

IAABO Board #20

2015 Referee Class

Officials Duties, Substitutions, Head Coaches' Rule, Scoring



REFEREE'S DUTIES

2-5 Referee's Duties



Designate the official to
make toss



Administer **AP throw-in** at
start of each quarter

2-5 Referee's Duties

Decide whether a goal **shall count** if officials disagree



2-5 Referee's Duties

May declare a game **a forfeit** when conditions warrant



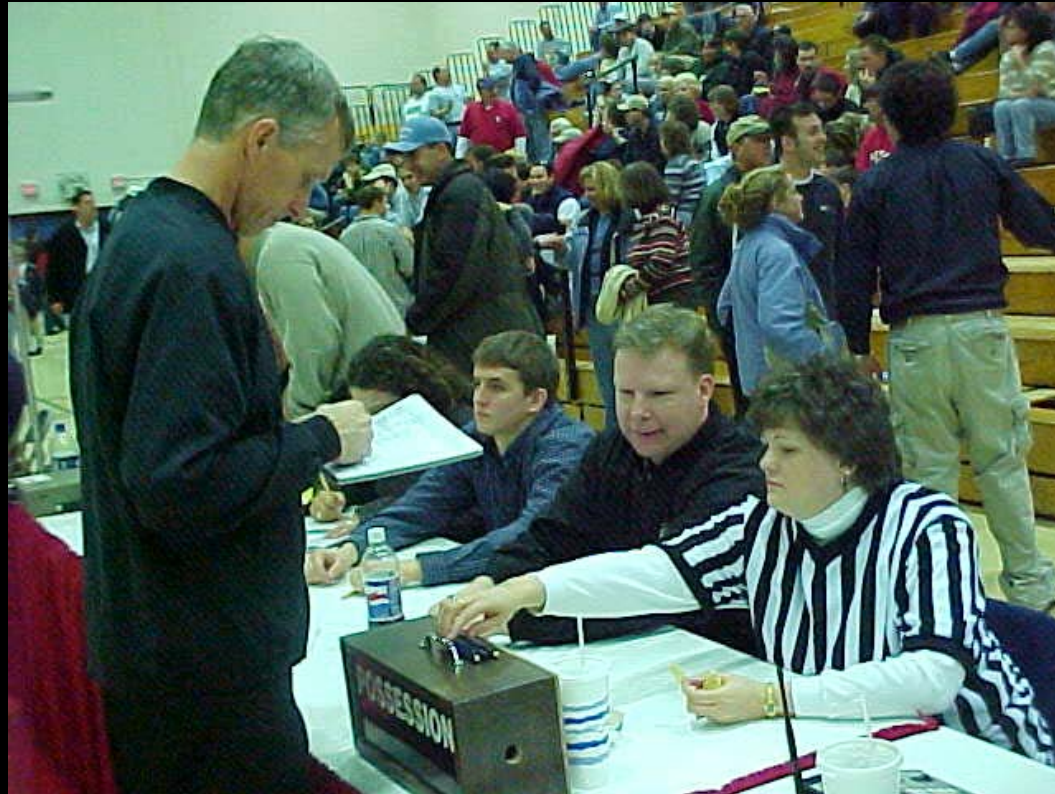
2-5 Referee's Duties

Decide on matters when **timer and scorer disagree** and **correct timing errors**



2-5 Referee's Duties

At half, confer with scorer on **direction of the AP arrow**



Check and approve score at the end of each half

2-7 Officials General Duties

- Notify captains when play is about to begin at start of game
- Put the ball in play
- Determine when the ball becomes dead
- Prohibit practice during a dead ball, except at halftime
- Administer Penalties
- Grant Timeout
- Beckon substitutes to enter the court
- Signal 3-pt goals
- Silently and visibly counting on throw-ins, free throws, backcourt and closely guarded rules
- Report team warnings for delay to scorer and head coach

2-8 Officials Additional Duties

- Penalize unsporting conduct by any player, coach, substitute, team attendant or follower.
- Penalize offender if flagrant conduct occurs
- Remove player from game who commits 5 fouls (personal and technical)
- Notify coach and request timer to begin replacement interval, and then notify player of disqualification
- Immediately remove a player who exhibits signs, symptoms of behaviors of a concussion.

2-6 Official's Authority

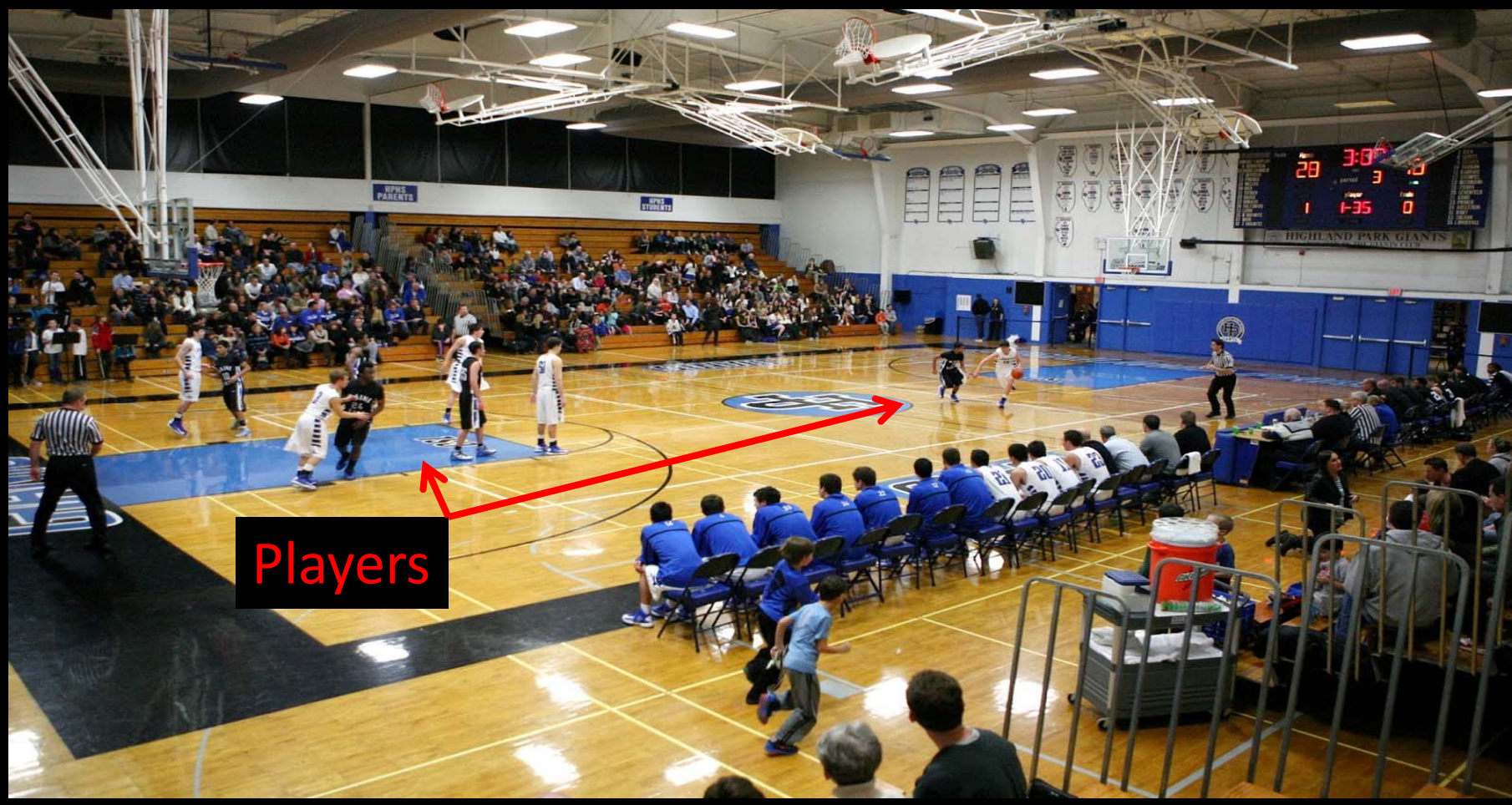
No official has the authority to set aside or question decisions made the other official(s) within the limits of their respective outlined duties.



PLAYERS
BENCH PERSONNEL
SUBSTITUTES
TEAM MEMBERS

4-34 Players/Bench personnel Substitutes/Team members

A **player** is one of 5 team members who are **legally on the floor** at any given time, except intermission.



4-34 Players/Bench personnel Substitutes/Team members

Bench personnel are people who are part of or affiliated with a team, including but not limited to: **substitutes, coaches, manager, statisticians.**



All team members are bench personnel during an intermission.

4-34 Players/Bench personnel Substitutes/Team members

A **team member** is a member of bench personnel **who is in uniform** and is **eligible to become a player**.



4-34 Players/Bench personnel Substitutes/Team members

A substitute becomes a player when he/she legally enters the court.



If they don't enter legally, they become a player
when the ball becomes live

4-34 Players/Bench personnel Substitutes/Team members

A player becomes bench personnel after his/her sub becomes a player or after the coach has been notified of his/her disqualification



4-14 Disqualified Player

- A disqualified player is barred from further participation due to committing his/her:
 - 5th foul (personal or technical),
 - 2 technical fouls
 - 1 flagrant foul
- A player becomes bench personnel WHEN the coach is notified by an official.

Bench Technical Foul

Bench personnel including the coach shall not:
Disrespectfully addressing official, objecting to official decision by
rising from the bench or using gestures



Penalty: 2 free throws, ball at division line.
Technical foul charged to offender, indirect technical charged to coach

BENCH TECHNICAL FOULS

Bench Technical Foul

Attempting to influence an official's decision



Penalty: 2 free throws, ball at division line.
Technical foul charged to offender, indirect technical charged to coach

Bench Technical Foul

Inciting undesirable crowd reactions



Penalty: 2 free throws, ball at division line.

Technical foul charged to offender, indirect technical charged to coach

Bench Technical Foul

Being charged with fighting



© ESPN

Penalty: 2 free throws, ball at division line.

Technical foul charged to offender, indirect technical charged to coach

Bench Technical Foul

Removing the jersey and/or pants/skirt within the confines of the court



Penalty: 2 free throws, ball at division line.
Technical foul charged to offender, indirect technical charged to coach

Bench Technical Foul

Grasping either **basket** except to prevent injury, dunking or stuffing or attempting to dunk or stuff a dead ball



Penalty: 2 free throws, ball at division line.
Technical foul charged to offender, indirect technical charged to coach

Bench Technical Foul

Enter the court unless by permission of an official to attend an injured player



Penalty: 2 free throws, ball at division line.
Technical foul charged to offender, indirect technical charged to coach

Bench Technical Foul

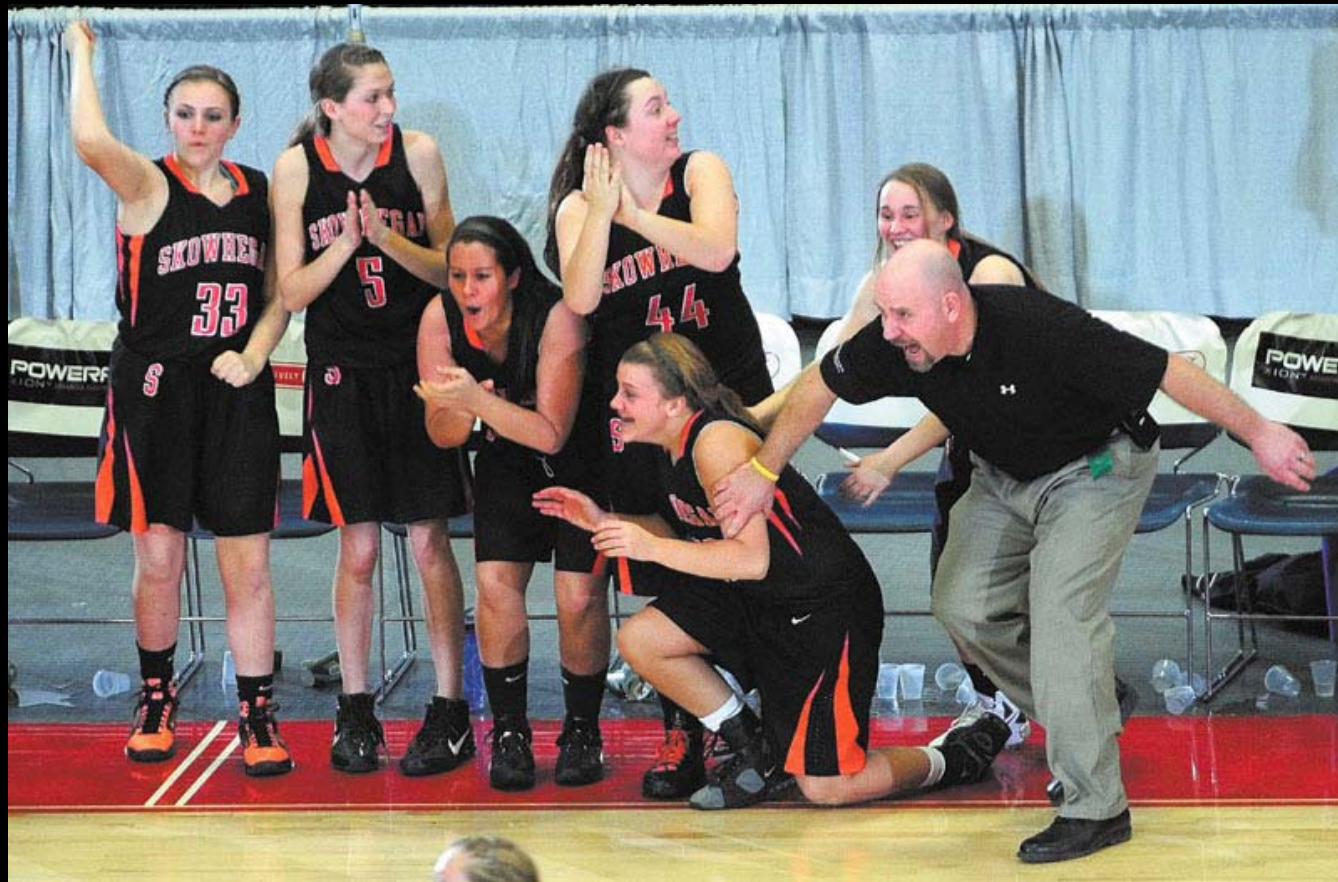
Use tobacco or smokeless tobacco



Penalty: 2 free throws, ball at division line.
Technical foul charged to offender, indirect technical charged to coach

Bench Technical Foul

Standing at the team bench at unspecified times



Penalty: 2 free throws, ball at division line.
Technical foul charged to offender, indirect technical charged to coach

Bench Technical Foul

Leave the confines of the bench during a fight or when a fight may break out.



The Head Coach may enter the court in the situation where a fight may break out or has broken out - **to prevent the situation from escalating.**

HEAD COACH

10-5 Head Coaches' Rule

The head coach shall remain seated on the team bench except:

- To stand within the coaching box.



The first technical foul charged directly or indirectly to the coach results in loss of box.

10-5 Head Coaches' Rule

The head coach shall remain seated on the team bench except:

- To **request a timeout** or to signal to players to request a time-out.



10-5 Head Coaches' Rule

The head coach shall remain seated on the team bench except:

- To confer with personnel at the scorer's table to request a time out for a: **correctable error, scoring or timing or AP arrow error**



10-5 Head Coaches' Rule

The head coach shall remain seated on the team bench except:

- **To replace or remove** a disqualified/injured player or player directed to leave the game.



10-5 Head Coaches' Rule

The head coach shall remain seated on the team bench except:

- During a time-out or intermission between quarters



10-5 Head Coaches' Rule

The head coach shall remain seated on the team bench except:

- To spontaneously react to an outstanding play by team member or to acknowledge a replaced player.



10-5 Head Coaches' Rule

The head coach

- **Shall replace** or remove a disqualified/injured player or player to directed to leave the game, **within 20 seconds** when a substitute is available



- **Shall NOT permit** a team member to participate after being removed from the game for disqualification (Penalized if discovered while being violated)

10-5 Head Coaches' Rule

The head coach

Shall NOT permit a team member to participate while wearing an illegal uniform.



Penalty: Two Free throws plus ball at the division line. Direct technical to head coach.
Only one technical regardless of number of offenders

10-5 Head Coaches' Rule

The head coach

- **Shall NOT** permit team members to leave the bench area and/or playing court for an unauthorized reason



Penalty: Only one technical foul is charged to Head Coach regardless of the number of offenders

10-5 Head Coaches' Rule



Head Coach is ejected if:

- 1 Flagrant
- 2 Direct technicals
- 1 Direct technical and 2 Indirect



Ejected adult personnel **shall leave** the vicinity (out of sight and sound) of the playing area immediately.

SUBSTITUTION

3-3 Substitution

Substitute must report to the table **prior to the 15 second warning horn** on a time out or intermission.



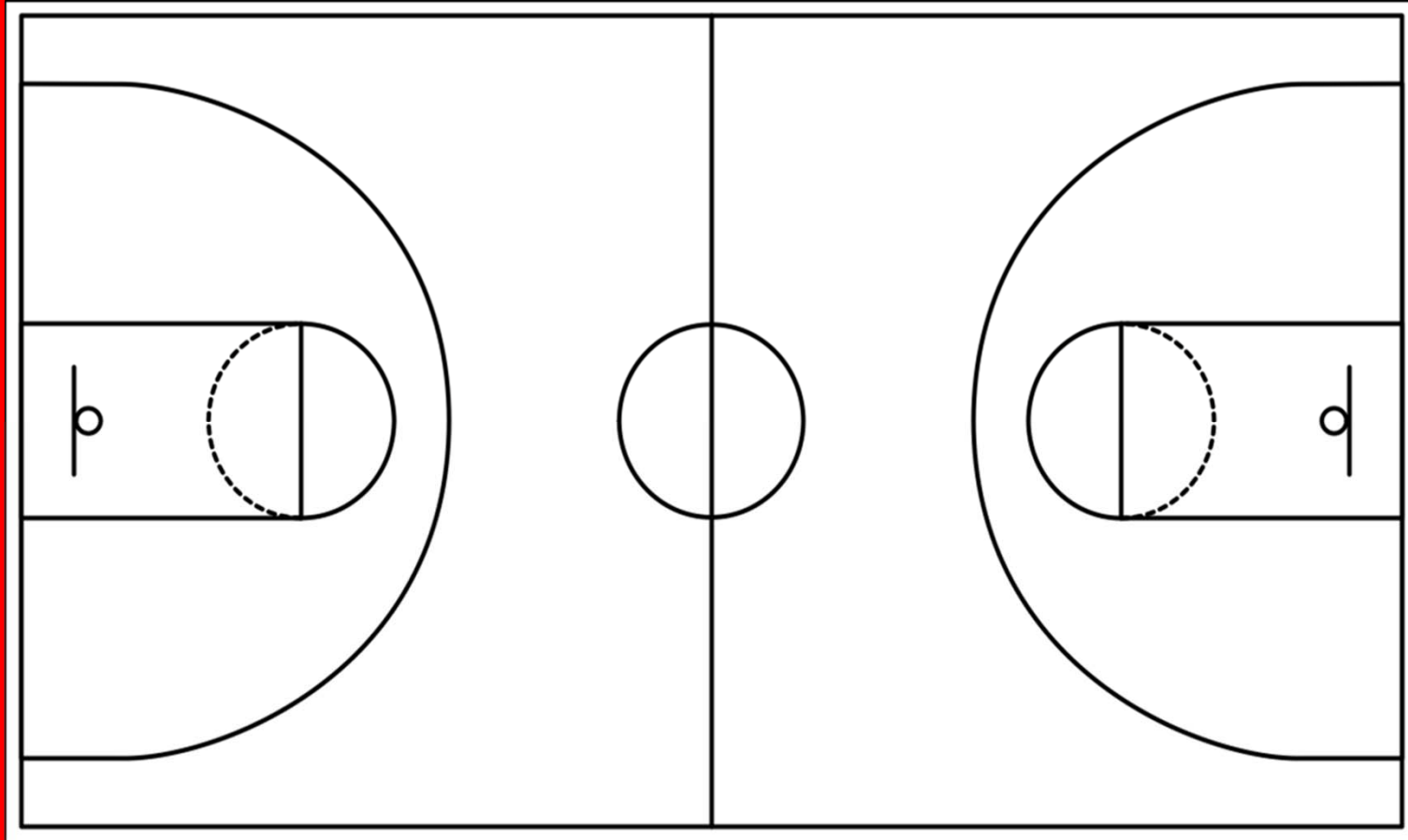
Substitutes between halves may be made by the substitute or a team representative.

An "X" shall be placed out of bounds in front of the scorers table to help substitutes with proper location.

Bench

table

Bench



3-3 Substitution

During multiple free throws, the substitutes may only enter

- just prior to the final free throw attempt or
- after the final attempt is converted.



3-3 Substitution

When player is required to be replaced **before** the free throws, then:

- **all substitutes** who have legally reported may also enter the game.



3-3 Substitution

A captain may request a defensive match-up if **3 or more subs** enter from the same team.



3-3 Substitution

Substitutes must **be beckoned** by an official onto the court.



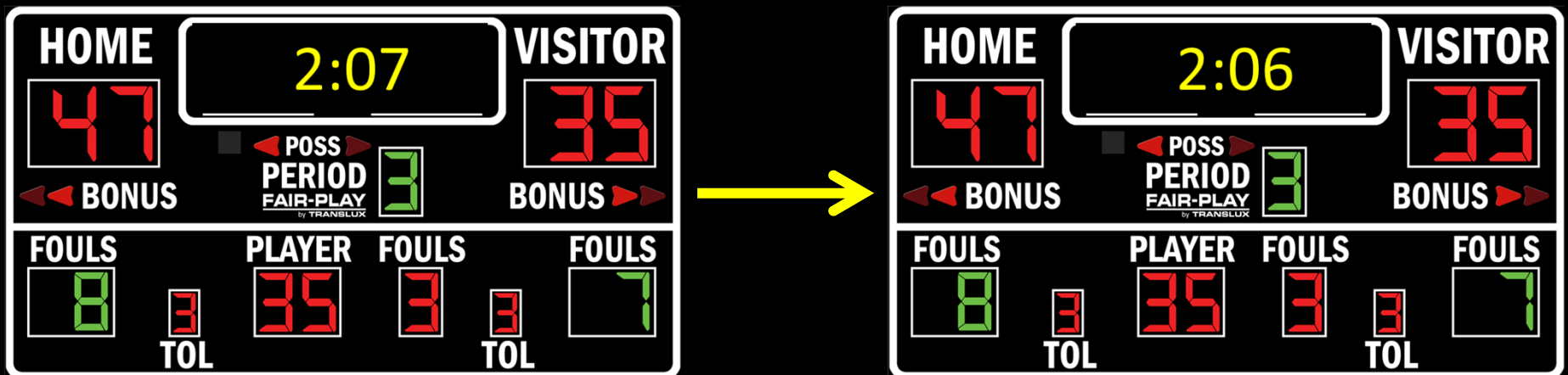
STILL WAITING



**FOR SOMEONE TO BECKON ME
OVER**

3-3 Substitution

A player who has been replaced, or directed to leave the game may NOT re-enter before the next opportunity to substitute after the clock has been properly started.



A tick must go off the clock

3-3 Substitution

A player not wearing pants/skirt **above the hips** or shirt is **not tucked in** shall be directed to leave the game.



3-3 Substitution

When the coach is beckoned onto the floor to attend to an injured player.



That **player must leave the game unless a time out is called** and the situation can be corrected by the end of the time out.

3-3 Substitution

Same applies for a bleeding player or a player having blood on the uniform



3-3 Substitution

If a player from each team is directed to leave the game, both teams must call a time out to keep their player in.



3-3 Substitution

A player who exhibits **signs, symptoms or behaviors** consistent with a concussion (Such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately **removed from the game**



And shall not return to play until cleared by an appropriate **health care professional**.

Substitute Technical Foul

Substitute shall not enter the court without reporting to the scorer



Substitute must be beckoned by an official, except between quarters and during timeouts

Penalty: Two free throws plus ball at division line

Penalized if discovered before the ball becomes live

Note: in this situation substitutes are not considered bench personnel, therefore no indirect is charged to the coach.

Substitute Technical Foul



Penalty: Two free throws plus ball at division line
Penalized if discovered before the ball becomes live

Note: in this situation **substitutes are not considered bench personnel**, therefore no indirect is charged to the coach.

SCORING

5-1 Goal

A goal is made when a live ball enters the basket from above and remains in or passes through.



No goal is scored if an untouched throw in goes through the basket.

5-1 Goal

Whether the clock is running or stopped, it has no influence on the counting of a goal.



5-1 Goal

If a player-control foul occurs:

before a goal

or

after a goal,



the goal is CANCELLED

5-2 Scoring

A successful try or tap from behind the 3 point arc is worth 3 points.



5-2 Scoring



5-2 Scoring

A ball that touches the floor, a teammate inside the arc, an official, or any other goal from the field is worth 2 points.



5-2 Scoring

If a player scores in an opponents basket, it is not credited to a player, but is indicated as a footnote.



5-2 Scoring

When play is resumed with a throw in or free throw and (.3) three tenths of a second or less remain on the clock,

- a player may not gain control of the ball and try for goal. In this situation **only a tap could score**



This rule **does not apply** on clocks that don't display tenths of a second.

QUARTERS & EXTRA PERIODS

5-5 Length of Quarter

1st quarter 8 minutes

Intermission 1 minute

2nd quarter 8 minutes

Intermission 10 minutes

3rd quarter 8 minutes

Intermission 1 minute

4th quarter 8 minutes

The halftime intermission may be extended to 15 minutes provided home management has notified the visiting team before the game starts.

4-17 and 5-7 Extra Period

- Extra period is **four minutes** in length
- As many such periods as are necessary to break the tie shall be played
- Extra periods are an extension of the 4th quarter



4-17 and 5-7 Extra Period

Once the ball becomes **live in the extra period** it must be played even though a correction in the 4th quarter score is made.



5-6 Beginning, Ending a Quarter or Extra Period

Each quarter/extra period **BEGINS** when the **ball becomes live**.



When the tossed ball leaves the official's hand



At the disposal of the thrower



At the disposal of the free thrower

5-6 Beginning, Ending a Quarter or Extra Period

The quarter/extra period ENDS when the **horn sounds** indicating time has expired.



Not when the clock reaches 00:00, but when the horn goes off

5-6 Beginning, Ending a Quarter or Extra Period

Exceptions:

- If a **ball is in flight on a try or tap for goal**, the quarter/extra period ENDS when the try or tap ends.



5-6 Beginning, Ending a Quarter or Extra Period

Exceptions:

- If a **held ball or violation occurs** so close to the end of a quarter/extra period that the timer can not get the clock stopped, the quarter/extra period ENDS with a held ball or violation.



5-6 Beginning, Ending a Quarter or Extra Period

Exceptions:

- If a **foul occurs** and the timer can not get the clock stopped in time or after time expires while the ball is in flight on a try or tap for goal.



The quarter/extra period ENDS when the free throw and all related activity have been completed.

5-6 Beginning, Ending a Quarter or Extra Period

If a technical foul occurs after the ball has become dead to end a quarter/extra period.

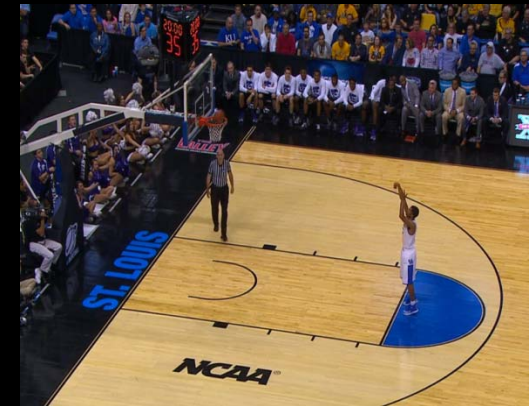
The next quarter/extra period is started by administering the free throws.



End of quarter



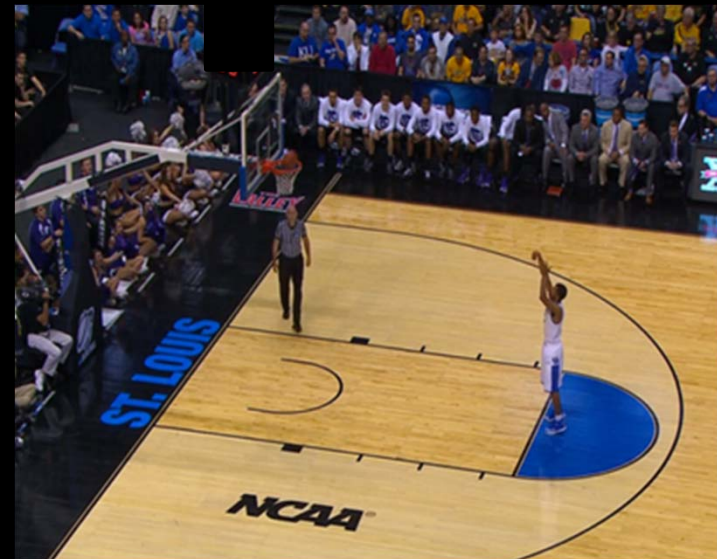
1 minute or
10 minute
intermission



Free Throws

5-6 Beginning, Ending a Quarter or Extra Period

If there is no way to tell if there will be an extra period until the free throws are attempted, **they will be attempted immediately** as if the foul had occurred in the preceding quarter.



5-6 Beginning, Ending a Quarter or Extra Period

- IMPORTANT:
 - No penalty or part of a penalty **carries over** to the next quarter/extra period (except when a correctable error 2-10)

5-6 Beginning, Ending a Quarter or Extra Period

No free throws **shall be attempted** after the 4th quarter or an extra period has ended unless it will effect the outcome of the game.



INTERRUPTED GAME

5-4 Forfeiture, Protest, Interrupted Game

The referee **shall forfeit the game** if:

- A team refuses to play after being instructed by an official.



- A player, team member, bench personnel, or coach fails to comply with any technical foul penalty or repeatedly commits technical fouls or other acts which makes a travesty of the game.

5-4 Forfeiture, Protest, Interrupted Game

If the team to which the game is forfeited is ahead the score stands.



5-4 Forfeiture, Protest, Interrupted Game

If the team to which the game is forfeited is losing, they will win by the score of 2-0



5-4 Forfeiture, Protest, Interrupted Game

Whenever a game is interrupted because of events beyond control, the game will be resumed from the **Point of Interruption**



THE END

