

2011 / 2012 CYO Basketball Coaches Survival Guide



Northern Coast Officials Association

Introduction

Welcome to the 2011/2012 season of basketball. The basketball officials of the Northern Coast Officials Association (NCOA) look forward to working the games and doing an excellent job for the players.

Mission Statement

NCOA exists to provide quality and professional officials to schools, recreation departments and other contracting agencies; to ensure those games are played fairly in accordance with the intent and purpose of the rules.

Assignors

The assignors of officials for NCOA Basketball is **David Clark and Gary Frieders**, who can be reached at **538-5190**.

If there is a scheduling issue, please contact your parish's Athletic Director who will contact John Namkung.

Rules Interpreter

The co-lead instructor and rules interpreter for NCOA is Gary Frieders, who can be reached at **(707) 237-5250**. Email: ncoa@sonic.net.

Gary is also the NCS Basketball Rules Interpreter.

Officials

In preparation for this season the officials of NCOA have attended several rule meetings and court clinics. These officials must pass a 124 question rules review exam with a score 90% or better to be certified to officiate basketball.

If there is an issue with official(s), please contact your parish's Athletic Director who will contact John Namkung.

Game Site Administrator

A Game Site Administrator is ***required*** to be in attendance at each game for all levels. The game site administrator or his/her representative (an adult) must escort officials at half time and at the conclusion of the game to a locker room and open the locker room for the officials.

The site administrator CAN NOT be part of the coaching staff for the game being played.

If a significant event occurs during the game, the site administrator or his/her representative must escort the officials to their vehicles when departing.

The Game Site Administrator or his/her representative must be near the officials during half-time and between games.



Myth's of Basketball Rules Quiz

Myth or Fact	1. During a throw-in or free throw, the player moves their pivot foot – this is traveling.
Myth or Fact	2. A player dives for a loose ball and slides about 10 feet before coming to a stop – this is traveling.
Myth or Fact	3. A player cannot dribble a ball no higher than their waist, otherwise they will be called for a “high dribble” violation.
Myth or Fact	4. A hard thrown ball is stopped by a player and the ball bounces to the floor. This same player grabs the ball and then starts dribbling. This is double dribble.
Myth or Fact	5. When the ball is loose on the floor and players are going for it. Officials should primarily look to call a held ball quickly.
Myth or Fact	6. Slapping the net while the ball is in the air during a try for goal is always basket interference.
Myth or Fact	7. Slapping the back board is always a technical foul.
Myth or Fact	8. During a throw-in an inbounds player, while airborne, catches the ball and lands with a foot in the front court first then a foot in the back court is a back court violation.
Myth or Fact	9. There is a penalty for “moving screens”.
Myth or Fact	10. “Reaching in” is not legal.
Myth or Fact	11. If a defender is moving when contact occurs the defender should be called for a foul.
Myth or Fact	12. If a defender has his/her arms straight up above their head and the shooter makes contact with this defender a foul should be called on the defender.
Myth or Fact	13. An airborne player has the right to come down to any spot on the floor even if the defender got to the spot first prior to the player going airborne.
Myth or Fact	14. A 6’5” player reaches over a 5’6” player to grab a rebound without making contact. A “over-the-back” foul should be called.
Myth or Fact	15. A player is standing on the floor while attempting a shot is fouled, will not be awarded free throws because he/she “was on the floor” at time of contact.
Myth or Fact	16. An intentional foul should only be called if a player fouls an opponent who is not making a play on the ball.
Myth or Fact	17. 3-seconds in the key violation can be called during rebounding action.

Answers: All the above are “myths”.

Significant Rule Changes for 2011/2012

Arm Compression Sleeve Requirements

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

Team Control

Team control now exists during a throw-in when the thrower-in has the ball at his/her disposal. If a teammate of the player making the throw-in fouls no free throws will be awarded to an opponent, even if they are in the bonus.

Intentional Foul

Some changes were made to intentional foul definition (4-19-3). Most significant is if a opponent contacts a player making a throw-in it is an intentional foul no matter which side of the inbounds line the contact was made.

Double Fouls, Double Technical Fouls and Simultaneous Fouls

No free throws are awarded. Ball put back in play at the point of interruption.

Note: single technical fouls are still penalized the old way of two free throws and ball inbounded at half-court to the offended team.

Points of Emphasis for 2011/2012 Season

Traveling -

- Traveling rule has not changed.
- Specific areas of concern:
 - Spin move
 - Step-through move
 - Jump stop
 - Perimeter shooters taking extra 'hop'
 - Lifting the pivot foot before starting the dribble

Guidelines for teaching & officiating Traveling

- **Find the pivot foot.**
- At start of dribble, ball must be released before the pivot is lifted.
- After dribble has ended, the pivot may be lifted, but the ball must be released on a pass or try before it returns to the floor.
- A player may never take two steps while in possession of the ball.

Sporting Behavior

- Pregame Situations.
- Taunting/Self-Promotion.

Guidelines for Teaching and Officiating

- Handchecking/Body Fouls.
- Screening.
- Post Play.
- Rebounding

Free-Throw Administration

- Fouls must be called when they occur during free throws – just as they would for illegal contact during rebounding activity off of any try.
- Of specific concern:
 - Players locking-up arms.
 - Use of force to drive players under the basket.
 - Pushing and displacing
- Disconcertion is also a concern since the spaces closest to the shooter are now occupied.
- Other violations may occur as players attempt to gain a rebounding advantage.
- Players shall not enter, leave or touch the court outside the marked lane space.



Safety Concerns

Any item, in the judgment of the official, that constitutes a safety concern.

A player's fingernails and hairstyle are still given as examples.

NFHS **Safety Concerns** **3-7** **REFEREE**

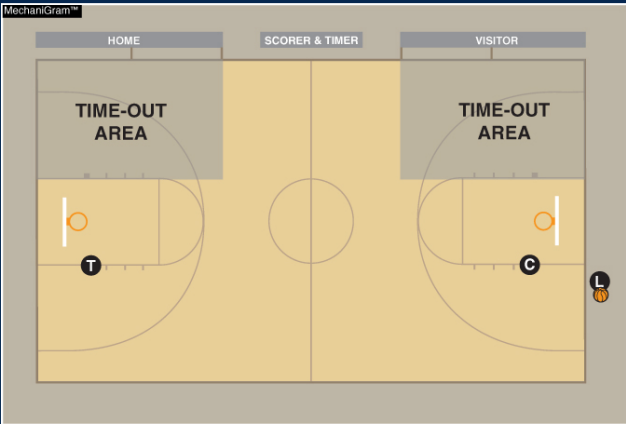


FINGERNAILS TOO LONG SHARP EDGES

© REFEREE ENTERPRISES, INC. 2009 Frame 5

Time-Out Area

NFHS **Time-Out Area Clarified** **1-13-3, 5-12-5** **REFEREE**



HOME SCORER & TIMER VISITOR

TIME-OUT AREA TIME-OUT AREA

T C L


© REFEREE ENTERPRISES, INC. 2009 Frame 3

Time-out Administration: Injured Players

- Player with blood or injury may remain in game with a time-out (3-3-5 & 6)
- A player who must leave game because of injury or blood may remain in the game if the team calls a time-out (60 or 30-second) and the situation can be corrected by the end of the time-out.
- An editorial change to Rule 3-3-6 added a note clarifying that **both teams** must request a time-out in order to keep two opposing players in the game that were both directed to leave for injury/blood.
- If both teams request a time-out to keep players in the game, the time-outs run **concurrently**.



Replacing an Injured Player Rule 2-12-5 Note NEW



A



PlayPic™

B



PlayPic™

C



PlayPic™

Coach, Number 32 is injured. You'll need a sub.

D



PlayPic™



Injured Player — Player Removed — Inform Coach — Begin 20-Second Interval

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Block / Charge

The two main components of legal guarding are:


- *Obtaining* a legal guarding position
- *Maintaining* a legal guarding position



Block/Charge Legal Guarding Position




A



Legal Guarding Position

Two Feet on the Court With Front Of Guard's Torso Facing the Opponent

B



Guarding a Player With the Ball



Once Legal Position Has Been Established, Guard May Move Laterally to Maintain Legal Guarding Position

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Frame 11


Guarding an opponent **WITH THE BALL** or **STATIONARY** without the ball:

- Time and distance not required to *obtain* a legal guarding position.
- If airborne, guard must have *obtained* legal position before the opponent left the floor.



Block/Charge





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Frame 10

3-Seconds in the Key

The restricted area includes the lane and all lines defining it. Rule is in effect when a *team* is in *control* in its **frontcourt**.

Team control exists:

- Player is holding/dribbling the ball a live ball inbounds.
- Passing among teammates.
- Interrupted dribble.
- During a throw-in (but 3-second rules DO NOT apply).

Team control CONTINUES until:

- Ball is in flight during a try for goal.
- An opponent secures the ball.
- The ball becomes dead.

Team control **DOESN'T** exist during:

- The tapping of a rebound.
- A loose ball following a try.

An allowance is made and the count stopped when a player in the restricted area has the ball and dribbles/moves to try for a goal.

The previous count is resumed if the player does not continue and execute a try or if the ball is jarred loose.



Three Seconds





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Frame 9

Coaches Working With Officials

How To Work With Officials



Before the game:

- Forget about any past history.
- Greet the officials with a smile.
- Let them know who game administration will be.
- Have competent scorekeepers and timers ready and in place.
- Have gym setup and everything working properly.
- Get information in the scorebook on time in accordance with the rules.
- **Make sure your players are safe and not wearing any jewelry. Jewelry CANNOT be taped over.**

During the game:

- **Keep your emotions in check and don't let your emotions get the best of you. After the initial emotional outburst, settle down (including bench personnel). If you still don't like the call or have a question, TALK to the official.**
- Don't make things personal...You may choose to question an official's call, but don't question an official's integrity.
- Be specific...Inform the official of the specific situation, e.g. "#32 is blasting through screens, could you please take a look."
- Choose your battles wisely...Try not to argue each and every call. Pick the ones where you feel it has the most impact on your team.
- Know the rules...Make sure that you are correct when you are questioning a rule. Make sure that you keep updating yourself to the rules. They change each year.
- Timing is everything...Try to find a time during the game when there is not a lot of action to discuss your point with an official. It is tough for an official to give you a response when he/she is hustling down the court.
- Don't bark...If you bark or yell at an official, like most people, they will get defensive.
- Golden rule...Treat others as you would like to be treated. If you would like to be respected, you must first give the officials respect.
- Body language and Gestures...If you waive your arms in the air, throw your clip board, give signals or show disrespect to an official, even if you haven't said anything, you will probably get a negative response. You may even receive a technical foul.

Continued on next page

Coaches Working With Officials, *Continued*

How To Work With Officials, *Continued*

- Please and thank you...It is amazing how well a simple please will work when asking an official to look at a situation for you.
- Once you have been given a stop sign, **STOP**...When an official puts his/her hand up and gives you an officials **STOP** sign, the next thing that you will receive if you do not stop is a technical foul.
- Language...The use of profanity will not be tolerated by officials and most any time it is used will result in a technical foul.
- Bench Personnel...Keep your assistant coaches and players on the bench under control. **DO NOT** let them make comments to or about the officials.
- Fans ...You as a coach are responsible for the actions of your fans. If a fan or fans are getting out of line, making inappropriate comments to anyone, you should be the first one to put a stop to it.

The last thing that you might want to remember is: An official changes their call (judgment) less often that the United State Supreme Court overturns their decision.

After the game:

- Win or lose, thank the officials. Make no other comments.
-

Instructions For Scorer, Timer and Shot Clock Operator:

a. Scorer:

- (1) Eye contact with official reporting foul.
- (2) Notify reporting official when:
 - (a) Bonus on 7th team foul.
 - (b) Double Bonus on 10th team foul.
 - (c) 5th player foul (Ts count as personal & team).
- (3) Alternating Possession Arrow:
 - (a) Record in book and maintain arrow.
 - (b) Change arrow after throw-in is complete.
 - (c) Switch arrow at end of first half with acknowledgement of officials.
- (4) Time-outs: Record time-of & player number.
 - (a) Four full lengths and NO 30-second time-outs.

b. Timer:

- (1) Stop clock on whistle.
- (2) Start clock when:
 - (a) Jump ball: Touched by jumpers.
 - (b) Throw-in: Touched by player on court.
 - (c) Free throw: If missed when touched by a player.
- (3) Time-outs:
 - (a) Full Length: Sound horn at 45 & 60 seconds.
- (4) Notify teams by sounding the horn 3-minutes before end of half time.
- (5) DQ'd Player: Sound horn at **5 & 20 seconds**.
- (6) ***Substitutes: Sound horn for substitute(s) when official has the ball.***