



National Federation Basketball Rules Changes 2005-06

Rule 3-4-15
Rule 10-3-7h New
Rule 10-4-1h New

Prohibits a team member from removing his/her jersey and/or pants/skirt within the visual confines of the playing area. The penalty is a technical foul.

Rule 7-5-5
Rule 4-19-7 New

Changed the penalty to a throw-in for a team-control foul in all cases. A new definition for team-control foul was also added.

Rule 7-5-9
Rule 6-4-3g
Rule 4-36 New

Changed the penalty for double personal, double technical, and simultaneous fouls from an alternating possession throw-in to resuming play from the point of interruption. A new definition for "point of interruption" was also added.

Rule 9-3-2 New
Rule 10-3-3

Changed the penalty for leaving the court for an unauthorized reason to a violation from a technical foul.

MAJOR EDITORIAL CHANGES

Rule 4-19-3

Clarified the definition of an intentional foul.

Rule 5-2-1

Clarified when a three-point goal shall be scored.

Rule 10-4-4 New
Rule 10-5

A new article was added to 10-4 clarifying when bench personnel may stand. Section 10-5 was reorganized to clarify the head coaches' rule.

DATE CHANGES for 2007-2008

Boys First Day of Practice - Monday, November 12

Girls First Day of Practice - Monday, November 12

Boys State Tournament - March 6-7-8

Girls State Tournament - March 13-14-15



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Rules
3-4-15
10-3-7h, 10-4-1i

UNIFORMS

Rule 3
Players,
Substitutes
Equipment

Rule 3-4-15 A team member shall not remove the jersey and/or pants/skirt in the visual confines of the playing area. See 10-3-7h and 10-4-1h for penalty.

Rule 10-3-7h *Player Technical.* Commits an unsporting foul. This includes but is not limited to, acts or conduct such as: Removing the jersey and/or pants/skirt within the visual confines of the playing area. Penalty - Two free throws plus ball for division-line throw-in.

Rule 10-4-1h *Bench Technical.* Commit an unsporting foul. This includes, but is not limited to, acts or conduct such as: Removing the jersey and/or pants/skirt within the visual confines of the playing area.

POINTS TO REMEMBER:

- Previously, there was no rule to address a player removing part of the uniform in the visual confines of the playing area.
- In many situations, the jersey was being pulled off in disgust having committed a fifth foul, etc.
- This rule is intended to apply to when a player needs to change his/her jersey due to blood. It is not unreasonable to expect team members to go to their locker rooms to change their jerseys.
- The intent of the new rules is to penalize any acts in which the uniform is used in an unsporting manner ... e.g. player pulls the jersey over the head and shoulder without completely removing it in disgust following a call.

Rules
7-5-5
4-19-7 New

THROW-IN, RESUMING PLAY

Rule 7
Out of Bounds
and the
Throw-in

Rule 7-5-5 After a player-control foul, as in 4-19-6; a team-control foul, as in 4-19-7; or after a common foul prior to the bonus rule being in effect as in 4-19-2, any player of the offended team shall make the throw-in from the designated out-of-bounds spot nearest the foul.

Rule 4-19-7 A team-control foul is a common foul committed by a member of the team that has team control.

POINTS TO REMEMBER:

- A new definition for a team-control foul has been established, and the penalty has been changed to a throw-in in all cases.
- This change now makes the penalty consistent for a player-control foul and a team-control foul.
- A team is in control of the ball when a player of the team is in control, while a live ball is being passed among teammates and during an interrupted dribble.
- Team control continues until the ball is in flight during a try or tap for a goal, an opponent secures control, or the ball becomes dead.
- Team control does not exist during a jump ball or the touching of a rebound, but is re-established when a player secures control.
- Sequence for signalling: one-hand fist to indicate foul, preliminary signal to indicate nature of foul, point to opposite end of the court, and indicate spot for the designated-spot throw-in.

Rule
7-5-9
6-4-3g & 4-36

THROW-IN, RESUMING PLAY

Rule 7
Out of Bounds
and the
Throw-in

Rule 7-5-9 After a double personal foul, as in 4-19-8a; a double technical foul, as in 4-19-8b; or a simultaneous foul, as in 4-19-10; play shall be resumed at the point of interruption. See 4-36

Rule 6-4-3g An alternating-possession throw-in shall result when: Double personal, double technical or simultaneous fouls occur and the point of interruption is such that neither team is in control and no goal, infraction, nor end of quarter/extra period is involved.

Rule 4-36 Point of Interruption Definition - New Definition - see pages 37-38 of NFHS Rules Book.

Rule
7-5-9, 6-4-3g
and 4-36

THROW-IN, RESUMING PLAY *(cont.)*

R u l e 7
O u t o f B o u n d s
a n d t h e
T h r o w - i n

POINTS TO REMEMBER:

- The penalty for double personal, double technical and simultaneous fouls has been changed from an alternating-possession throw-in to resuming play from the point of interruption.
- Play shall be resumed by a throw-in to the team that was in control at a spot nearest to where the ball was located when the stoppage occurred.
- The ball can also be brought back in play by a free throw if the stoppage of play occurred when a team was entitled to a free throw.
- If the point of interruption cannot be determined (neither team is in control and no goal, infraction, nor end of quarter/extra period is involved), the alternating-possession arrow will still be used.
- Under the old rule, if the alternating-possession arrow favored the defense, the defense would be awarded the ball, benefiting from the foul act.
- The committee hopes that the change will increase the likelihood of double fouls being called when warranted.

Rule
9-3-2
10-3-3

OUT OF BOUNDS

R u l e 9
V i o l a t i o n s
a n d
P e n a l t i e s

Rule 9-3-2 *A player shall not leave the floor for an unauthorized reason.*

Rule 10-3-3 *A player shall not: Delay returning after legally being out of bounds.*

POINTS TO REMEMBER:

- The penalty for leaving the floor for an unauthorized reason has been changed from a technical foul to a violation.
- The violation is called as soon as the player voluntarily leaves the court and the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. Could be called on defensive or offensive player.
- The committee feels that changing the penalty will increase the likelihood of the infraction being called and eliminate the tremendous advantage.
- A player who delays returning to the court after legally being out of bounds will still be charged with a technical foul. This act is still considered an unsporting attempt to deceive and is penalized accordingly.

PLEASE CUT OUT AND PLACE IN YOUR OFFICIALS MANUAL

OFFICIALS MANUAL CORRECTION - page 70-71

THREE PERSON MECHANICS

342. On a disqualification, the officials will use the following procedure:

- a. The new table side (Center or Trail) official shall notify the coach and request the timer to begin the 30-second replacement interval, and then notify the disqualified player.
- b. The officials not administering the disqualification should assume proper positioning for the subsequent throw-in or free throw.
- c. The official administering the disqualification should take a position on the division line half way between the center circle and the sideline nearer the table to administer the substitution.

OFFICIATING REMINDERS

Officials Manual Revisions

Disqualified Player Notification

- a. Notify the coach.
- b. Notify the table to start the clock.
- c. Notify the player.

2-Person Mechanics: Noncalling official notifies the coach, requests the timer to begin 30-second replacement interval, and then notifies disqualified player. Calling official takes a position with ball at top of arc in end of the court where play will resume. Non-calling official takes a position on division line half way between center circle and sideline nearer table to administer substitution.

3-Person Mechanics: New tableside official notifies the coach, requests timer to begin 30-second replacement interval, and then notifies the player. Officials not administering disqualification assume positioning for subsequent throw-in or freethrow. Official administering disqualification takes a position on division line half way between center circle and sideline nearer table to administer substitution.

Throw-In Clarification

2-Person Mechanics: On a quick violation or out-of-bounds in a team's backcourt:

- direction of play is reversed
- throw-in team is now in their frontcourt

Ball is in-bounded by official responsible for that boundary line as in any frontcourt throw-in.

Causes a switch when ball will be in-bounded above free-throw line extended on old Trail's sideline.

Foul Switching

3-Person Mechanics:

- Foul-calling official goes table side.
- No long switch on fouls in backcourt going to frontcourt without free throws.
- Officials have option of going opposite to avoid confrontational situations, e.g. technical on coach or disqualifying foul. Should be rarely used and thoroughly discussed in pregame.

Coaching Box - Coaches must stay in the coaching box.

- Coach is OUT of box "just coaching":
 - FIRST offense - official should address the behavior by issuing a warning.
 - SECOND offense - assess a technical foul.
- Coach is IN or OUT of the box behaving inappropriately - FIRST offense - technical foul.

Officials Association Membership

All licensed basketball officials are encouraged to become active members of an Officials Association which conducts meetings specific to basketball. A complete listing of all Officials Associations can be found on the WIAA website <www.wiaawi.org> under the Officials tab at the top of the page.

Officials Center Site

Again this season, all basketball officials are being asked to regularly check the Officials Center Site for information specific to basketball. Wisconsin Adaptations, Tournament Availability Forms, Ranking Cards, Classification Request and Schedule Forms, Exams, Exam Results, Officials Reports, etc. will be made available on the Officials Center Site in lieu of them being mailed to officials. Tournament Availability Form will be made available on the Officials Center beginning November 1, 2005.

REMINDERS FOR BASKETBALL OFFICIALS

All officials must be licensed with the WIAA prior to working any level of interscholastic competition. If you believe the person you are assigned to work with is not a licensed WIAA official and you do not have the required amount of officials to work the given contest, do NOT allow the contest to begin. For all basketball games two licensed officials are required. It is acceptable to finish a contest with less than the required number of officials; however, a game may not be started with less than the required number of licensed officials.

The proper attire for a basketball official consists of: black and white vertically striped V-neck shirt; black trousers without flares; black shoes with black laces; black socks; black belt; navy blue or black jacket. If a jacket is worn, the crew shall wear the same jacket and it should only display official association logos or the WIAA logo. College conference logos are not allowed on the jacket.

Officials choosing to place a flag on their shirt may have a flag (no more than 2" x 3") sewn on the left sleeve (three to four inches above the elbow). Officials that choose to display a flag on their shirt must display the flag in the same manner. It is permissible for officials to wear association patches on their jackets and/or an American flag that does not exceed 2" x 3".

If it becomes necessary to eject a coach from a contest, officials are reminded that the coach must leave the premises. To simply allow the coach to sit in the bleachers is not acceptable. If no other coach or another faculty member from that school is not available to supervise the team, the game shall be terminated. Any ejection of any coach at any level must be reported to the WIAA within 24 hours.

L o s s o f C o a c h i n g B o x

Dunking during Pre-Game Warmups

Player - 1 technical foul
- 1 personal foul
Team - 1 team foul
Head Coach - Indirect technical
Coaching Box - Lost for entire game.

* Start game with 2 free throws, ball awarded to opponent at division line.

Player Technical for Unsportsmanlike Conduct

Player - 1 technical foul
- 1 personal foul
Team - 1 team foul
Head Coach - Maintains use of box.

* Shoot 2 free throws, ball awarded to opponent at division line.

Head Coach Receives a Technical Foul

Team - 1 team foul
Head Coach - 1 direct technical foul
Coaching Box - Lost for rest of game.

* Shoot 2 free throws, ball awarded to opponent at division line.

Assistant Coach Receives a Technical Foul

Team - 1 team foul
Head Coach - 1 indirect technical foul
Assistant Coach - 1 direct technical foul
Coaching Box - Lost for rest of game.

* Shoot 2 free throws, ball awarded to opponent at division line.

Bench Personnel Receives a Technical Foul

Player - 1 personal foul
Team - 1 team foul
Head Coach - 1 indirect technical foul
Coaching Box - Lost for rest of game.

* Shoot 2 free throws, ball awarded to opponent at division line.

Administrative Technical

(Excessive time-outs, roster error, player number error)

Player - Nothing
Team - 1 team foul
Head Coach - Maintains use of box.

* Shoot 2 free throws, ball awarded to opponent at division line.

PLAY RULINGS - Team-Control Fouls (4-19-7, New 7-5-5)

Play 1: A1 is dribbling the ball in the frontcourt when A2 sets an illegal screen against B2. Team B is in the bonus.

Ruling: No free throws are awarded as that is a team-control foul. Award the ball to team B at a designated spot out of bounds closest to where the foul occurred. Last year, the same foul would have resulted in a bonus free-throw situation for B2.

Play 2: A1 is passing the ball to A2 in the team's frontcourt when B2 deflects the pass. As A2 and B2 are attempting to retrieve the loose ball, A2 illegally pushes B2 from behind and is called for a foul. Team B is in the bonus.

Ruling: No free throws are awarded as that is a team-control foul. Award the ball to Team B at the designated spot out of bounds closest to where the foul occurred.

Play 3: A1 has the ball for a throw-in. The throw-in pass deflects off of A2. As A2 and B2 are attempting to retrieve the loose ball, A2 illegally pushes B2 from behind and is called for a foul. Team B is in the bonus.

Ruling: Although the throw-in ended when the ball touched A2, no team control had been established. A2's foul is not a team-control foul and B2 is awarded a bonus free-throw situation.

Play 4: A2 attempts a three-point shot. While the ball is in the air, A3 is called for a pushing foul on B3. Team B is in the bonus.

Ruling: That is not a team-control foul as there is no team control when the ball is in flight during a try or tap for goal. The goal is scored if made and B3 is awarded a bonus free-throw situation.

Play 5: A1 drives toward the goal and passes the ball to A2, then runs over B2 (a) while the ball is in the air, or (2) after A2 has control. Team B is in the bonus.

Ruling: In both (a) and (b), a team-control foul has been committed by A1, no free throws are awarded and Team B is awarded the ball at a designated spot closest to where the foul occurred. In (a), team control exists because a live ball is being passed among teammates. Last season, the official would have needed to instantly decide if the foul occurred before or after the ball was released on the pass. That would have ultimately determined whether or not a player-control foul or common foul occurred and what free throws, if any, needed to be attempted. The new team-control rule eliminates the need for the decision. In (b), team control exists because A2 has player control. Anytime a player is in control of the ball (holding or dribbling a live ball inbounds), team control is in effect.

Note: Officials will not need to learn a new signal for the team-control foul. Rather than create a new signal, the following sequence of existing signals will be used:

- 1) one-hand fist to indicate foul,
- 2) preliminary signal (to indicate nature of the foul),
- 3) point to opposite end of the court,
- 4) indicate the spot for the designated-spot throw-in.

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3-Person Mechanics Information Update

Resources available to obtain information regarding 3-person basketball mechanics:

1. NFHS Basketball Officials Manual - pages 48-87. This manual is being provided to all WIAA licensed officials.
2. Basketball Officials Guidebook - Crew of Three - High School Mechanics 2005-07
Published by Referee Magazine and the National Association of Sports Officials
Available for purchase on-line at <<http://www.referee.com/books/books/bbbog3.htm>>
3. Attend an officials association sponsored training session on 3-person mechanics. Several officials associations were represented at a training session held in August at the WIAA office. Plans are underway at the local level to sponsor training for association members and nonmembers.
4. Complete the on-line officials training course available at <www.asep.com>. Choose Course Catalog, View Course for Officials. Choose NFHS Officiating Basketball Methods Course.

Don't expect schools and/or conferences to pay all three officials. You can expect that many will allow you to work 3-person mechanics for the price of two. Budgets are extremely tight --- patience is critical.

Remember when working 3-person mechanics that the expectation is that you work HIGH SCHOOL 3-person mechanics, not college men's or women's mechanics. There are many differences. College mechanics are NOT acceptable.



STATE ASSOCIATION REGULATIONS

REGULAR SEASON

Individual Participation Limits (Winter Season Regulations - page 4)

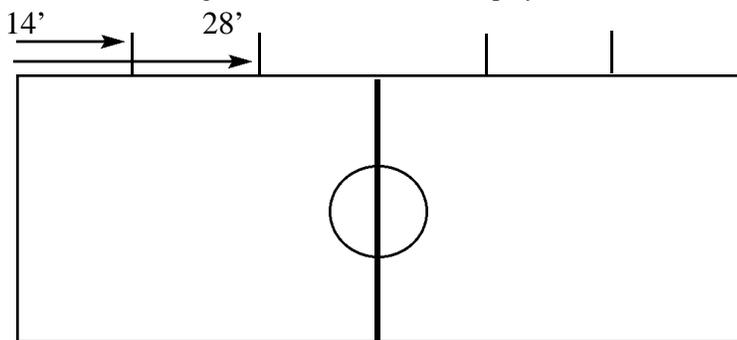
✓ A student may not play in more than 84 quarters during the season. The WIAA tournament series is not part of the 84 quarter limitation. A student who participates at multiple levels on the same day may NOT play in more than a total of four quarters on that day with overtime period(s) considered an extension of the fourth quarter. Note: The four-quarter rule does not apply in situations where a student plays two games at the same level (varsity or nonvarsity) on the same day.

(1) In emergency situations a waiver may be requested. With written approval from the WIAA and the conference, schools with 15 or fewer players between two levels or 23 or fewer players over three levels of play may allow an individual player(s) to participate in a maximum of 5 quarters in one day. When a 5th-quarter waiver is granted, the 84 quarter limit does not apply.

✓ Waiver requests should be submitted to Tom Shafranski <tshafranski@wiaawi.org> at the WIAA.

Coaching Box (Winter Season Regulations - page 5)

✓ For VARSITY games ONLY, the head coach may be off the bench in front of his/her seat within the confines of the designated fourteen foot coaches box to give instructions to his/her players and/or substitutes.



Grades 6, 7 or 8 Students Participating on Grade 9 Teams (Winter Season Regulations - page 6)

✓ A school may NOT allow students in Grades 9, 10, 11 and/or 12 to compete against another member school's students in Grade 8 and/or below.

NOTE: In emergency situations, a waiver may be requested allowing 8th grade student(s) at member middle schools to compete at the 9th grade level.

✓ Waiver requests should be submitted to Tom Shafranski <tshafranski@wiaawi.org> at the WIAA.

WIAA TOURNAMENT SERIES

Practicing at Site of WIAA Tournament Game(s)

✓ Teams are NOT allowed to practice on the site of a WIAA tournament game. Further, beginning this year, there is a restriction which prevents schools from using (shooting, passing, etc.) the playing floor two hours prior to the start of the WIAA tournament game. Schools hosting WIAA tournament basketball games cannot be on their floor two hours prior to the start of the scheduled game they are hosting.

Jersey Colors

✓ The **first** school alphabetically will wear light-colored jerseys during the even-numbered years. The 2005-06 school year is considered an even-numbered year.

Sectional Schedule - Boys

✓ In Divisions 2, 3, and 4 the **BOYS** sectional schedule will find games on Thursday, March 9 and Saturday, March 11 instead of the traditional Friday/Saturday combination.

REMINDER: Beginning 2007-08, WHITE uniforms are required instead of LIGHT.

IMPORTANT DATES TO REMEMBER 2005-06

OFFICIALS

Part I Exam Mailed with Rules Book

Tuesday, November 1 - Tournament Availability Available On-line. Deadline - November 15

Friday, November 18 - Part I Exam Due

Monday, December 5 - Part II & 3-Person Mechanics Exam Mailed to L5 and Master Officials

Friday, December 16 - Part II Exam & 3-Person Mechanics Exam Due

GIRLS BASKETBALL

Monday, November 7 - 1st Day of Practice

Tuesday, November 15 - Earliest Day for Game

Saturday or Sunday, February 11 or 12 - Seeding Meetings

Tuesday, Thursday, Saturday, February 21, 23, and 25 - Regional Tournament

Friday and Saturday, March 3 and 4 - Sectional Tournament

Thursday, Friday, Saturday, March 9-10-11 - State Tournament - Alliant Energy Center

BOYS BASKETBALL

Monday, November 14 - 1st Day of Practice

Tuesday, November 22 - Earliest Day for Game

Saturday or Sunday, February 18 or 19 - Seeding Meetings

Tuesday, Thursday, and Saturday, February 28, March 2, and 4 - Regional Tournament

Thursday, Friday, and Saturday, March 9, 10, and 11 - Sectional Tournament

Thursday, Friday, Saturday, March 16-17-18 - State Tournament - Kohl Center

2006 GIRLS STATE BASKETBALL TOURNAMENT SCHEDULE

Thursday, March 9 - Alliant Energy Center

9:05 a.m. - Division 3 Semifinals

Sectional #2 vs. Sectional #3

Sectional #1 vs. Sectional #4

1:35 p.m. - Division 1 Quarterfinals

Sectional #5 vs. Sectional #8

Sectional #2 vs. Sectional #3

6:35 p.m. - Division 1 Quarterfinals

Sectional #1 vs. Sectional #4

Sectional #6 vs. Sectional #7

Friday, March 10 - Alliant Energy Center

9:05 a.m. - Division 4 Semifinals

Sectional #2 vs. Sectional #3

Sectional #1 vs. Sectional #4

1:35 p.m. - Division 2 Semifinals

Sectional #2 vs. Sectional #3

Sectional #1 vs. Sectional #4

6:35 p.m. - Division 1 Semifinals

Saturday, March 11 - Alliant Energy Center

12:05 p.m. - Division 4 Championship

Division 2 Championship

6:35 p.m. - Division 3 Championship

Division 1 Championship

2006 BOYS STATE BASKETBALL TOURNAMENT SCHEDULE

Thursday, March 16 - Kohl Center

9:05 a.m. - Division 3 Semifinals

Sectional #1 vs. Sectional #3

Sectional #2 vs. Sectional #4

1:35 p.m. - Division 1 Quarterfinals

Sectional #2 vs. Sectional #8

Sectional #3 vs. Sectional #7

6:35 p.m. - Division 1 Quarterfinals

Sectional #1 vs. Sectional #5

Sectional #4 vs. Sectional #6

Friday, March 17 - Kohl Center

9:05 a.m. - Division 4 Semifinals

Sectional #1 vs. Sectional #3

Sectional #2 vs. Sectional #4

1:35 p.m. - Division 2 Semifinals

Sectional #1 vs. Sectional #3

Sectional #2 vs. Sectional #4

6:35 p.m. - Division 1 Semifinals

Saturday, March 18 - Kohl Center

12:05 p.m. - Division 4 Championship

Division 2 Championship

6:35 p.m. - Division 3 Championship

Division 1 Championship