box between the 28' mark and the end line provides a coach more access to coach his/her players.

The head coach shall remain seated on the team bench, except:

- a. The head coach may stand within the designated coaching box described in [1-13-2](#). The first technical foul charged directly or indirectly to the head coach results in loss of coaching-box privileges and the head coach must remain seated for the remainder of the game, except as stated below in [10-6-1b](#), c, d and e.
- b. The head coach may stand within the coaching box to request a time-out or signal his/her players to request a time-out.
- c. The head coach may stand and/or leave the coaching box to confer with personnel at the scorer's table to request a time-out as in [5-8-4](#).
- d. The head coach may stand within the coaching box to replace or remove a disqualified/injured player or player directed to leave the game.
- e. The head coach may stand as in [10-5-4c](#) and [10-5-4d](#).

NOTE: The head coach may enter the court in the situation where a fight may break out - has broken out - to prevent the situation from escalating.

PENALTY: (Art. 1) The official shall warn the head coach unless the offense is judged to be major, in which case a technical foul shall be ruled.

Continuous Motion Rule 4-11

Continuous motion applies to a try or tap for field goals and free throws, but it has no significance unless there is a foul by any defensive player during the interval which begins when the habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight.

When observing a play, let the play start, develop, and finish before making your ruling. This philosophy is not advocating officials pass on fouls, but to be consistent and avoid quick whistles. Have a “patient whistle.”

If an opponent fouls after a player has started a try for goal, he/she is permitted to complete the customary arm movement, and if pivoting or -stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.

Continuous motion does not apply if a teammate fouls after a player has started a try for a goal and before the ball is in flight. The ball becomes dead immediately.

10-7-12 Contact on the Ball Handler/Dribbler

The following acts constitute a foul when committed against a ball handler/dribbler. A player becomes a ball handler when he/she receives the ball. This would include a player in a post position. These are fouls and should be called.

- A. Placing two hands on the player.
- B. Placing an extended arm bar on the player.
- C. Placing and keeping a hand on the player.
- D. Contacting the player more than once with the same hand or alternating hands.

10.7.12 SITUATION A:

A1 is dribbling in the frontcourt and B1 (a) places two hands on the dribbler; (b) places an extended arm bar on the dribbler; (c) places and keeps a hand on the dribbler; (d) contacts the dribbler more than once with the same hand or alternating hands.

RULING: Illegal in all cases. A personal foul shall be ruled any time this type of contact occurs on a player holding or dribbling the ball. (10-7-12)

10.7.12 SITUATION B:

A1 receives a pass in the lane. B1 (a) places two hands on the dribbler; (b) places an extended arm bar on the dribbler; (c) places and keeps a hand on the dribbler; (d) contacts the dribbler more than once with the same hand or alternating hands.

RULING: Illegal in all cases. A personal foul shall be ruled any time this type of contact occurs on a player holding or dribbling the ball. (10-7-12)



Resumption of Play 7-5-1

When a team does not make a thrower available, after a time-out (as in [7-4-4](#)) or the intermission between any quarter (as in [6-2-3](#)), the resumption-of-play procedure is used to prevent delay. The administering official will sound the whistle to indicate play will resume. In each situation:

- a. The ball shall be put in play if Team A is ready or it shall be placed on the floor.
- b. The throw-in count shall begin and if a violation occurs, the procedure will be repeated for Team B.
- c. Following a violation by one team only, if that team continues to delay when authorized to make a throw-in, it is a technical foul.
- d. Following a violation by both teams, any further delay by either team is a technical foul.

7.5.1 SITUATION A:

The administering official has reached a five-second throw-in count on Team A after placing the ball on the floor when A was not ready to resume play following a time-out. What happens next?

RULING: The violation is administered and the ball is made available to Team B for a throw-in, at the same spot. If a Team B player is not in position, the same procedure is followed. If both teams have violated, a technical foul will be assessed for any further delay by either team. Team A must now have a thrower available, plus all other players on the court and Team B must be on the court ready to play also. If either or both teams are not in compliance immediately, a technical foul shall be charged. (4-38; 5-4-1)

7.5.1 SITUATION B:

Team A does not break the huddle after the second horn for a 60-second time-out. The official puts the ball down at the designated spot and begins the five-second count. The administering official is between four and five on the count when Team B reaches over the boundary and grabs the ball.

RULING: Delay-of-game warning on Team B for reaching across the plane. No Team A member ever possessed the ball for the throw-in; therefore, a technical foul would not be assessed. (10-2-5)

Headbands and wristbands (3-5-4)

Too many officials are permitting illegal equipment, especially headbands that are too wide.

Wristbands and headwear shall meet the following guidelines:

- a. Headbands and wristbands shall be white, black, beige or the predominant color of the jersey and shall be the same color for each item and all participants. They must be the same color as any sleeve/tights worn. See [3-6](#) for logo requirements.
- b. A headband is any item that goes around the entire head. It must be a circular design without extensions (no tails, even if tucked). If worn, only one headband is permitted, it must be worn on the forehead/crown, it must be nonabrasive and unadorned, and it **must be a maximum of 2 inches wide**.
- c. If worn, only one wristband is permitted on each wrist, each must be worn on the arm below the elbow, each must be moisture-absorbing, nonabrasive and unadorned, and each must be a maximum of 4 inches wide.
- d. Rubber, cloth or elastic bands may be used to control hair. Hard items, including, but not limited to, beads, barrettes and bobby pins, are prohibited.
- e. Head decorations and headwear, except those specified above, are prohibited

Media Timeouts

Inter-District Basketball Playoff Game Managers should inform game officials and both HEAD coaches at least 30 minutes prior to game time that the media time-out format will be used. Officials may want to inquire upon arrival at the game site so the procedures can be reviewed prior to court arrival.

The following time-out format will be used only when radio or television media is present at the game:

TEAM TIME-OUTS:

- Each team will receive: Three (3) 60 second time-outs. Two (2) 30 second time-outs. One (1) extra 60 second time-out per extra period. This is in addition to any time-outs that have not been previously used. The extra time-out shall not be granted until after the ball becomes live to begin the extra period.

MEDIA TIME-OUTS:

- One (1) 70 second media time-out each quarter. This time-out shall occur at the first stoppage of play under the 4:00 mark.
- There will be NO media time-out used in any extra period(s).
- Immediately upon recognition of a media time-out, the official nearest the table (or partner if he/ she fails to immediately recognize the time-out) shall give a long blast of the whistle with an arm raised and point to the scorer's table with the other arm. This indicates the media time-out is taking place. Direct the scorer's table to start the time-out only after teams are in the vicinity of their benches.
- If the first stoppage under 4 minutes is for a team called time-out, this time-out will be granted but will not become the media time-out. On the next stoppage of play the media time-out will be taken.



STOPPAGE FOR FOUL:

• In games involving the media time-out format, when a foul (personal or technical) is committed which causes the ball to become dead at the specified time for a media time-out (under 4 minutes), the media time-out shall be taken first and then play will be resumed with the administration of the free throw(s).

NOTE:

• Officials must wait for the second horn signaling the end of the media time-out before putting the ball back in play. During the other time-outs, if both teams are prepared to play, the ball can be put in play.

• The referee must be prepared to discuss the media time-out format with the timer. Enlisting the assistance of the table to remind the crew of the media timeout occurrences may be wise for those not familiar with media format. The timer shall sound the first horn at the 55 second mark on all media time-outs.

• Media and team called time-outs do not run concurrently and a team requesting a timeout does not negate any upcoming media time-out

• A team requesting a time-out at the first stoppage of play at 3:59 or less shall be ignored and the media time-out procedures shall be followed. Make sure the table and both teams are aware that it is a media time-out.

• Substitutions for disqualification, ejection, or injury should be made prior to starting the media time-out.

PLAY 1: A1 is fouled in the act of shooting with 3:49 remaining in the first period.

RULING: Grant a media time-out. Play resumes with A 1 shooting 2 shots.

PLAY 2: BS is called for her 5th foul, and play is stopped at 3:20 in the fourth period.

RULING: Inform the coach of the disqualification, ask the timer to start the 15 second replacement time, and inform the player. After the substitution has been made, grant the media time-out.

PLAY 3: At 3:46 in overtime, A3 is called for a traveling violation.

RULING: No media time-out. Resume play as normal.

PLAY 4: At 3:12 in the 2nd quarter during a live ball, Coach A calls a time-out.

RULING: Grant a time-out to Team A. Resume play with a throw-in. The next regular stoppage of play will result in a media time-out.

PLAY 5: The ball is deflected out of bounds by team B with 4:00 on the clock.

RULING: No media time-out until next stoppage under 4 minutes.