

Pennsylvania Interscholastic Athletic Association, Inc.

2016/2017 Basketball Post Season Bulletin

Rules, Revisions, and Interpretations



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GAME MANAGEMENT

- Bench decorum is to be strictly enforced. Officials run the games, NOT coaches. Coaches who ask a question in a professional manner will be responded to in the same manner. Coaches who want to yell and scream get a stop sign with the warning, "That is enough!" There is one warning per team, per crew, per night when it comes to coach's bench decorum. Next is a technical foul followed by coach taking a seat, two shots, ball out of bounds, and we go back to playing basketball. The coach made that decision by their actions. Penalize and move on.
- The coaches' box is to be clearly marked and there should be an X at the table. The official scorer is required to wear a striped shirt.
- Let's keep it simple. Yes, you ARE the fashion police. You are the custodian of decorum for this great game. These rules have been made simpler for easier enforcement. You generally only have two colors to be concerned with: Undershirt color (similar to jersey) and *everything else* (the same matching color). Exceptions: knee braces/athletic tape for medical purposes/hair control device. Rule of thumb: If the logo is bigger than your thumb (2 ¼ by 2 ¼), it is illegal. One logo per item. Shorts, if rolled, cannot reveal an additional logo or drawstring.
- Any unruly fans must be pointed out to game management and removed from the gym.
- Rawlings is the official basketball for District and Inter-district contests.

RULE 10-7-12

- Individual interpretations regarding hand checking are unacceptable. Rule 10-7-12 requires that a foul be called without regard for advantage/disadvantage when the following acts occur:
 - 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. (10-6-12)

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. (10-6-12)

GUIDELINES TO ENFORCE ILLEGAL CONTACT

When contact occurs that affects the rhythm, speed, quickness and balance of the player, illegal contact has occurred. When illegal contact occurs, fouls must be called. Officials must not refrain from calling these types of actions that create an advantage for the opponents. Illegal contact must be called regardless of time and score.

INTENTIONAL FOUL

An intentional foul is a personal or technical foul that may or may not be premeditated and is not based solely on the severity of the act.

It is contact that:

- Neutralizes an opponent's obvious advantages position
- Contact on an opponent who is clearly not in the play
- May be excessive contact
- Contact that is not necessarily premeditated or based solely on the severity of the act.

This type of foul may be strategic to stop the clock or create a situation that may be tactically done for the team taking action. This foul may be innocent in severity, but without any playing of the ball, it becomes an intentional act such as a player wrapping their arms around an opponent. The act may be excessive in its intensity and force of action. These actions are all intentional fouls and are to be called as such.

INTENTIONAL FOUL (cont'd)**4.19.3 SITUATION A:**

B1 is charged with an intentional foul on A1 who is in the act of shooting: (a) a successful two-point or three-point try; (b) an unsuccessful two-point try; or (c) an unsuccessful three-point try.

RULING: In (a) and (b), A1 is awarded two free throws. In (c), A1 is awarded three free throws. In all situations following the free throws, Team A is awarded a throw-in at the out-of-bounds spot nearest the foul.

4.19.3 SITUATION B:

A1 drives to the basket with B1 in pursuit. As A1 begins the act of shooting, B1 gets a hand on the ball from behind and the subsequent contact takes A1 forcefully to the floor and out of bounds.

RULING: An intentional foul shall be charged when the contact is judged to be excessive, even though the opponent is playing the ball. (4-11-1, 4-19-3d)

4.19.3 SITUATION C:

Team A leads by three points with four seconds remaining in the fourth quarter. Team A is to throw-in from a spot out of bounds on the end line. Players begin jockeying for positions just after the official has handed the ball to A1. B1, while trying to deny a pass from A1 to A2: (a) grabs A2's jersey; or (b) pushes A2 from behind.

RULING: In (a) and (b), it is an intentional personal foul designed to keep the clock from starting or to neutralize an opponent's obvious advantageous position.

4.19.3 SITUATION D:

Late in the fourth quarter Team B is trailing by six points. Team B's head coach begins to yell to his or her players to "foul, foul, foul!" B1 responds by (a) grabbing A1 from behind, or (b) reaching for the ball but illegally contacting A1 on the arm.

RULING: In (a), an intentional foul shall be called. In (b), a common foul shall be called as B1 was making a legitimate attempt to "play the ball."

COMMENT: Fouling near the end of a game is an acceptable coaching and playing strategy. Officials must determine if a foul is intentional by judging the fouling act itself, not whether or not the coach instructed a player to perform the act.

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.

MEDIA TIMEOUTS (cont'd)

- 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 time-out 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 A1 shooting 2 shots.

PLAY 2: B5 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.

NOTES

