



2021-23 NFHS BASKETBALL OFFICIALS UPDATE

National Federation of State
High School Associations



Take Part. Get Set For Life.™

Mechanics Changes



2021-23 Basketball Officials Manual Update

MECHANIC CHANGES





2-14 (NEW) SHOT CLOCK

- By state association adoption, effective with the 2022-2023 season, member state associations may establish a shot clock in which the team in control shall attempt a try for field goal within 35 seconds after gaining team control.
 - ART. 1 This shall be regulated by a visible shot clock.
 - ART. 2 The tap or try for field goal shall leave the shooter's hand before the expiration of time and subsequently strike the basket ring or enter the basket before or after the shot clock period has expired.





SHOT CLOCK

- Shot clock regulations as printed in the 2020-21 Basketball Rules Book must be followed to be in compliance with the rules.



2-14 (NEW) SHOT CLOCK STATE ADOPTION 2022-23



NFHS permits state association adoption of the shot clock, effective with the 2022-23 season.



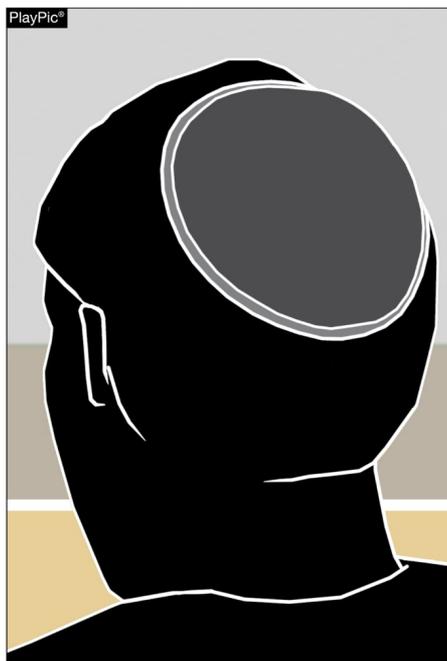
3-5-4E (NEW) HEAD COVERINGS FOR RELIGIOUS REASONS

- Head coverings worn for religious reasons shall not be made of abrasive or hard materials; and must fit securely so that they are highly unlikely to come off during play.

NOTE: The State Association shall be notified, after the contest, if there is a concern about a head covering worn for religious reasons.



3-5-4E (NEW) RELIGIOUS HEAD COVERINGS



Players may wear head coverings for religious reasons.



3-5-4F EXCEPTION HEAD COVERING FOR MEDICAL OR COSMETIC REASONS

- Head decorations and headwear, except those specified above, are prohibited.

EXCEPTION: State associations may on an individual basis permit a player to participate while wearing a head covering if it meets the following criteria: For medical or cosmetic reasons - In the event a participant is required by a licensed medical physician to cover the head with a covering or wrap, the physician's statement is required before the state association can approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play.



3-5-4F

HEAD COVERINGS WORN FOR MEDICAL OR COSMETIC REASONS



A player who needs to wear a head covering for medical or cosmetic reasons is still required to have a letter of permission from the state association.



THE MANUAL- PART 3 - SIGNALS 36 & 37

- Eliminate signal #37 (Team Control Foul)

- Maintain use of signal #36 for Player Control and Team Control Foul
 - Preceded by stop clock (Signal 4). The same hand used to stop the clock is placed at the back of the head (Signal 36). The directional signal (Signal 6) shall be given and then indicate the ensuing throw in spot (Signal 7).
 - A common foul committed by a player while that player is in control of the ball or by an airborne shooter.
 - A common foul committed by a member of the team that has control.



ELIMINATION OF TEAM CONTROL SIGNAL



The player-control foul signal (hand behind the head) will be used to indicate a player-control foul as well as a team-control foul. The punch signal used in the past to indicate a team-control foul was confusing and often used inappropriately.



2021-23

NFHS BASKETBALL INFORMATION



Q-COLLAR

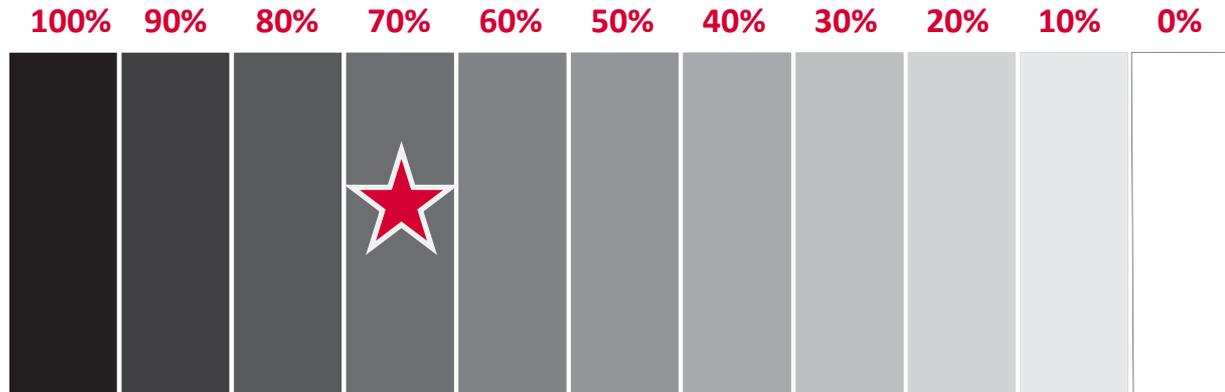
- The FDA has authorized marketing of a new device intended to be worn around the neck of athletes aged 13 years and older during sports activities to aid in the protection of the brain from the potential effects associated with repetitive sub-concussive head impacts. The non-invasive device is called the Q-Collar.
- From a medical perspective, the NFHS SMAC consents to this device being worn by interscholastic athletes.
- The respective NFHS Rules Committees will determine if the Q-Collar will be permissible based on sport-by-sport risk assessments. Basketball does not have a rule that prohibits the wearing of the Q-Collar during competition, therefore, it is permissible to wear during competition.





VISITING TEAM JERSEYS GRAY COLOR SPECTRUM CHART

Effective with the beginning of the 2021 Basketball Season, the color gray and/or any other light colors being used for an away jersey, must meet the 70% shading of the main color being used in the jersey in order for it to clearly contrast with white.





2021-22 Basketball Officials Manual

THREE-PERSON MECHANICS



PRESENTATION TOPICS

- Part 1 – Officiating Principles
- Part 2 – Terminology
- Part 3 – Signals
- Part 4 – Game Procedures for a Crew of Two Officials
- Part 5 – Game Procedures for a Crew of Three Officials





TERMINOLOGY

- **Ball Side:** The location of the ball in the normal frontcourt offensive alignment of a team. In dividing the court down the middle, (using the basket as a center point), end line to end line. The side of the court where the ball is located is ball side.
- **Bump and Run:** A technique when one official “bumps” another official out of his/her current position and the vacating official “runs” down into a new position.
- **Center Official:** The outside official who is in the off-ball position, midway between a step below the free-throw line extended and the top of the circle. The Center official may be table side or opposite side.





TERMINOLOGY

- **Close Down:** Movement of an official (a step or two) related to movement of the ball. The Trail and Center close down toward the end line; the Lead closes down toward the nearest lane line extended.
- **Lead Official:** The official positioned along and off the end line. The Lead official may be table side or opposite the table, but will be on the same side of the court as the Trail.
- **Move to Improve:** A technique that means to “move your feet” in order to “improve your angle” on the play. Helps to eliminate being “straight-lined.”





TERMINOLOGY

- **Opposite Side:** The side of court opposite the table side.
- **Primary Coverage Area (PCA):** Area of responsibility for each official. PCA is determined by ball location.
- **Rotation:** A live-ball situation, whereby the location of the ball keys a change in coverage for the officials. This is implemented when the Lead official moves to ball side dictating a change of position by the Center and Trail officials. The Lead should not rotate until all three officials are in the frontcourt.





TERMINOLOGY

- **Straight-Line:** Refers to a situation that occurs when an official allows his/her vision to be obstructed by a player or players; having to look through a player instead of in between players. When a straight-line occurs, the official is not able to accurately see playing action. The situation is also known as getting “stacked.”
- **Strong Side:** Side of the court determined by the location of Lead official.





TERMINOLOGY

- **Switch:** A dead-ball situation created by an official who calls a violation or foul. After a violation is called or a foul is reported to the table, there may be a change in position of the officials. The switch will normally involve the calling official moving to a new position on the court.
- **Table Side:** The side of the court where the scorer's and timer's table is located.
- **Trail Official:** The outside official positioned nearest the division line, approximately 28 feet from the end line (near the top of the three-point arc). The Trail official may be table side or opposite side, but will be on the same side of the court as the Lead.





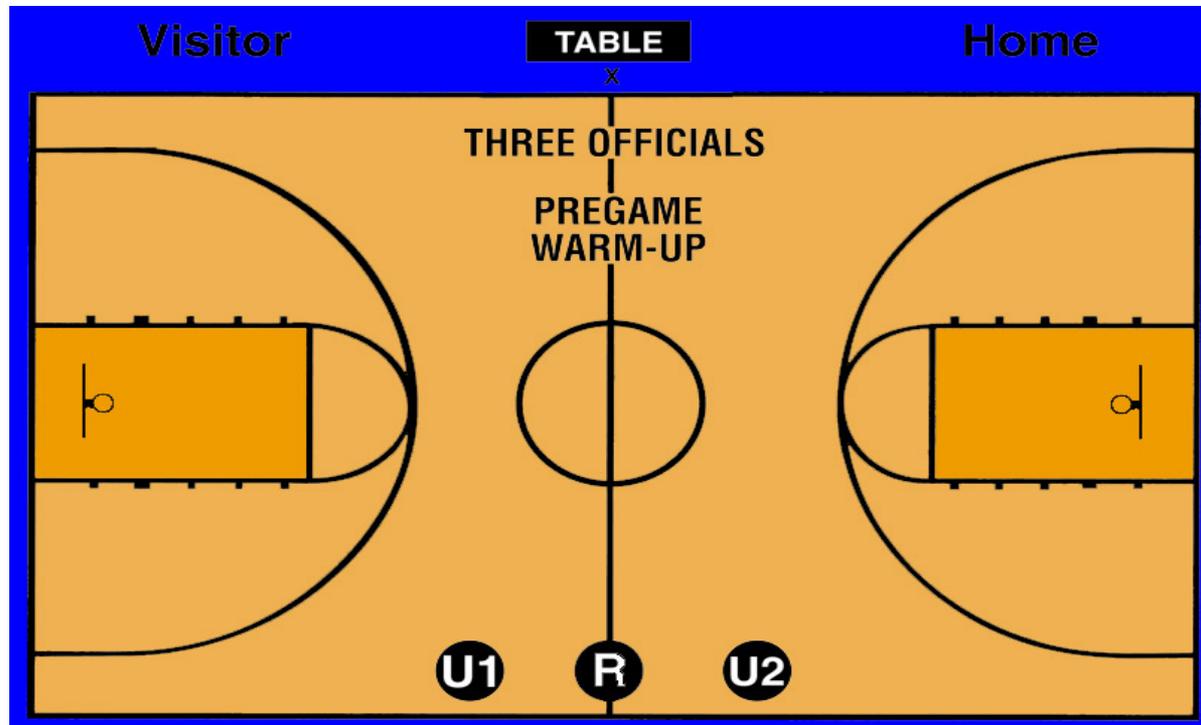
TERMINOLOGY

- **Weak Side:** The side of the court opposite the Lead official; the Center's side of the court.
- **Wide Triangle:** All three officials forming the geometric shape of a wide triangle; keeping all players and activity within the triangle.

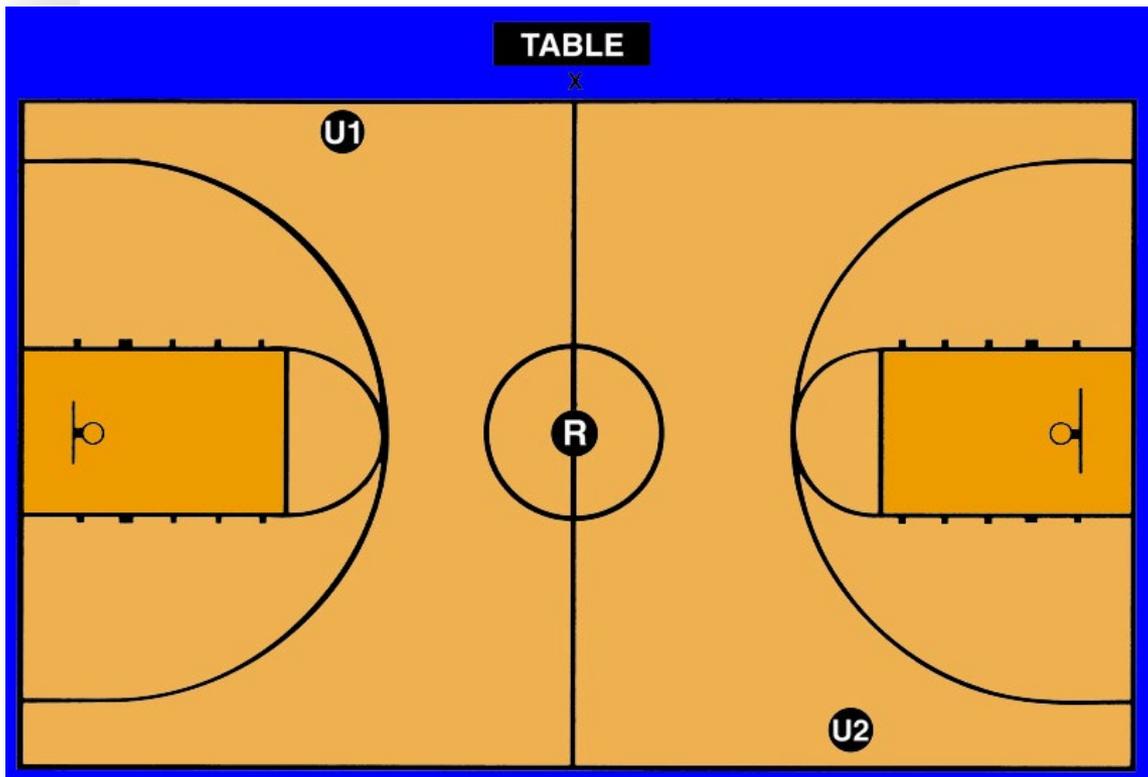


PREGAME POSITIONS

U1 observes home team warm-up
U2 observes visiting team warm-up



JUMP BALL



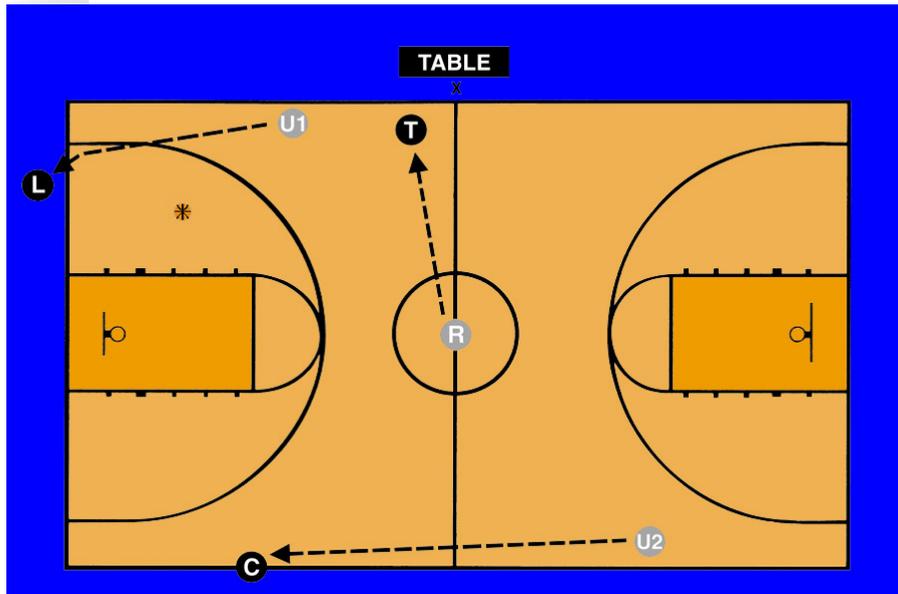
U1 chops clock –
watches jumpers

U2 watches eight
non-jumpers

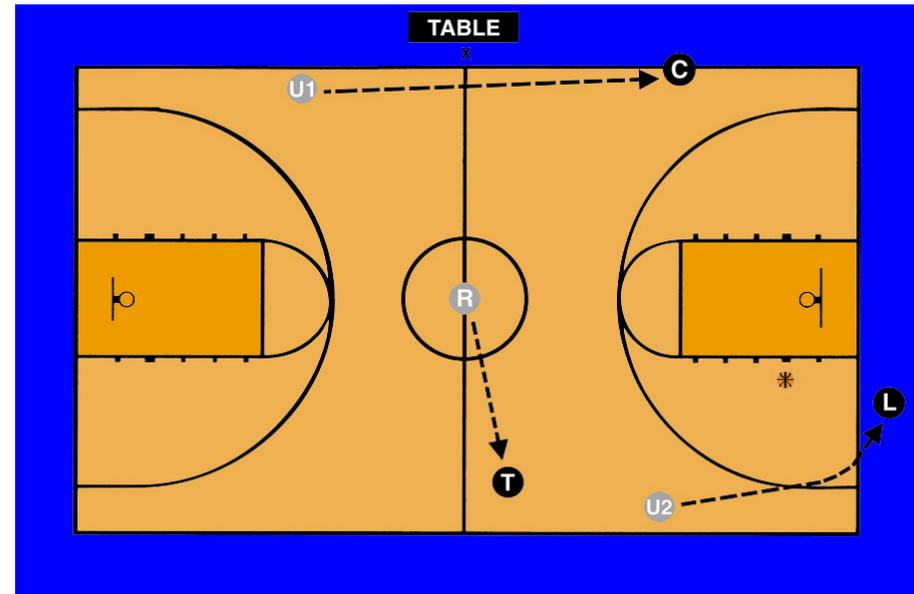
U1 & U2 mindful of
quick 3-pt attempt
and over/back

JUMP BALL

Ball goes left



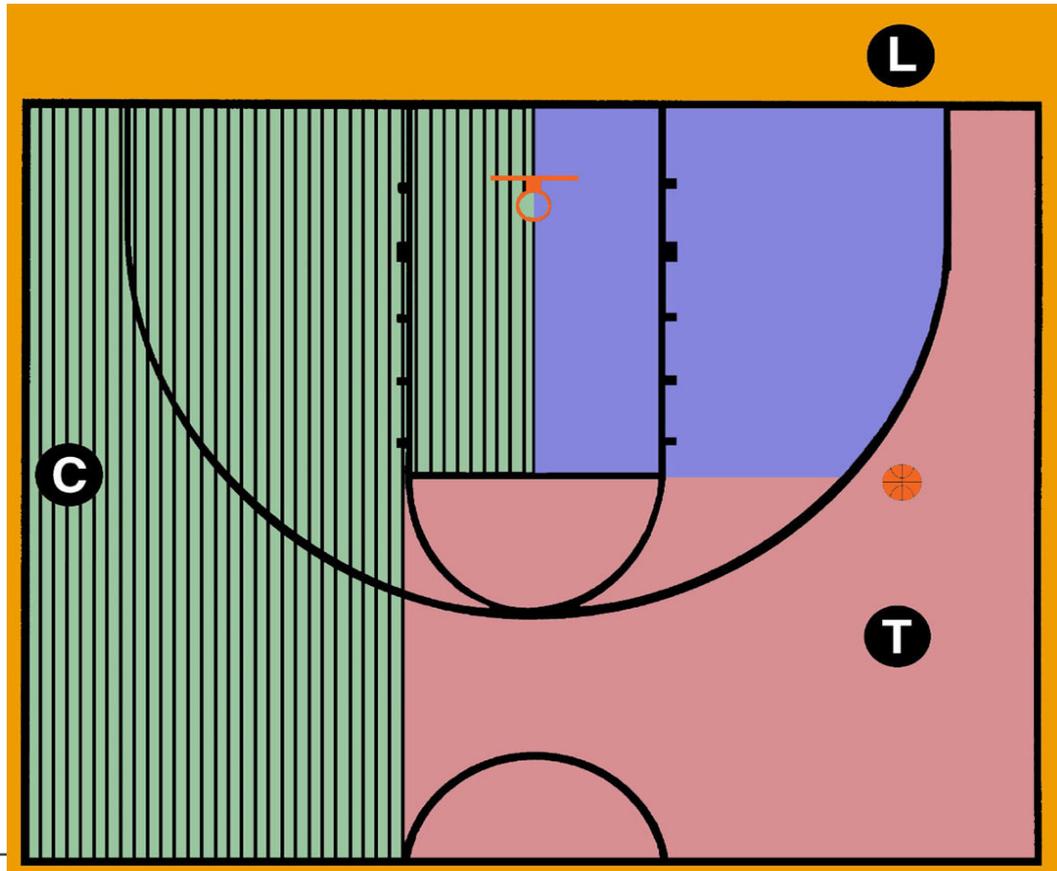
Ball goes right



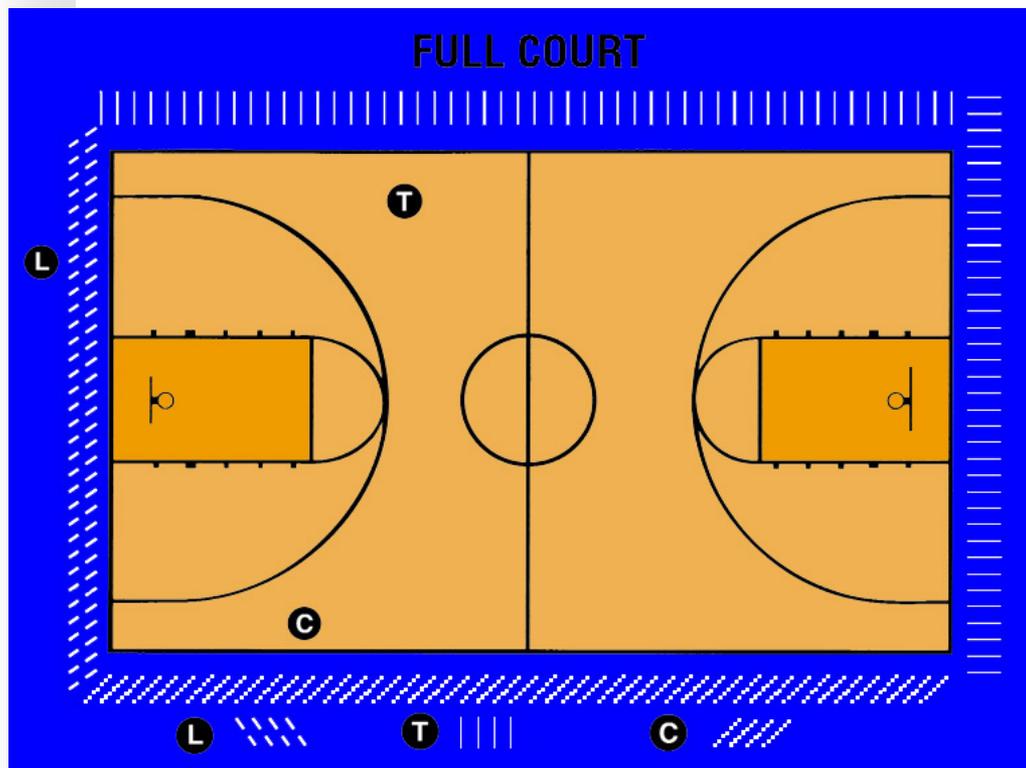
R (tossing official) always goes into T position

PRIMARY COVERAGE AREAS

Both C and T should close down on shots



LINE COVERAGE



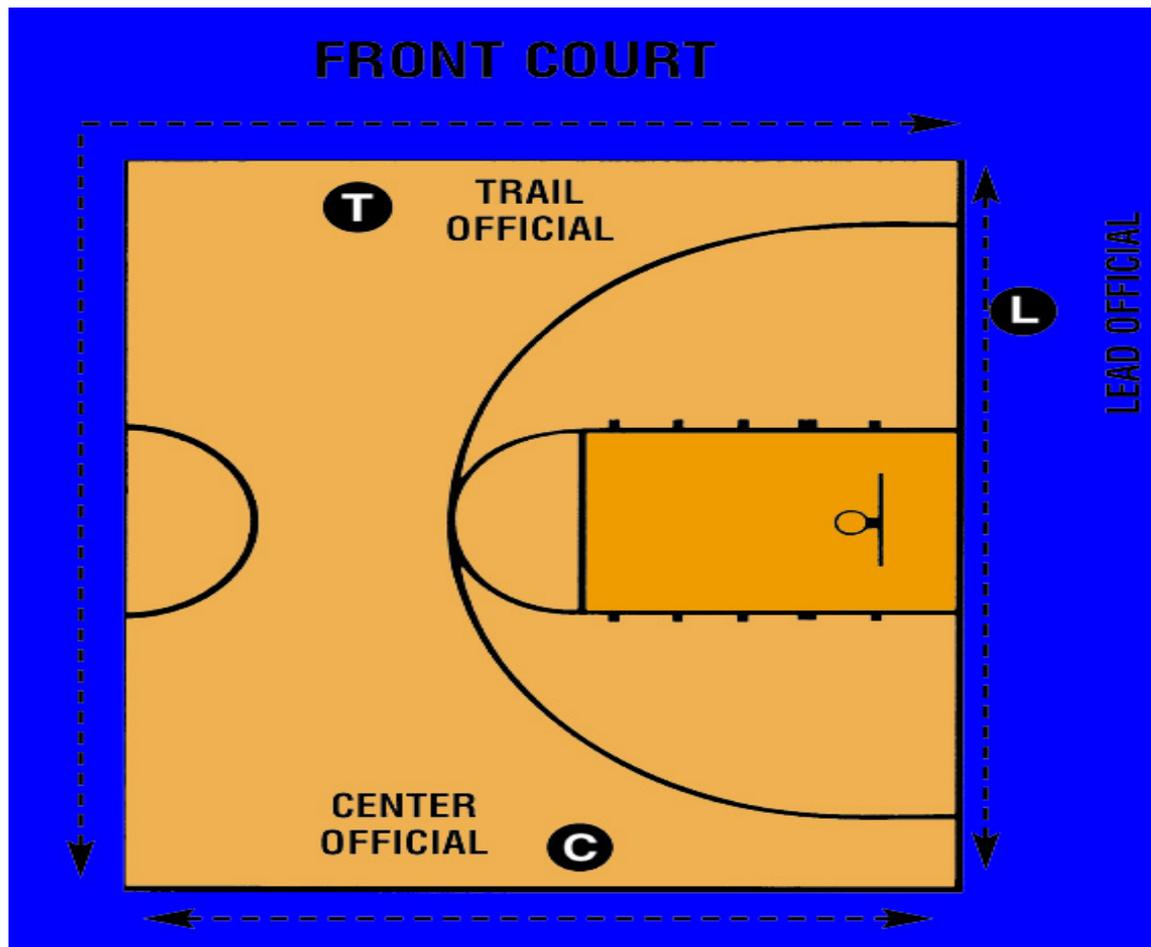
L has entire end line

C has closest sideline

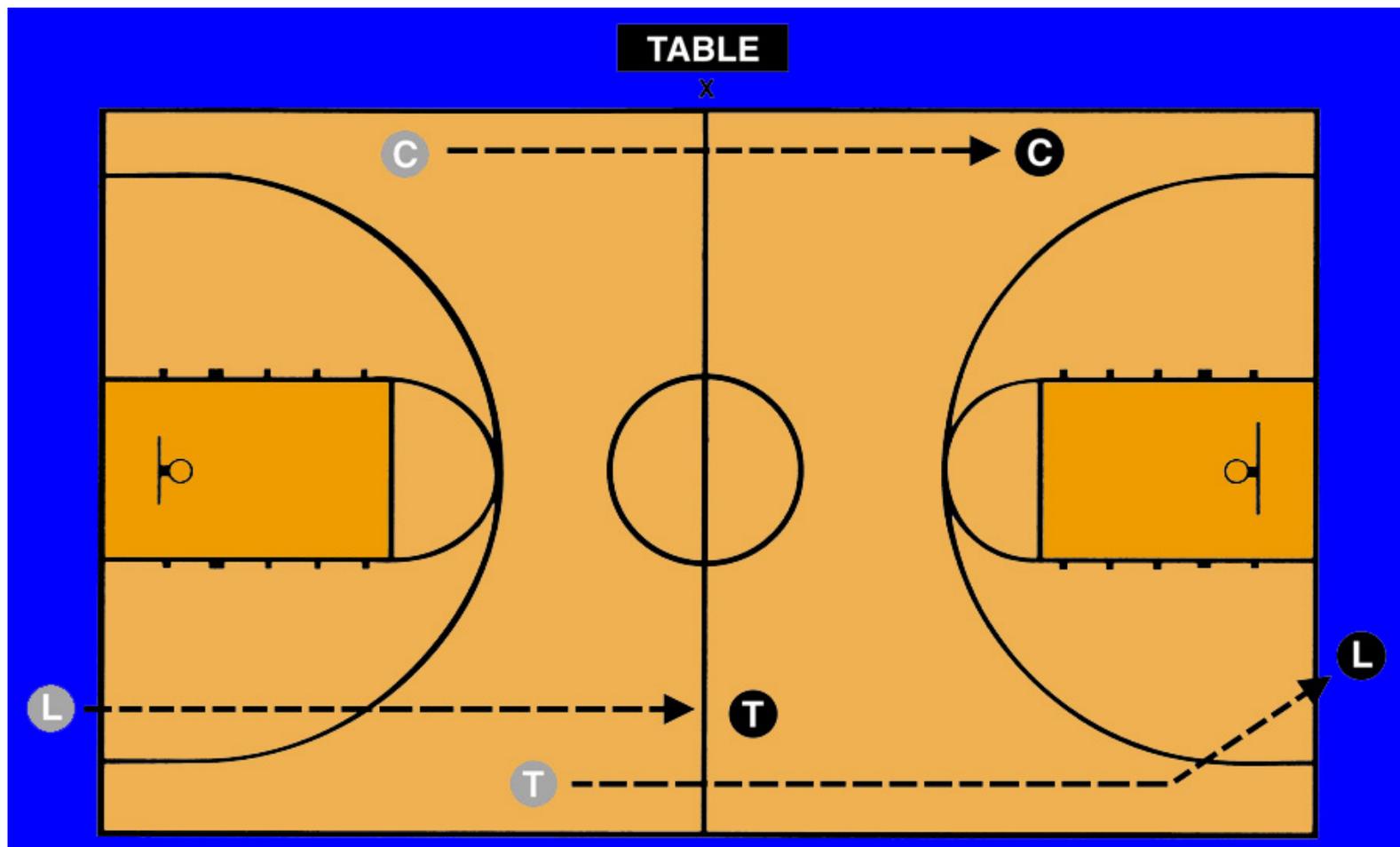
T has closest sideline,
division line, and far end
line

Call only your line

INBOUNDS COVERAGE



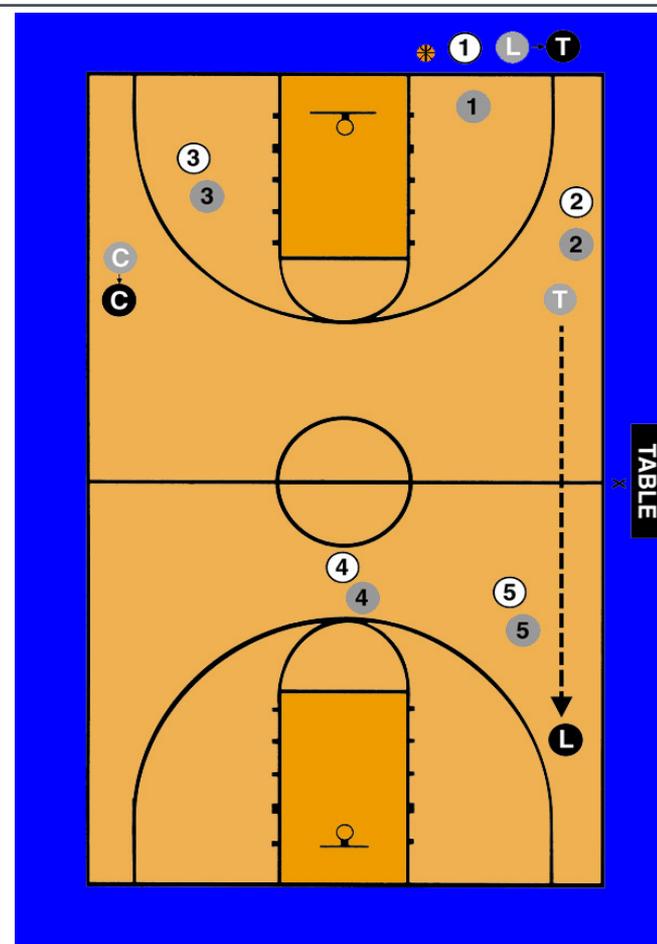
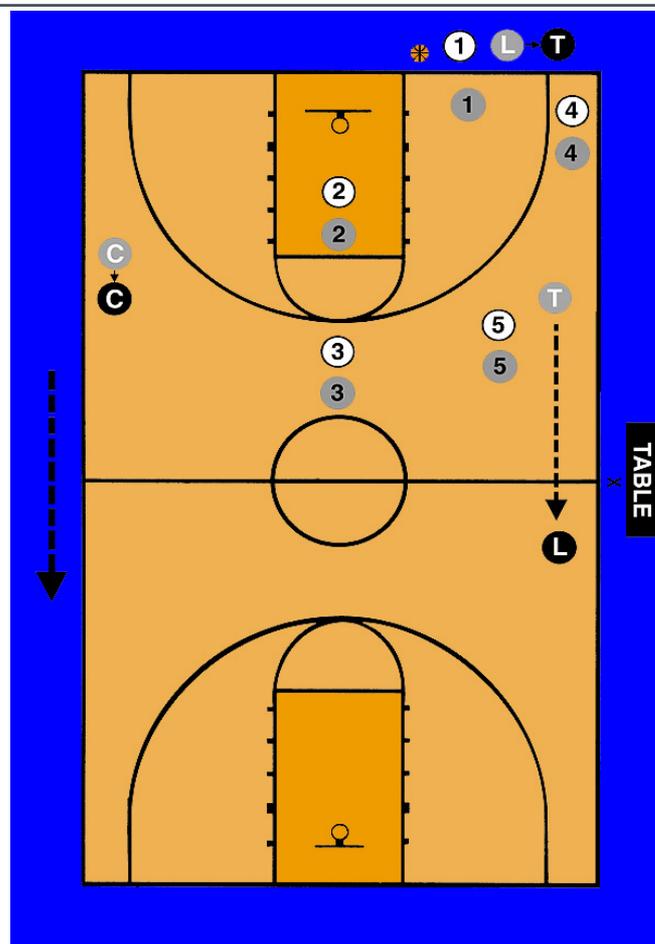
COVERAGES IN TRANSITION



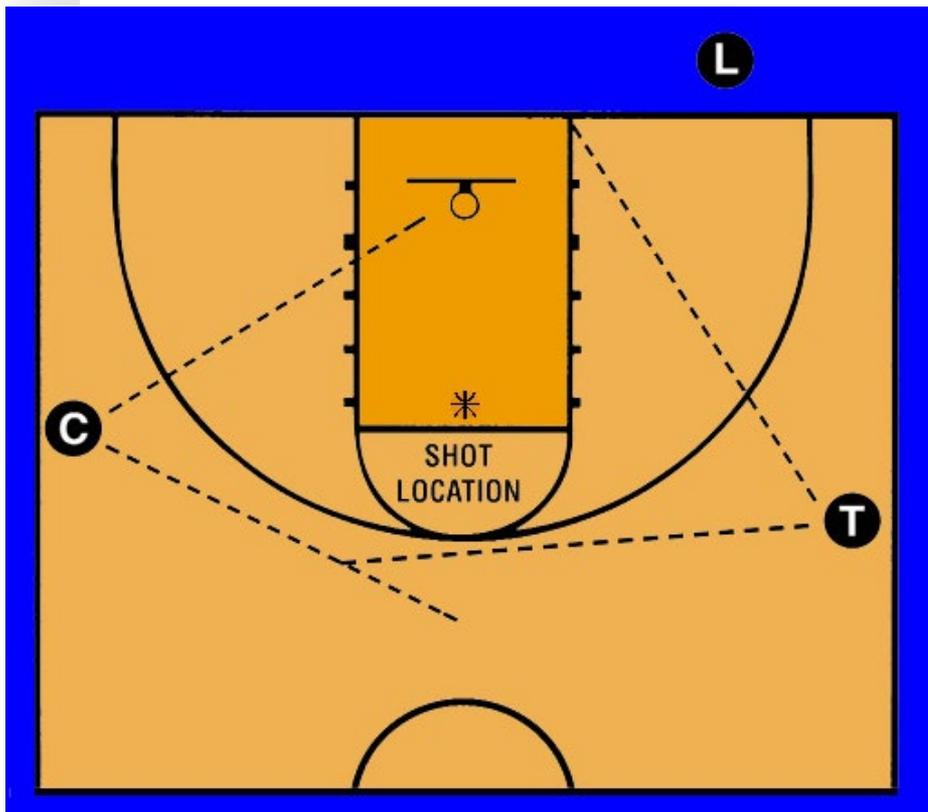
PRESS COVERAGE

C stays in backcourt

L should have deepest player in front and boxed-in



SHOT & REBOUND COVERAGE

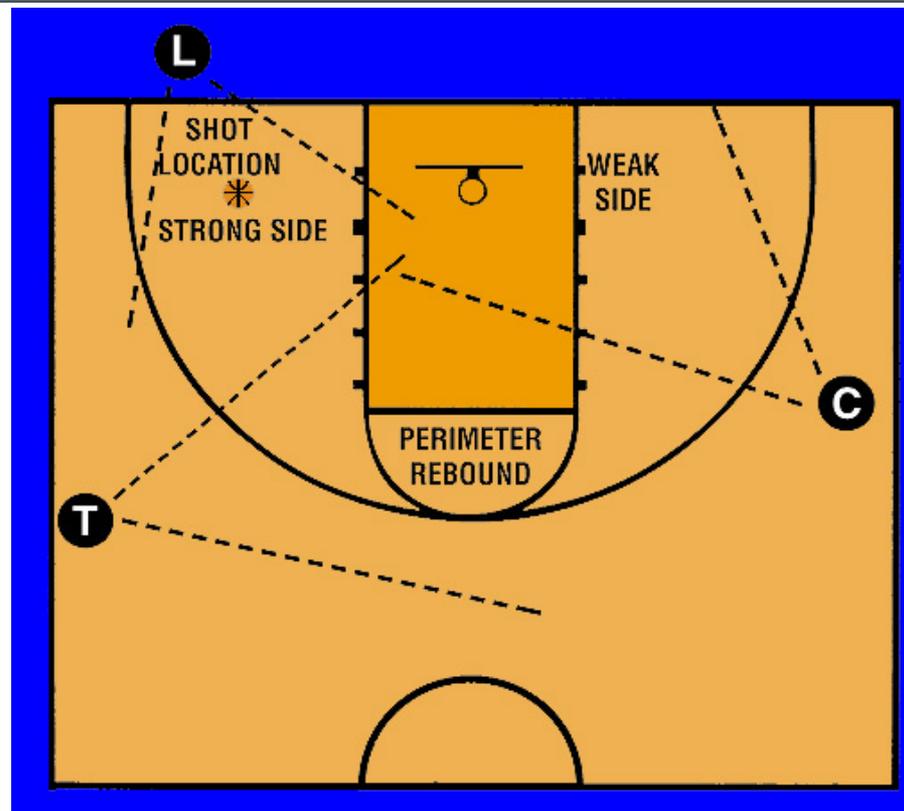
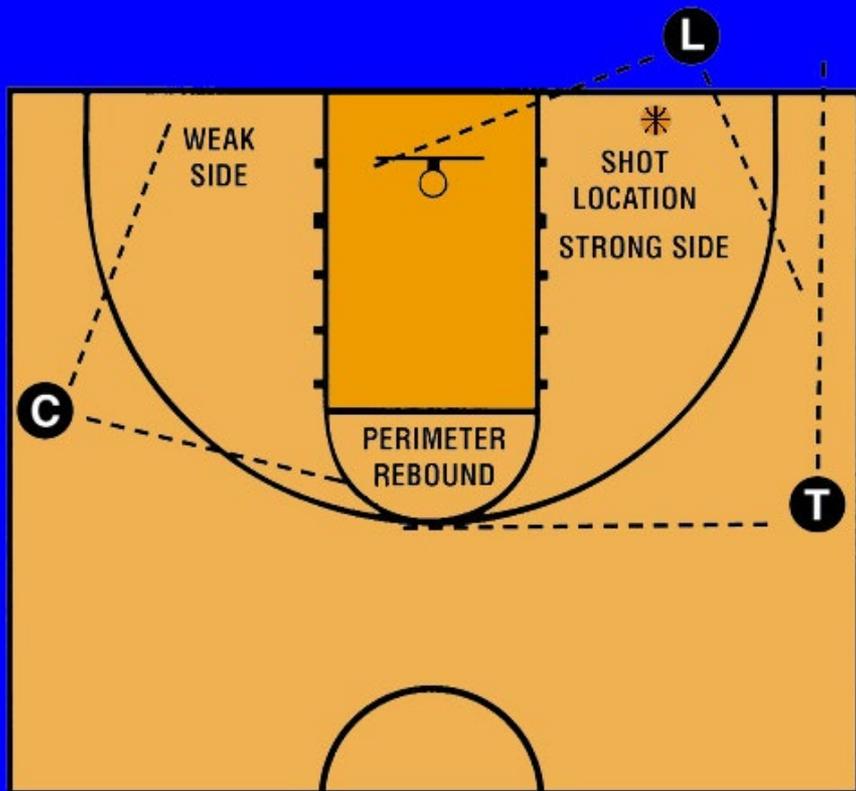


L should not be positioned within lane lines

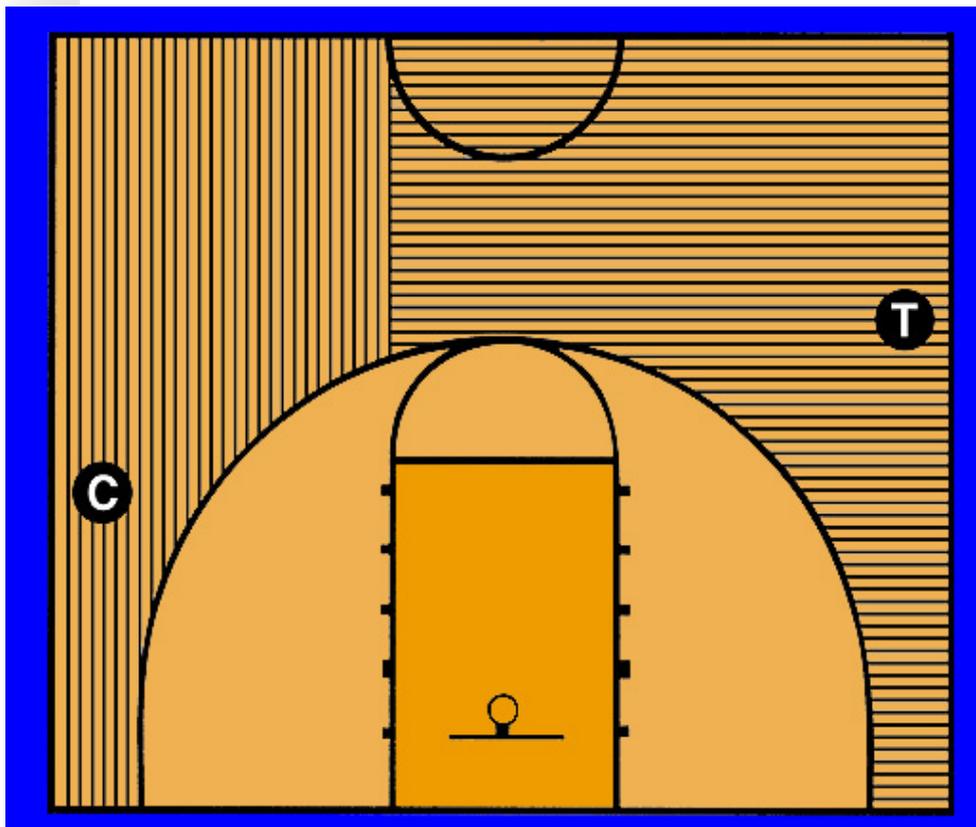
Both C and T should close down on shots

C is primarily responsible for weak side rebounding

SHOT & REBOUND COVERAGE



THREE-POINT SHOT COVERAGE



If both C and T indicate the 3-pt attempt, T referees defense on shooter and stays with shot; C releases and covers rebounding

C/T should mirror the other official's "good" signal



ROTATIONS

- Rotations should be thoroughly discussed at the pregame conference
- Ball location keys the need for a rotation
- The T or C can facilitate a rotation, but **ONLY** the L initiates a rotation
- A rotation should only take place when all three officials are in the frontcourt
- A rotation begins when L moves laterally and penetrates the key area





ROTATIONS

- Rotation is not complete until L passes beyond far lane-line extended
- L must officiate play in the post – even while moving across the lane
- If the L begins to rotate and ball is quickly reversed or a quick shot taken – L does not have to complete rotation
- There should rarely be two T's – there may be two C's for brief periods of time





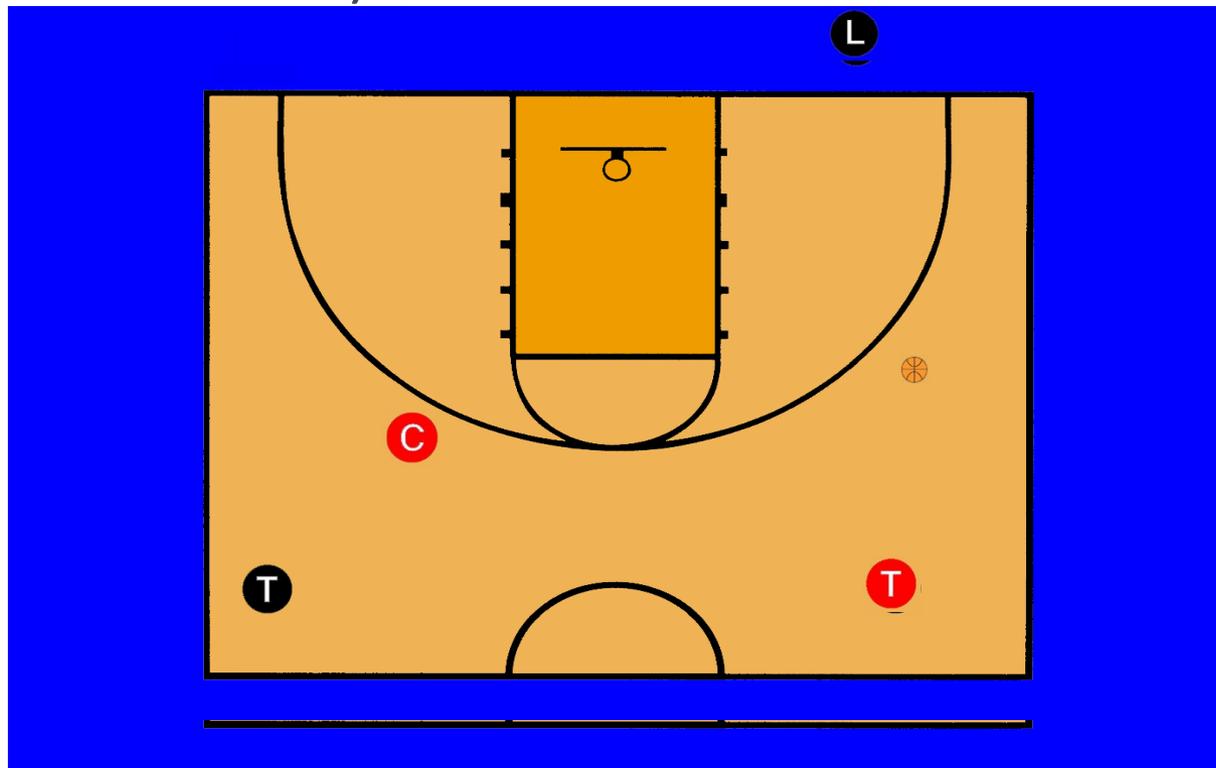
ROTATIONS

- If a trap occurs near the division line on C's side of court, C moves higher to officiate that play and L should initiate a rotation
- If L does not rotate – C should go back to a normal C position when play permits
- Remember, only the L initiates a rotation! The C only *facilitates* the rotation in this case.



ROTATION SEQUENCE

L goes to ball-side, T closes down, C completes rotation (last to rotate)



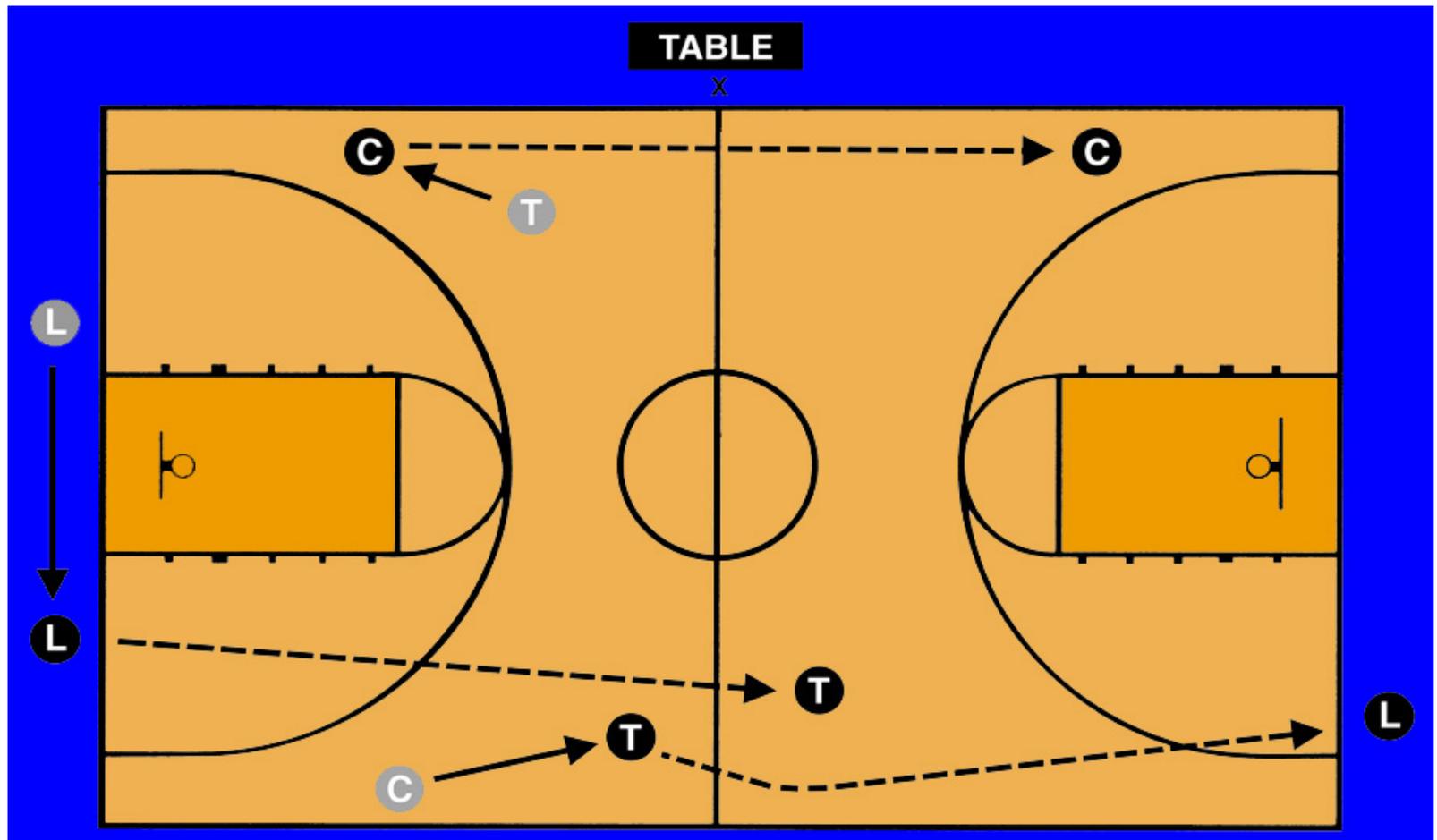


TRANSITION AFTER ROTATION

- All officials must recognize rotation has occurred
- If L rotated late and a transition occurs – it is old L's (new T's) responsibility to look up court making sure partners picked up rotation
- If not, the new T should be prepared to adjust his/her location on the floor



TRANSITION COVERAGE AFTER ROTATION



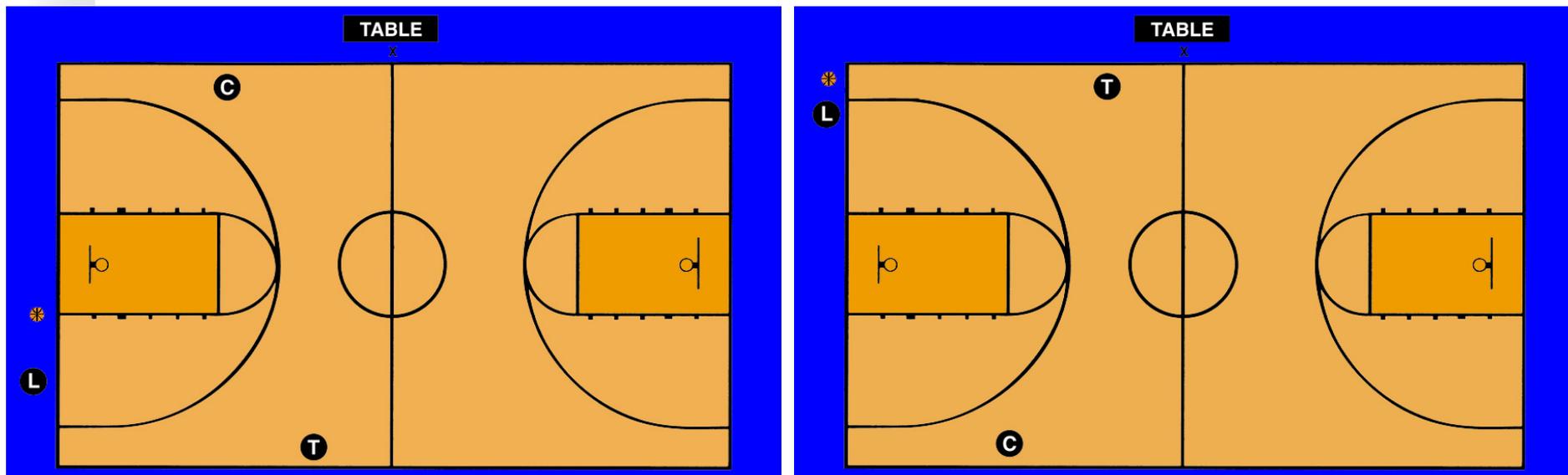


THROW-IN CUES

- L may administer throw-ins on either side of player when staying in frontcourt; T mirrors clock-chop signal
- T handles all throw-ins in the backcourt – regardless of location – “bump and run” if necessary
- T may bounce any sideline or end line throw-in (depends on defensive pressure)

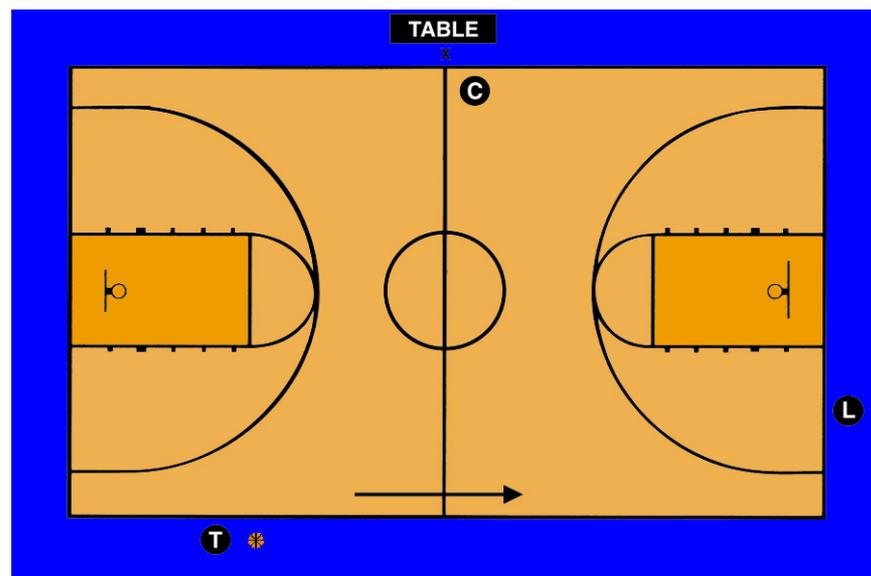
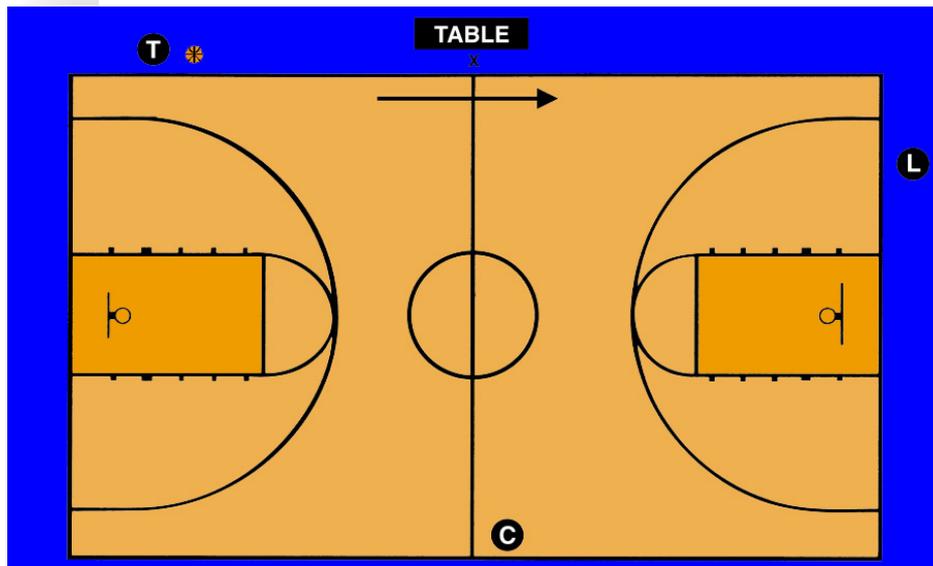


END LINE THROW-INS IN THE FRONT COURT



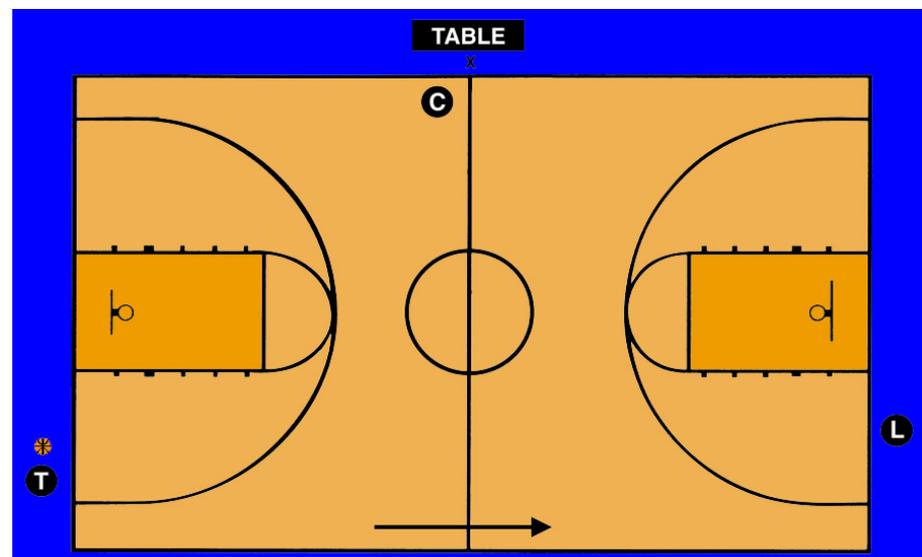
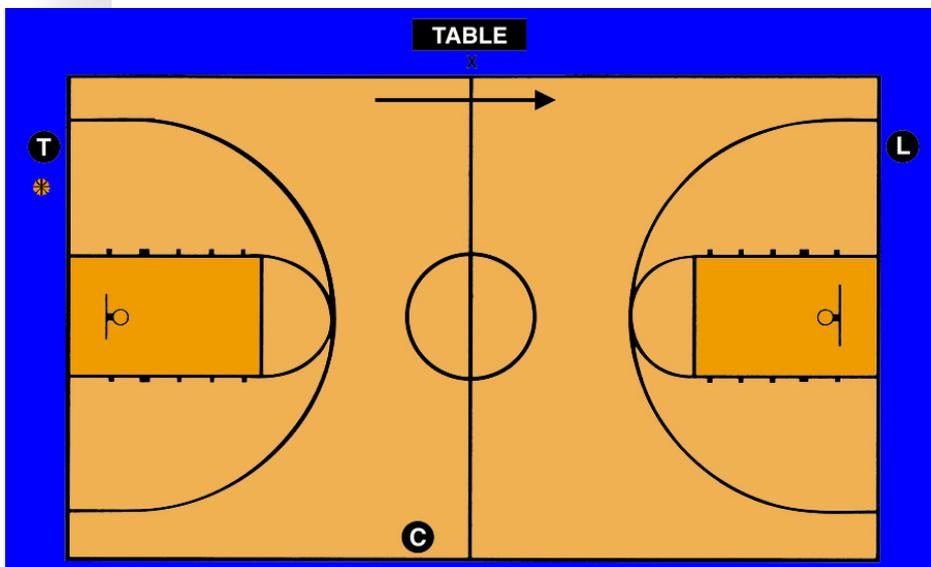
L may administer throw-ins on either side of player when staying in frontcourt; T mirrors chop-clock signal

SIDELINE THROW-INS IN THE BACKCOURT



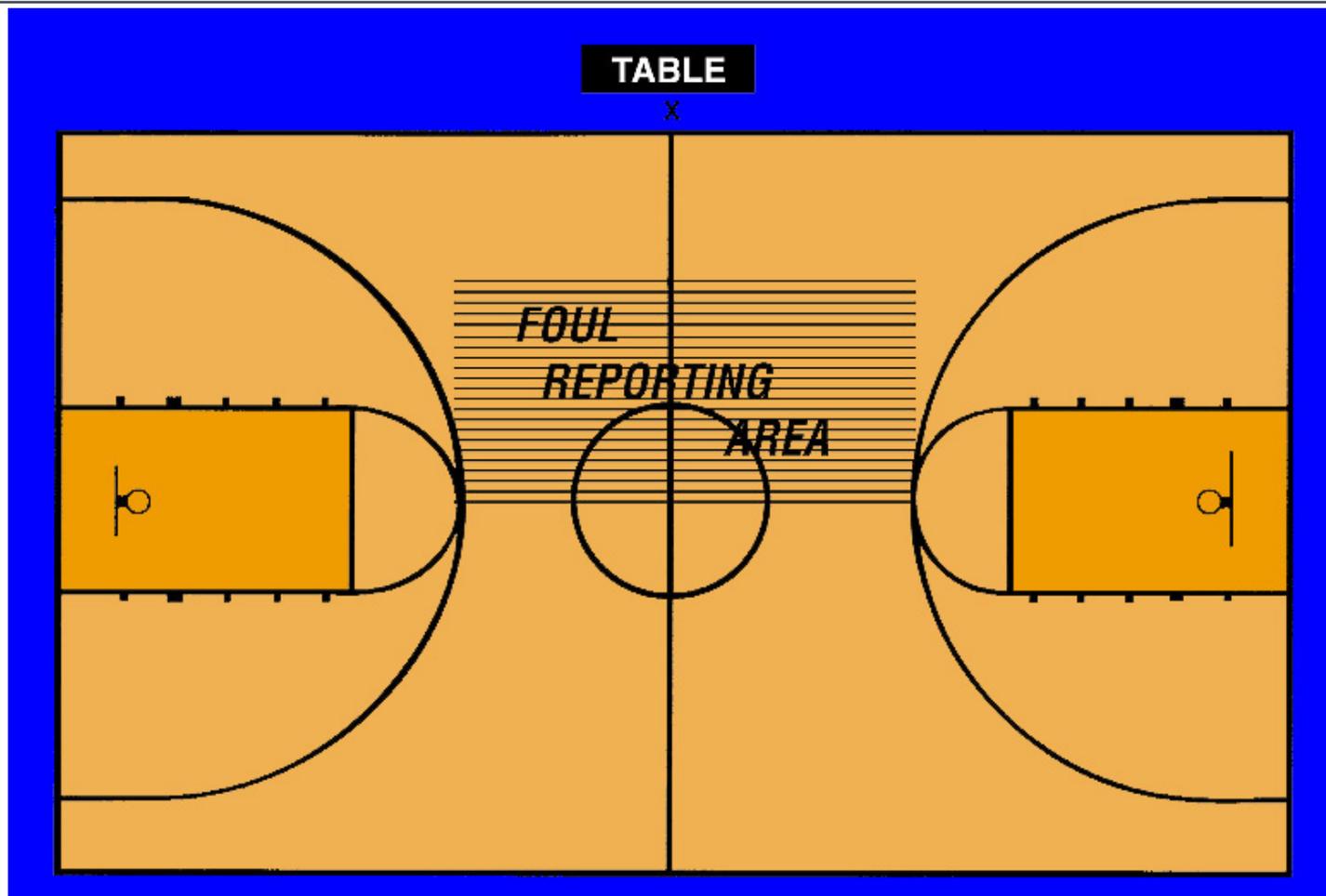
T handles all throw-ins in the backcourt – regardless of location – “bump and run” if necessary

END LINE THROW-INS IN THE BACKCOURT



If no pressure, C and L may go to home locations

FOUL REPORTING





FOULS & BASIC SWITCHING

- Non-calling officials should observe all players
- Calling official goes table side after reporting
- Official originally table side fills the vacancy left by the calling official





FOULS & BASIC SWITCHING

- Third official remains in same position occupied at time of foul
- If calling official was table side, no switch occurs



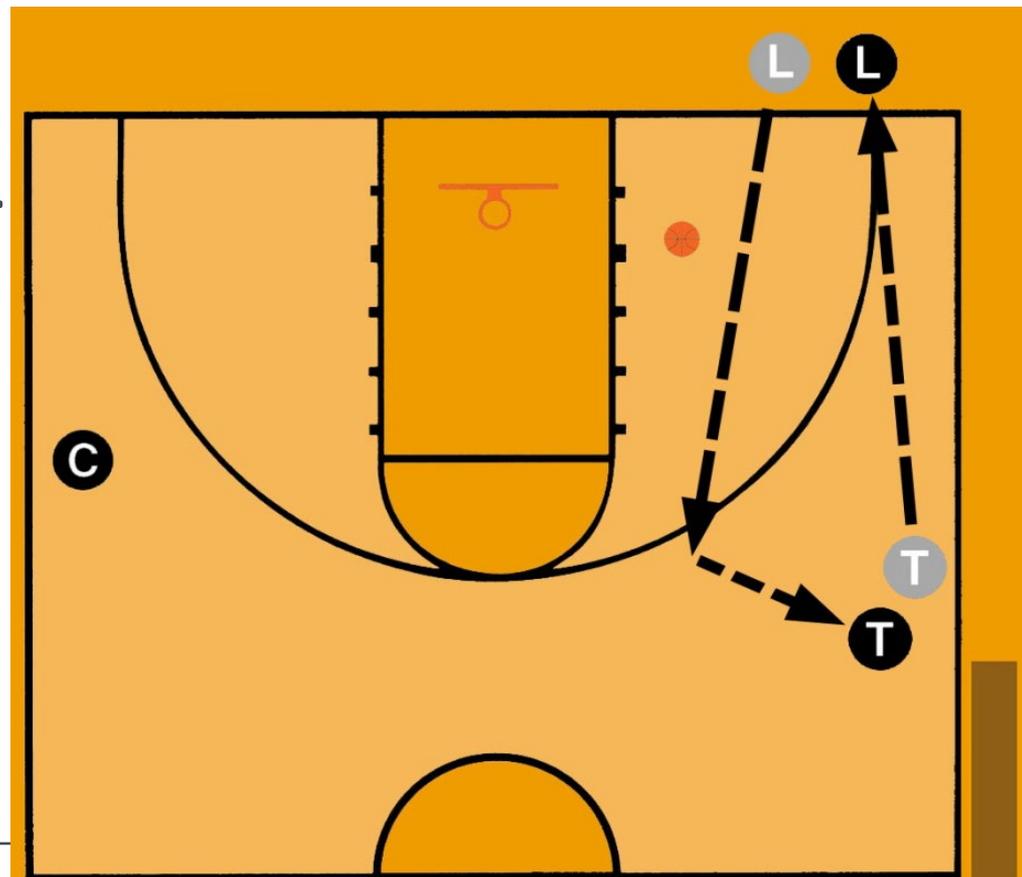
FOUL REPORTING & SWITCHING

Staying in the Frontcourt

Lead calls tableside foul
goes to reporting area.
Becomes new T

T becomes new L

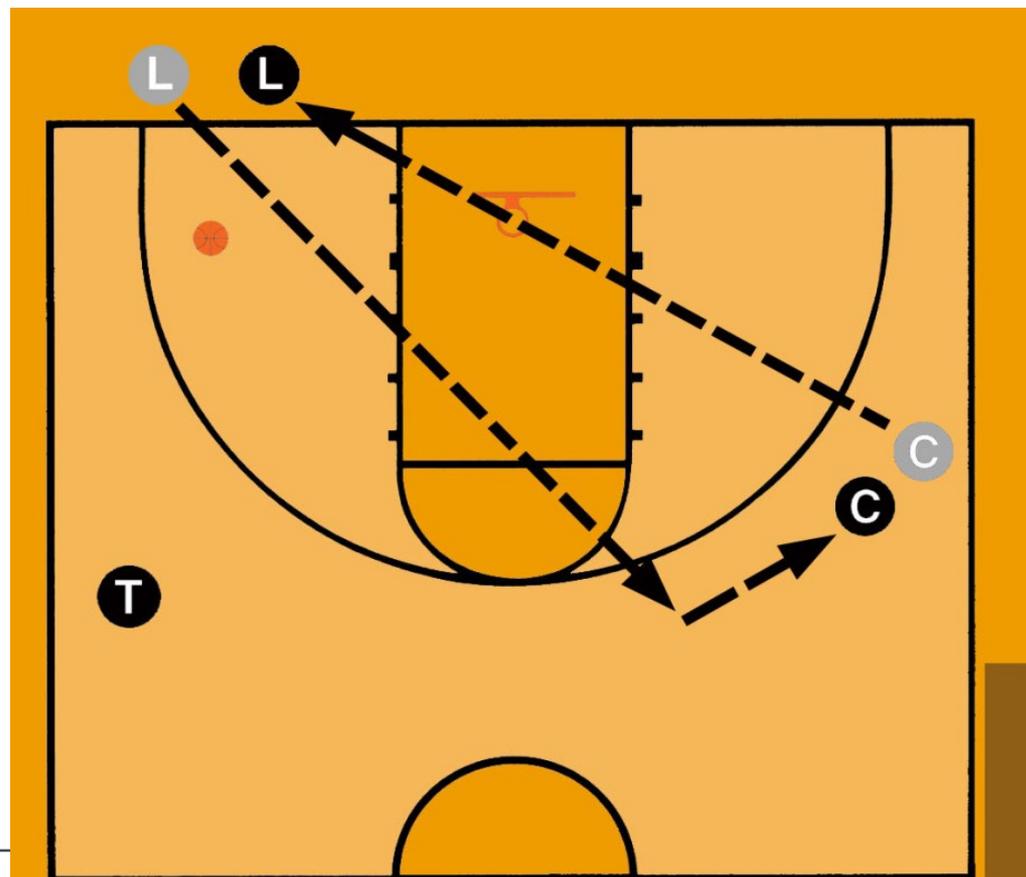
C remains C



FOUL REPORTING & SWITCHING

Staying in the Frontcourt

Lead calls foul
opposite table
goes to reporting
area. Then
becomes new C.
C becomes new L
T remains T



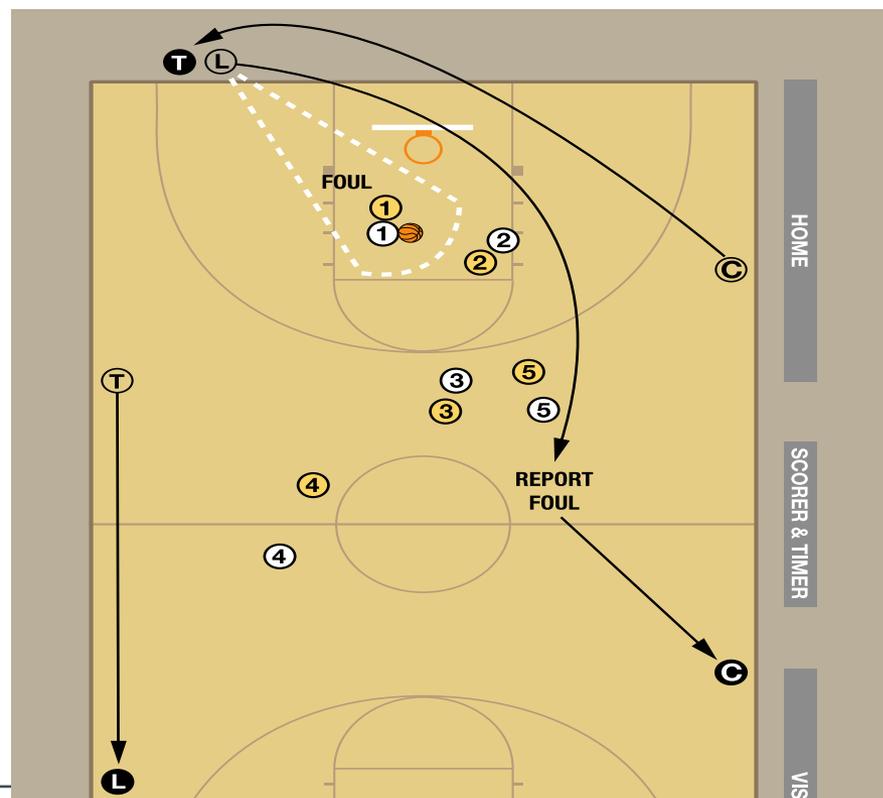
FOUL REPORTING & SWITCHING ON OFFENSIVE CALLS

L calls foul opposite, reports and moves to front court to become the new C

Old T becomes new L

C becomes the new T and administers the throw-in

Backcourt to Frontcourt - No Free Throws



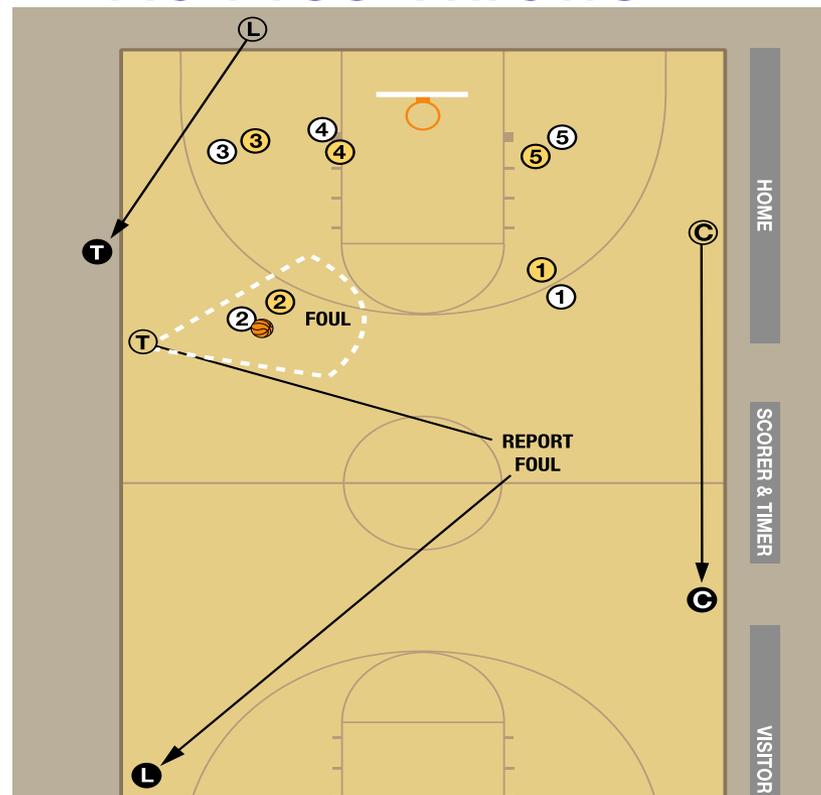
FOUL REPORTING & SWITCHING ON OFFENSIVE CALLS

T calls foul opposite, reports and moves opposite to become new L

Old C becomes new C

L goes to sideline to administer throw-in and becomes new T

Backcourt to Frontcourt - No Free Throws



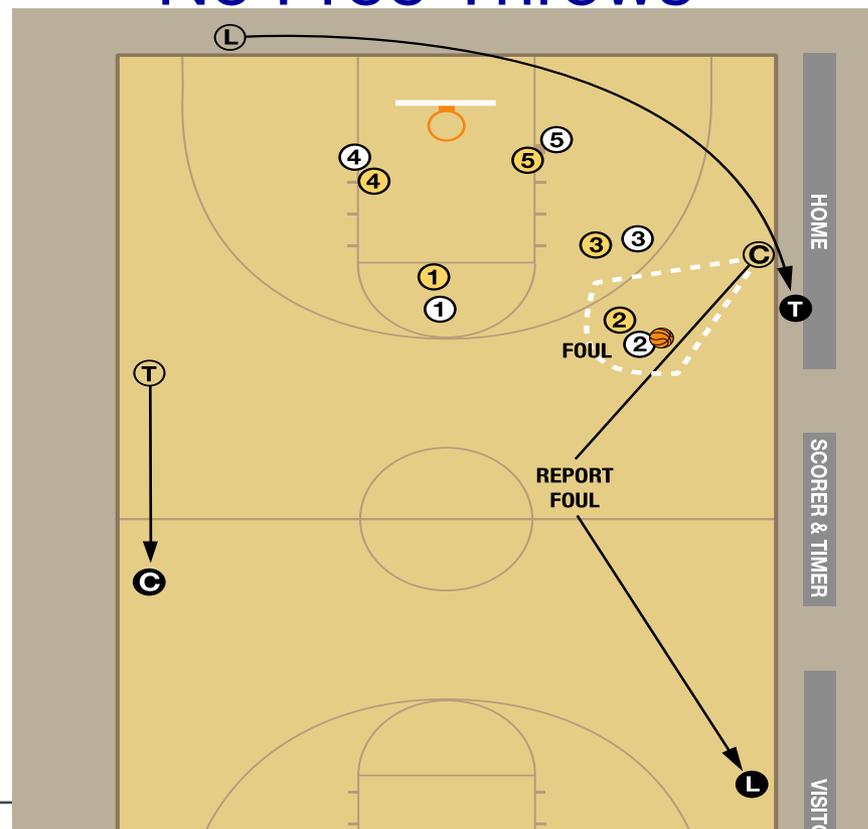
FOUL REPORTING & SWITCHING ON OFFENSIVE CALLS

C calls tableside , reports and slides down to become new L

Old T becomes new C

L goes to sideline to administer throw-in and becomes new T

Backcourt to Frontcourt - No Free Throws





DISQUALIFICATION PROCEDURE

1. New table side (C or T) official:
 - Notifies coach
 - Requests timer to begin 20-second replacement interval
 - Notifies disqualified player
2. Officials not administering disqualification position for subsequent throw-in or free throw





DISQUALIFICATION PROCEDURE

3. Administering official takes a position on division line half way between center circle and sideline nearest table to administer substitution





FREE THROWS

- Calling official becomes T – observes all action and assists with violations, rebounding action and fouls
- L administers all free throws – has responsibility for bottom lane space and three spaces on the opposite line
- C has responsibility for shooter, flight of ball, and top two lane spaces on opposite line
- C and T close down on last shot attempt



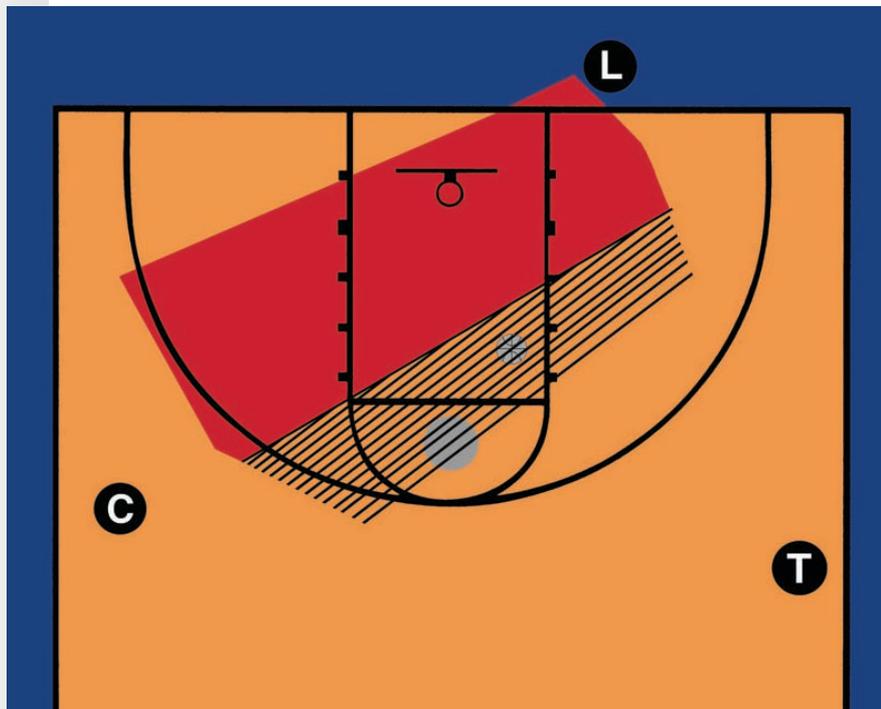


FREE THROWS

- T is at approximately the 28-foot mark and just inside the tableside boundary line – *NOT* at the division line
- L is approximately 4 feet from near lane line for *ALL* free throws
- C is halfway between the near lane line and the sideline; just above the free-throw line extended



FREE THROWS



Calling official becomes T
L administers all throws
C and T close down on last
shot attempt

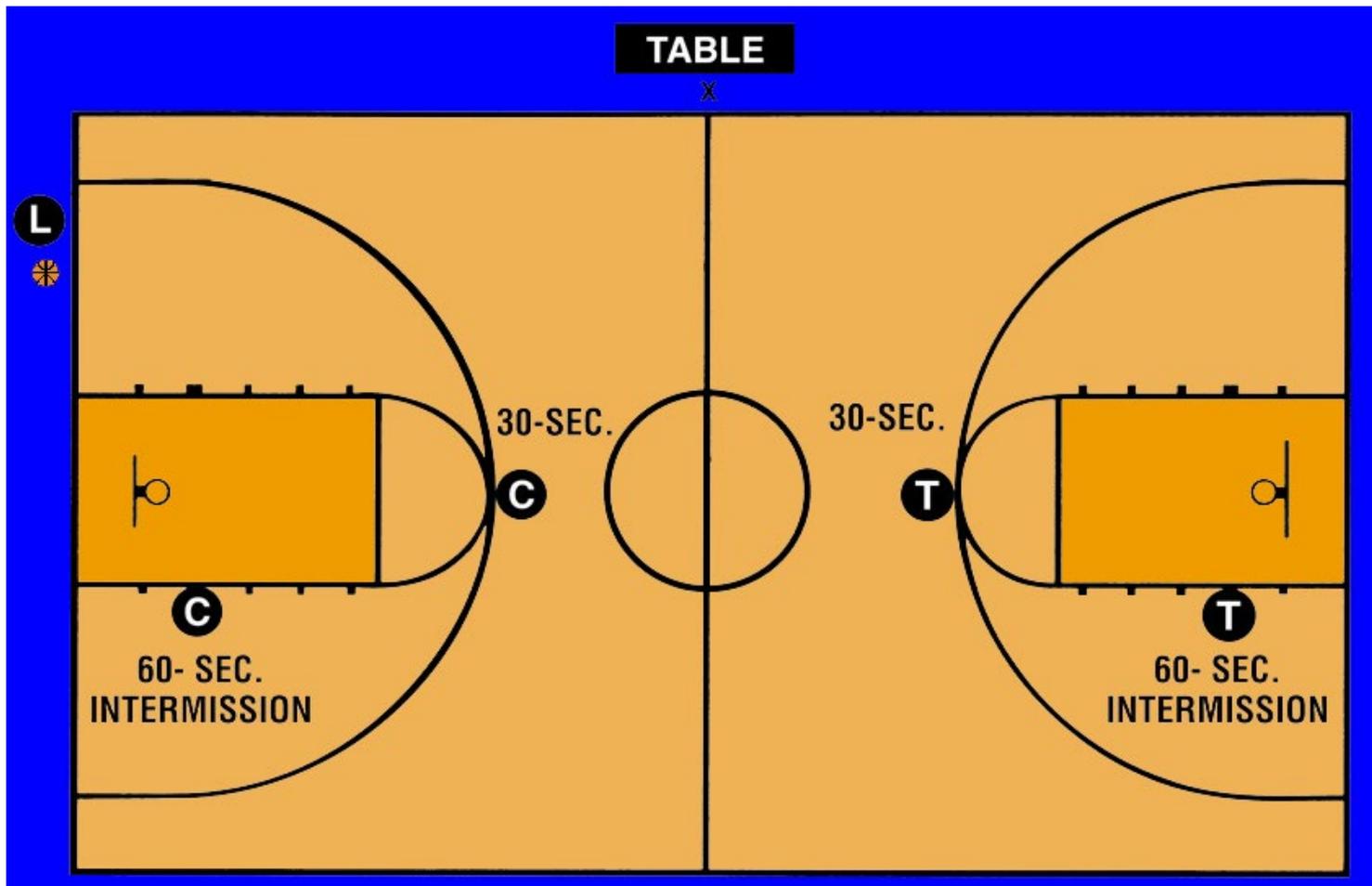


TIME-OUTS & INTERMISSIONS

- Administering official stays with ball at resumption of play location – puts ball on floor if movement is necessary
- Positioning of two free officials:
 - 60-second time-out/intermission – nearest block
 - 30-second time-out – top of three-point arc
- Officials should observe bench and table activity



TIME-OUTS & INTERMISSIONS





LAST-SECOND SHOT

- C or T – Opposite table official is responsible
- L may offer assistance or be responsible on fast break
- Responsible official communicates with partners that he/she has the last-second shot
- Discuss during pregame





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THANK YOU!

