BOYS

Pre-Game Conference 2023-2024 Season

Orange County Basketball Officials Association

IAABO Board #180

**NEW RULES**

**2-1-3 – Requires the shot clock operator to sit at the scorer’s and timer’s table, if using a shot clock.**

**3-4-5 – Clarifies that teammates must all wear like-colored uniform bottoms but may wear multiple styles.**

**3-5-6 – Allows undershirts worn under visiting team jerseys to be black or the single solid color similar to the torso of the jersey. All teammates wearing undershirts must wear the same solid color.**

**4-8-1 – Eliminates the one-and-one for common fouls beginning with the seventh team foul in the half and establishes the bonus as two free throws awarded for a common foul beginning with the team’s fifth foul in each quarter and resets the fouls at the end of each quarter.**

**4-36, 6-4-3, 7-5-2 thru 4, and Rule 9: Establishes four throw-in spots (the nearest 28-foot mark along each sideline or the nearest spot 3-feet outside the lane on the end line) when a team is retaining or gaining team control in its frontcourt due to a violation , a common foul prior to the bonus, or other stoppages in play other than an out of bounds.**

**7-6-6 – Allows the official administrating a throw-in to the wrong team to correct the mistake before the first dead ball after the ball becomes live unless there is a change of possession.**

**9-3-3 – Establishes that a player may step out of bounds without penalty unless they are the first player to touch the ball after retuning to the court or if they left the court to avoid a violation.**

**Other Rules Reminders:**

A. 3-5-4b - If worn, only one headband is permitted, and it must be worn on the forehead/crown. It

must be non-abrasive and unadorned, and it must be no more than 3 inches wide.

B. 3-5-4d - The statement “Hair-control devices are not required to meet color restrictions” was

added to the rule.

C. Provided the shorts are not in conflict with Rule 3-4-5, no drawstring or other part of the shorts

intended to maintain then in a normal position causes potential harm to the player or others and

wearing of the shorts is not objectionable in exposing the anatomy, there is no restriction on

folding or rolling the shorts at the natural waistband seam.

D. 10-5-5 NOTE - The head coach and any number of assistant coaches may enter the court in the

situation where a fight may break out - or has broken out- to prevent the situation from

escalating.

E. When a held ball is ruled, the covering official must stop the clock first

(straight arm, open palm extended) while sounding the whistle and then give the held-ball signal.

F. 9-9-1 – EXCEPTION: A ball in team control of Team A in the frontcourt that is deflected by a

defensive player, which causes the ball to go into the backcourt may be recovered by either team

unless the offense was the last to touch the ball before it went into the backcourt. If the offense

was the last to touch the ball in its frontcourt, only the defense can legally recover the basketball.

A. 1-13-2: The coaching box shall be outlined outside the court on which the scorer’s and

timer’s table and team benches are located. Tape may be used to delineate the 28 foot

coaching box measured from the end line towards the division line.

B. 2-9-1: The official reporting a foul shall verbally inform the offender, then with finger(s)

of two hands, indicate to the scorer the number of the offender and the number of free

throws if any. (Officials are to use both hands and report the number using the right

hand for the first number and the left hand for the second number– “Twenty-Four

(24) blue with a push, 2 shots”. Say “Twenty-Four” and NOT “Two-Four”)

C. 4-48: Warning for Coach/Team conduct – a warning to a coach/team for misconduct is

an administrative procedure by an official, which is recorded in the scorebook by the

scorer and reported to the Head Coach.

Art. 1: For conduct, such as that described in the rule 10-5-1a,b,c,d,e,f;10-5-2;10-5-4

(bench technical) the official shall warn the head coach unless the offense is judged to

be major, in which case a technical foul shall be assessed.

Art. 2 For the first violation of rule 10-6-1 (Head Coach’s Rule), the official shall warn the

head coach unless the offense is judged to be major, in which case a technical foul shall

be assessed.

(NOTE: Please be demonstrative when warning a coach/team for misconduct. Blow

the whistle and report to the scorer’s table, issue the warning and tell scorer to “mark

it in the book” that an official warning has been given to the coach/team. Any

subsequent infraction would trigger a technical foul being assessed. IF THE

COACH/TEAM MISCONDUCT IS JUDGED TO BE MAJOR, NO WARNING NEEDS TO BE

ISSUED AND A TECHNICAL FOUL IS ASSESSED. (Example: Coach is out of the coaching

box shouting instructions to his/her players – a warning for 10-6-1a is appropriate.

Coach is out of the coaching box yelling at you stating “C’mon ref, you suck!” – no

warning is needed as this is a major infraction of 10-6-1a and 10-5-1a and a technical

foul shall be assessed.)

A. 1-20: Non-playing personnel, e.g., spirit participants, media, shall remain outside of the

playing area during a 30-second or less time-out during the game. Non-playing personnel

shall stand outside the free throw lane lines extended toward the sidelines throughout the

game.

B. 2-12-5: Sound a warning signal to begin the 15 seconds (maximum) permitted for replacing a

disqualified or injured player, or for a player directed to leave the game.

C. 3-5-6: Undershirts shall be a single solid color similar to the torso of the jersey and shall be

hemmed and not have frayed or ragged edges. If the undershirt has sleeves, they shall be

the same length. See 3-6 for logo requirements. NEW RULE CONCERNING VISITING TEAM UNDERSHIRTS SEE ABOVE.

D. 3-5-7: Removed the compression shorts rule; add compression shorts to Rule 3-5-3 which

means compression shorts now must meet the guidelines outlined in this rule.

E. 9-1-3h: Players occupying marked free-throw lane line spaces may not enter the free-throw

semicircle until the ball touches the ring or until the free throw ends.

F. Arm sleeves, knee sleeves, lower leg sleeves and tights are permissible:

a) Anything worn on the arm and/or leg is a sleeve, except a knee brace, and shall meet

the color restrictions.

b) The sleeves/tights shall be beige, black, white or the predominate color of the

uniform **and the same color sleeve/tights shall be worn by teammates.**

c) **All sleeves/tights shall be the same color as any headband or wristband worn.**

d) All sleeves/tights shall meet the logo requirements in 3.6.

G. Intentional Fouls – excessive and/or unnecessary contact with an opponent while the ball is

live or until an airborne shooter returns to the floor.

H. Free throws – players occupying marked lane spaces may enter the lane upon the release of

by the free thrower. This only applies to the six players (4 defense/2 offense) occupying

marked lane spaces. The restrictions for the free thrower and all other players outside the 3

point arc is still when the ball hits the rim.

I. Team members are required to remain on the court/in the bench area while the game is

in progress until each quarter or extra period has ended. This includes free-throw

attempts by an opponent with no time remaining on clock. Penalty: Since Head Coach is

ultimately responsible for the conduct of all team members, a direct technical foul

assessed to the Head Coach.

J. Sportsmanship Card – read at ALL captain meetings. All captain meetings must include

either the head coach or an assistant. The coach will affirm that their team member’s uniforms and equipment are legal and will be worn properly, and that all participants will exhibit proper sporting behavior.

K. When the red light behind the backboard or an LED light on the backboard is present, it

is permitted to signal the expiration of time. If no red/LED light is present, the audible

timer’s signal will continue to signal the expiration of time.

4. POINTS OF EMPHASIS

A. Uniforms, Equipment and Apparel

B. Bench Decorum

C. Throw-ins – proper locations

D. End of game protocols.

E. Acknowledging and Granting Time-out Criteria

F. Technical fouls

G. Replacing a Disqualified or Injured Player

H. Protecting the Free Thrower

I. Post Play

J. Correctable Errors.

Clock stopped, dead ball – recognize during first dead ball after clock starts (D-A-D)

Clock running, dead ball – recognize before 2nd live ball. (A-D-A)

The following are the only correctable errors: (5 total and 4 of them involve free throws)

● Failure to award a merited free throw

● Awarding an unmerited free throw

● Permitting a wrong player to attempt a free throw

● Attempting a free throw at the wrong basket

● Erroneously counting or cancelling a score

K. Substitutes between quarters, at halftime or during a time-out must report PRIOR to the

warning signal. If not properly reported, the players in the game at the conclusion of the

quarter/when the time-out was granted will be in the game when play resumes. NOTE: no

penalty or technical foul associated with this rule – only that the players that were in the

game when the break occurred will start play when play is resumed.

L. The ball is at the disposal of the player when:

● It is available to him/her after a goal

AND

● The official begins the throw-in count.

The throw in ends when:

● The passed ball touches or is legally touched by another player inbounds;

● The passed ball touches or is touched by another player out of bounds except

as in rule 7-5-7;

● The throw-in team commits a throw-in VIOLATION.

OTHER POINTS

Proper Mechanics and signals – please review the manual.

Granting time out – know the status of the ball, player must of control. Remember it is a

REQUEST for timeout – do not penalize the defense and grant a timeout when the ball is

loose.

Guidelines for illegal contact – when contact occurs that affects the RHYTHM, SPEED,

BALANCE and QUICKNESS(“RSBQ”) of the player, illegal contact has occurred. When illegal

contact occurs a foul must be ruled.

Closely Guarded Situations – occurs when a player in control of the ball in his team’s

frontcourt and is guarded by an opponent who is within 6 feet of the player who is holding

or dribbling the ball;

● Guarded by an opponent who is within 6 FEET;

● Defensive player must obtain a legal guarding position

● Player may legally:

HOLD for 4 seconds

DRIBBLE for 4 seconds

HOLD for 4 seconds

Contact above the shoulders – A player shall not swing his arms or elbows even without

contacting an opponent. Examples of illegal contact above the shoulders and resulting

penalties:

1) Contact with a stationary elbow may be incidental or a common foul.

2) An elbow in movement but not excessive should be an intentional foul.

3) A moving elbow that is excessive can be either an intentional foul or flagrant personal foul.

Sporting Behavior – Teams entering the gymnasium prior to the contest should not run

through the area occupied by the opposing team or under the basket where opponents are

warming up. Where possible, teams should only enter, jog and warm up on their half of the

court.

Gatherings intended to motivate a team after the warm-up period, during or following introductions

and post-game celebrations should be performed in the area DIRECTLY IN FRONT OF THEIR

TEAM BENCH.

MORE RULE REMINDERS

A. Timeouts – 4 – 60 second timeouts and 2-30 second timeouts. 30 second timeouts are 1 per

half and do not carry over except in second half can carry over for extra period.

B. Administrative infractions – maximum of two technical – one at 10 min. mark, one for

remainder of game.

C. Disqualification – Players – 5th personal and/or includes unsporting and contact fouls or 2nd

technical. Bench personnel -2nd unsporting technical foul. Head Coach – 2nd unsporting

technical foul or 3rd indirect. (Procedure for player disqualification – notify the Coach first,

then notify the timer to begin the 15 second interval, then notify the player that he has been

disqualified (CCP – Coach, Clock, Player). Player is bench personnel immediately after you

notify the coach and therefore any subsequent player technical foul is also indirect to the

coach

D. Duplicate number – 2nd listed number is team technical foul, when entering game.

E. Any disqualified or ejected player must remain on the bench – not the locker-room.

F. 3-second count – shall not be terminated during an interrupted dribble.

G. Shot clock is 35 seconds.

H. Free throw – max. 4 defensive / 2 offensive – may slide if not occupied. (Bottom spots are

designated)

I. Team delay warnings – one team delay warning for any of the 4 infractions – 2nd warning is a

technical foul. Mark delays in the book. (Interfering with ball after a score, huddling,

reaching through throw in plane, water)

J. Ten seconds to advance from backcourt.

K. Timeouts – Erroneous – charge it AND use it. Can call timeout while falling out of bounds or

into backcourt with possession.

L. Undershirts – must have same length sleeves – no ragged edges and must be the same color as the dominate color of the jersey.

M. Airborne player is in act of shooting until one foot touches the floor.

N. Player control foul – defense can be anywhere on the playing court.

O. Team control – no team control on a shot. Team control on a throw in. Player/Team control

fouls do NOT shoot if in bonus.

P. .3 seconds or less can only be a tap. Cannot catch and shoot.

PRE-GAME POSITIONS

A. Positions on court during warm ups – opposite the table at the 28 foot marks.

B. Referee observes and count visiting team / umpire observe and count home team.

C. Referee – check book at 12 minute mark.

Referee:

1. Remind timekeeper – warning horn at 45 seconds for a 60 second timeout and

between quarters and warning horn at 15 seconds for a 30 second timeout. No

subs may enter if report after warning horn has sounded. Warning horn at the start

of the 15 seconds to replace a disqualified player.

2. Check scorebook – count players, check for duplicate or illegal numbers.

3. Remind timer to wait until official is done reporting foul before using horn for

substitutions.

4. Remind shot clock operator not to reset shot clock on a kicked ball or double fouls –

point of interruption.

5. Captains and coaches meeting – read sportsmanship card and coach must verify . The coach will affirm that their team member’s uniforms and equipment are legal and will be worn properly, and that all participants will exhibit proper sporting behavior.

6. Greet coaches at 1:30 minute mark – visiting coach first then home coach.

HALF-TIME PROCEDURES

A. Remain opposite table center court until teams have left for locker rooms.

B. Take care of arrow.

C. Check with scorekeepers that fouls/score is correct.

D. Make sure 10:00 minutes on clock – start it and leave.

E. Return to court 3-4 minutes – assume same positions as warm ups.

F. On horn – referee at half court with ball ready to administer throw in. Umpire as lead in

direction of arrow – doubling the trails sideline. Eye contact before resuming play.

COURT COVERAGE

A. Double whistles – hold hand up and check partner.

B. Help with fouls/get shooter/ score goal/ team control fouls/bonus situations etc.

C. Watch off the ball coverage.

D. Review line responsibilities.

E. C-C-P – check Clock, shot Clock, Partner before administering. Eye contact.

F. Strong side officiating – if lead comes over remember line responsibilities and primary areas.

G. New Lead help with pressing situations – know when to sprint, stay home, ¾ court. Never

more than 1 zone away from ball. Coverage zones A, B, C – never go A to C – close down

first!

H. Time running out in quarter/game – inside of 35 second shot clock- hold one finger up to

partner, make eye contact. Trail has the last shot, unless discussed in pre-game.

FOUL REPORTING PROCEDURES

A. Calling official – announce color and number (using two hands)– type of foul – and

resumption of play (either designated spot or foul shots)

B. Double whistle – freeze and check partner – if play is coming towards lead then he/she

should have first call on play.

C. Ball enters basket on foul – inform partner score the goal – say nothing if it did not. Non

reporting official note number of player that fouled and player that got fouled.

D. Punch thrown – whether contact or not – fight rule is invoked.

E. Switch on ALL fouls.

TECHNICAL FOULS

A. Shoot in order of occurrence.

B. Lead official administers free throw while trail observes all other players at mid-court.

C. Use common sense on which official is lead/trail depending on situation.

D. After last free throw – trail administers throw in at half court opposite the table, lead

doubles the trails sideline.

FREE THROW RESPONSIBILITIES

A. Lead official watches opposite lane line, plus first space on table side.

B. Trail official watches opposite lane line top two spaces, free thrower, and outside players.

When shot goes up – watch free thrower crossing line, ball hitting rim and step down

towards basket with hand raised to chop in clock.

C. Trail – bring in substitutes before last of multiple free throws.

D. Lead – when administering free throw – make sure players are lined up correctly, inform

players of the number of shots (2 shots or 3 shots) then bounce ball to free thrower and

back off court behind bottom player table side about 4 feet off.

13. TIME OUT RESPONSIBILITIES

A. Before granting any timeouts, check with partner and make sure: who is shooting, Number of

shots, where the ball is, and whose ball is it when timeout is over.

B. Report timeout and make eye contact with partner and reaffirm above.

Remember- When the ball is DEAD – we become ALIVE.

C. 60 second timeout – reporting official is behind center circle, the other official is with the ball

at the spot of the resumption of play.

D. 30 second timeout – reporting official is in front of center circle, the other official is with the

ball at the spot of the resumption of play.

E. First warning horn, both officials signal first horn to coaches and go to positions. Second horn,

put up 2 fingers to coaches and be prepared to put ball in play.

F. All requested timeouts are 60 second timeouts unless the COACH tells you otherwise. A good

mechanic is to have coach give you the 30 second timeout signal and you give it back to the

coach to affirm. Another good mechanic is to blow whistle again and inform both benches

that it is a 30 second timeout. Do not go into huddle and ask coach if he/she wants a 30 or a

60 second timeout.

G. Once the official reports a 60 second timeout to scorer, it is too late to change it to a 30 second

timeout.

H. 30 second timeouts – players are to stand in front of their bench area – no cheerleaders!

I. Player/head coach can only call timeout. Make sure there is team/player control.

14. SPECIAL SITUATIONS

● Block/Charge

● Pass/Crash – discuss how it will be handled

● Screening

● Taunting/Baiting

● Goaltending/basket interference

● Bench decorum (coach/team misconduct warnings/technical)

● Injured player- blood rule

● Disqualified player – not a timeout

● Shot at buzzer

● Fight rule and procedures

● Competitive matchups in the low post

● Talk to one coach- get the other coach if situation warrants

● Be aware of number of timeouts each team has left

● Timing mistakes – must have definite knowledge

● Never 84 feet between you and your partner

NOTES:

Please also refer to NYS Modifications