

2023-2024 MHVBGBO Interpretation



Sunday November 5, 2023

Points of Emphasis

- Enforce the Rules as Written
- Screening
- Traveling
- Legal guarding Position
- Post Play/Three seconds in the lane
- Contact On and By the Ball Handler/Dribbler
- Sporting Behavior/Conduct

Enforcing the Rules as Written

- Officials are tasked with ensuring teams play within the rules. The rules basically guarantee fair play to the end that no player and neither team gains an unfair advantage over an opponent.
- When officials do not enforce the playing rules, it impacts the purpose of the playing rules. **There is no room for personal philosophies or using “ game management” to ignore enforcing a playing rule.**
- Let’s be consistent from game to game and it starts in the pregame.

Sporting Behavior/Conduct

- Coach and student-athlete behavior should be consistent with an education environment.
- Coaches are expected to stay in their coaching box which extends to the 28 foot line.
- Players' taunting, baiting, finger-pointing, trash talking, and inappropriate gestures shall be penalized with a technical foul.

Appendix II Officiating Guidelines Page 107

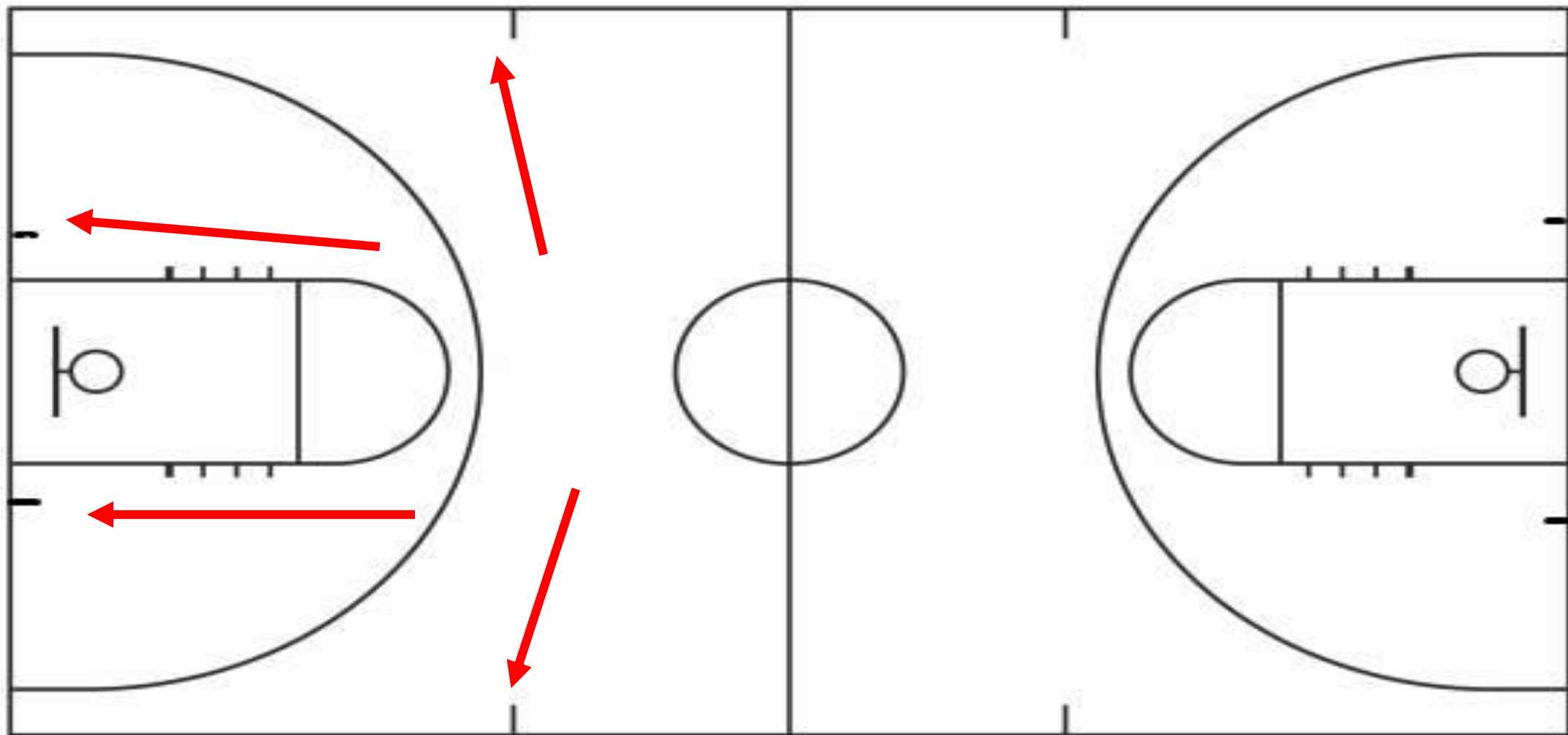
- Section 1 Bench Decorum
- Section 2 Screening
- Section 3 Displacement
- Section 4 Guidelines for Officiating Intentional and Disqualifying Fouls

Appendix III Foul/Penalty Chart Page 112

Review

Ball Awarded Out of Bounds

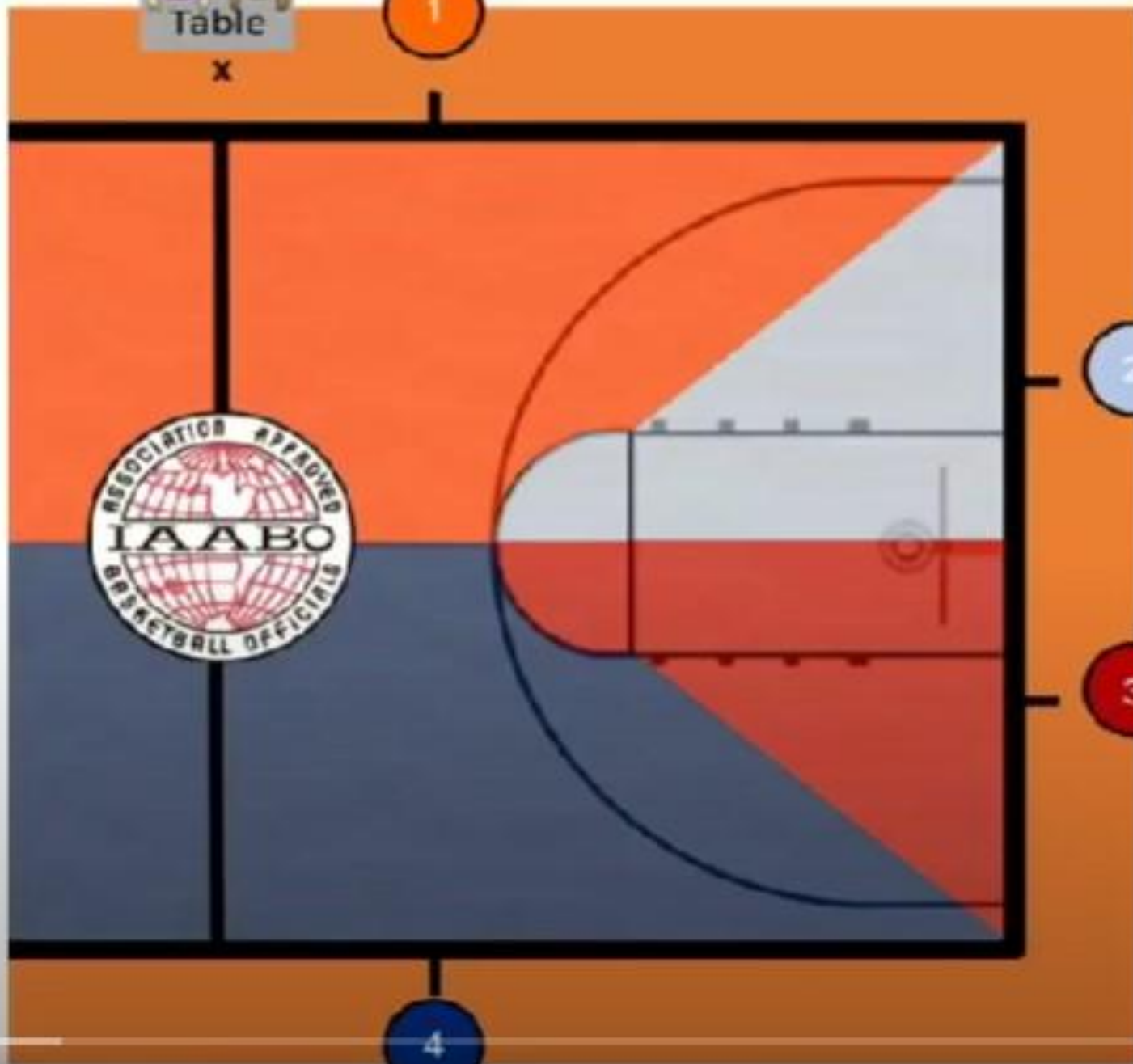
- When there is team control and the defense commits a violation of Rule 9-6 or a single personal foul in the frontcourt, play will resume with a throw-in to the offensive team at a designated spot at either the 28-foot mark or the lower defensive box mark nearest to the location of the personal foul or violation.





Table

x



2023 Women's Rule Changes

Faking Being Fouled

- **Definitions - Faking Being Fouled. (Rule 4-14 and 10-12.3.a.5).**
- Provides for a definition of faking being fouled and penalty of two free throws and the ball to the offended team. While not one of the five fouls to disqualification, it does count toward the team-foul total.

Rule 4-14 Faking Being Fouled

Art. 1. Faking being fouled occurs when a player simulates being fouled or makes theatrical or exaggerated movements when there is no illegal contact by committing acts such as, but not limited to, overtly embellishing the impact of incidental contact on block/charge plays or attempted tries for goal (flopping), using a "head bob" to simulate illegal contact, or using any other tactics in order to create an opinion of being fouled and therefore gaining an advantage.

Art. 2. One team warning shall be given the first time a player fakes being Fouled. This warning shall be reported to the official scorer at the next stoppage of the game clock. Thereafter, a team technical foul shall be issued to the team that has been previously warned for faking being fouled.(See Rule 10-12.3.a.5.)

Faking Being Fouled

The mechanic for Faking Being Fouled is:

Two arms at the shoulder level, with open palms move the arms downward, pointing toward the floor. This mechanic is used for the warning, as well as the delayed Technical Foul if there is an immediate opportunity to score.

Faking Being Fouled



Case Book Ruling

A.R. 113. Prior to any team warning being issued by the officials, A1 fakes being fouled while their team is on (1) offense or (2) defense. What is the procedure for issuing and reporting the warning?

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RULING: In (1) and (2), the warning signal shall be issued immediately upon recognition that A1 faked being fouled. At the next stoppage of the game clock, the officials shall have the warning recorded in the scorebook.

NOTE: It is the responsibility of players and bench personnel to be aware that the warning signal has been given by the officials. (Rule 4-14.2)

Case Book Ruling

A.R. 114. Prior to any team warning for faking being issued, A1 fakes being fouled while on defense, and the officials give the faking signal. Play continues to the opposite end of the playing court where A2 fakes being fouled while attempting a try. Shall a faking technical foul be issued to Team A?

A.R. 114. Prior to any team warning for faking being issued, A1 fakes being fouled while on defense, and the officials give the faking signal. Play continues to the opposite end of the playing court where A2 fakes being fouled while attempting a try. Shall a faking technical foul be issued to Team A?

RULING: Yes, the officials shall assess a team technical foul for faking to Team A. The officials issued the warning when they signaled A1's fake. It is the responsibility of players and bench personnel to know that the warning had been issued. (Rules 4-14.2 and 10-12.3.a.5)

Case Book Ruling

A.R. 115. Prior to any warning and with less than one minute remaining in the game, A1 fakes being fouled during B1's drive to the basket. B1 attempts a try that is successful. Should the officials use this clock stoppage to report the faking being fouled warning to the scorer?

A.R. 115. Prior to any warning and with less than one minute remaining in the game, A1 fakes being fouled during B1's drive to the basket. B1 attempts a try that is successful. Should the officials use this clock stoppage to report the faking being fouled warning to the scorer?

RULING: No. This is a mandatory clock stoppage; the intent of this rule is to have officials use a clock stoppage caused by their whistle to report the warning to the scorer. If, during this clock stoppage, an official sounds their whistle for another reason, the warning will now be reported to the scorer. (Rule 4-14.2)

Case Book Ruling

A.R. 116. A1 drives toward the basket defended by B1. At the end of the drive, B1 goes down to the floor. One official gives the faking being fouled signal for B1's actions while another official signals an offensive foul on A1.

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RULING: When the officials signal simultaneously, they shall get together and agree to give the ruling to the official in whose primary- coverage area the play originated. When the officials disagree that the infractions occurred simultaneously, they shall determine which occurred first. Once a decision is reached, that infraction is reported to the official scorer and the appropriate penalty is assessed. When a foul is ruled on a play, a warning for faking being fouled cannot be issued. (Rules 4-14.2 and 10-12.3.a.5)

Question #1

A1 is driving to the basket and “Head Bob’s” as if she was being held by B1. Team A has already received a Team warning earlier in the game for faking being fouled.

- 1- Ignore the incidental contact and allow A1 to continue to the goal.
- 2- Call a “player/substitute” Technical Foul immediately.
- 3- Call a Team Technical Foul immediately.

Question #1

A1 is driving to the basket and “Head Bob’s” as if she was being held by B1. Team A has already received a Team warning earlier in the game for faking being fouled.

- 1- Ignore the incidental contact and allow A1 to continue to the goal.
- 2- Call a “player/substitute” Technical Foul immediately.
- 3- Call a Team Technical Foul immediately.

Question #2

A1 driving to the basket and B1 “Flops”, A1 misses her layup, gets her own rebound and dribbles back out front to reset her offensive set. Team B has already received a Team warning earlier in the game for “flopping.”

- 1- Ignore the “Flop” as A1 wasn’t impeded on her drive to the basket.
- 2- The official shows the “flopping” mechanic and waits to see the outcome of the drive to the basket, once A1 gets the rebound and dribbles the ball out the official calls a Team Technical Foul.
- 3- The official calls a Team Technical foul and kills the play.

Question #2

A1 driving to the basket and B1 “Flops”, A1 misses her layup, gets her own rebound and dribbles back out front to reset her offensive set. Team B has already received a Team warning earlier in the game for “flopping.”

- 1- Ignore the “Flop” as A1 wasn’t impeded on her drive to the basket.
- 2- The official shows the “flopping” mechanic and waits to see the outcome of the drive to the basket, once A1 gets the rebound and dribbles the ball out the official calls a Team Technical Foul.
- 3- The official calls a Team Technical foul and kills the play.

Team Technical Fouls

Definition: Rule 10-12 Art 1

A team technical foul is a non-contact foul that is assessed following the issuance of a team warning for certain infractions.

Team Technical Fouls

Provides for a new classification of technical fouls that are the result of a subsequent infraction following a team warning. These technical fouls are charged to the team-foul count but are not assessed to any specific individual. In addition to the four delay infractions in Rule 4-9.1.d through .g, it also includes when a player fakes being fouled when ruled during live play

Penalty: Two shots awarded to any player of the offended team followed by a throw-in at the division line opposite the scorers' table.

Technical Fouls

Team Technical Fouls. (Rule 10-12.3a. 1-5)

A team shall be assessed a team technical foul after a team warning has been issued for each of the delays and faking being fouled.

Fouls Count Toward the Teams Totals Not the Players Total

A team shall be assessed a Team Technical Foul after a team warning has been issued for each of the following infraction:

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

- Team Technical Fouls: count toward the team totals not the players total.
- When the Team Technical Foul is called, it is reported to the table as a Technical foul against Team “A” not A2.
- The same goes for reporting the warning to the table, it is a warning for Faking Being Fouled by Team “A”.

If the coach asks which player it was on, you can tell him the number.

Uniforms and Player Equipment

Uniforms and Player Equipment

Player Equipment 1-25 Art 7 Head decorations, headwear, helmets, and jewelry are illegal. Religious headwear is permitted provided it is securely fashioned to the head and is subject to the approval of the referee per Rule 2-5.1. ([See NYS Modification](#))

Uniforms: Rule 1-22 Art 7b.2

The following numbers are legal: 0-99. Teams rosters can include 0 or 00, but not both.

Mechanics: Reporting fouls to table

When reporting the new range of players numbers which are 0 and 00 up to 99. The challenge is correctly reporting the number to the scorer's table.

**It is imperative that we use a strong loud voice* to convey the numbers, coupled with the visual hand mechanic. (#72 is verbalized seventy-two, not seven two).

Official's Duties

10-Second Backcourt Count. (Rule 2-7.9).

Require officials to use the game clock to administer the 10-second backcourt count when the shot clock is not visible.

Official's Duties

Rule 1-19.1.2.3.4 Shot-Clock Displays- Two visible shot clocks, one at each end of the court. If the shot clocks are not functional, an alternate timing device shall be available when a visible shot clock malfunctions.

We will now play with one shot clock.

NYS Rules Modifications

Rule 1-7.1 Three Point Field Goal Line- The three-point field-goal line shall be a distance of 19 feet 9 inches.

Rule 1-8.1 Restricted Area- The restricted area is that area of the playing court located directly underneath each basket. NY State HAS NOT adopted this new rule.

Rule 1-9.1 Coaching Box- The coaching box shall extend from the sideline to the back of the team bench and shall be bounded by the end line extended and not farther than the 28-foot line.

Rule 1-16.2 The Ball- A game may be played with a “non-orange” ball. A pink ball is permissible for Breast Cancer Awareness games.

NYS Rules Modifications

Rule 1-25.7 Players Equipment- Hair adornments, which include beads, may be worn provided they are secured tightly to the head and do not pose a safety hazard to the player, teammates, or opponents.

Rule 2-4.2 Officials' Jurisdiction- All officials shall arrive on the floor 15 minutes before the start of the game and all officials must remain on the floor once jurisdiction begins.

Rule 2-11.Art 6c.2. Duties of Shot-Clock Operator- (Rule 9-6) An intentionally kicked or fisted ball that occurs with 14-seconds or less remaining on the shot clock will reset to 15-seconds.

NYS Rules Modifications

Rule 2-11.Art 6d.2a Duties of the Shot Clock Operator- The shot clock is reset to 30 seconds when the ball strikes the ring or flange, a change in possession and all fouls. Exception: double fouls which the shot clock time remains.

Rule 5-6.1 Length of Quarters- Playing time for JV and Varsity games shall consist of (4) 8-minute quarters, with 1-minute intermission between 1st and 2nd quarters and 3rd and 4th quarters. 10-minute intermission between 2nd and 3rd quarters.

NYS Rules Modifications

Rule 5-9.3.4 Overtime- Overtime shall be 4-minutes in length.

Rule 5-14.9.a Timeouts Granted and Charged- Each team is entitled to (4) full timeouts and (2) 30 second timeouts. If overtime is needed each team is awarded an additional 30 second timeout.

Rule 11-1.1 Replay Equipment- Replay equipment or a Courtside monitor will not be used in any NYSPHSAA Girls basketball regular season or playoff contest. In a NYSPHSAA State tournament Semi-Final or Final contest if the monitor is available, it may be used to determine if a last second shot in the 4th quarter or any overtime shall count.

QUESTIONS?????



Have a Great Season





JV & Varsity Officials New Jacket