

2014-15 GGOB Training Memo #5 (and Game Management Reminders)

The last one of the season!

Déjà Vu! All Over Again...

It was suggested we review the videos from Training Memo # 4 for a discussion on the rulings and feedback we received from GGOB members on these two plays.

First, the “backcourt/foul” video:

<https://www.youtube.com/watch?v=POI3DXFkVLw>

The main issue here is did the offensive player’s left foot land on the midcourt line before or after the contact. Put another way, did the contact cause the offensive player to be off balance, and his foot to go into the back court or not? It is a very close call, but about 2/3s of the people who commented felt the contact caused the offensive player to be off balance as the foot landed on the line, making this a foul, which caused the backcourt violation. Others felt that the foot was landing on the halfcourt line already, so the contact was immaterial to the play and only caused the ensuing stumble into the backcourt. A tough, split second decision, without benefit of multiple replays.

Second, the defenseless airborne player:

<http://ggob.net/wp-content/uploads/2012/08/Undercut-foul.mov>

Everyone who commented was in agreement this was at minimum, a “hard” Intentional foul. However, about half said a flagrant foul, with the resulting ejection, for an unsportsmanlike, “non-basketball play”. It appears the defensive (Blue) player is deliberately attempting to prevent the offensive (White) from being available to receive the “alley oop” pass, and takes out the legs of the defenseless airborne player. Again, another tough split second decision, without benefit of replay for high school officials. The **college** officials involved were able to review this play, and ruled it a flagrant foul, and ejected the fouling player.

Video #1: Game-End Focus/Last-Second Inbound Officiating

Below is a link to a video of a major High School Tournament Championship game, where the key play occurs with just 0:00.8 seconds left. Things to consider:

- What should the crew have discussed during the time-out?
- How should we *always* administer the throw-in from the Trail position? (This video shows why it’s so important.)

- Did the Trail put himself in a good position to officiate the play/see the play develop?
- What do you have on the actual play?

<http://www.maxpreps.com/m/team/videos.aspx?schoolid=3e6d32d9-9a21-4391-aba1-d59804bf82e6&ssid=4846da9f-66fa-49e9-a3d1-15f04ca7ecc4&videoid=fe8938e8-74c6-40af-bcfc-a383abdb43e4>

Fashion Police, Episode #462: “The Headband and the Sleeve”

Here we are coming up on the midway point of the league season, and we are still seeing approximately 1/3 of games being played by players who are in illegal uniforms. This is surprising, because the rule has been made so much simpler this year. So, let’s recap some common incorrect rulings and the correct applications of the rules:

Headbands: True or False: “Pre-wrap is not a head band.” Answer: **False**

From Rule 3, Sec. 5, Art. 4a, headbands are **any** item that goes around the head (as opposed to only around a ponytail). This includes “**pre-wrap**”, ribbon, common sweat bands or anything else. These headbands shall be white, beige, black, or **predominant** color of the uniform *actually being worn (not any color in the uniform)*. All players on a team who are wearing headbands **must** wear the same color within the color restrictions. Also, pink headbands/wristbands are only permitted during Pink Zone (breast cancer awareness), which is generally the first two weeks in February – and, again, if that is the only color worn by all teammates.

The restrictions on things holding ponytails pertain to the issue that they be safe. That is, no loops of ribbon for fingers to get caught on, or loose ends hanging down to be pulled. They have to be a solid band. No beads or other adornments.

Arm and Leg Coverings: True or False: “Leg sleeves are knee braces.” Answer: **False**

From Rule 3, Sec. 5, Art. 3. **Anything** on the arm or leg is a sleeve, unless it is a knee brace. (See below for definition of “knee brace”.) Sleeves have the same color rules (white, beige, black or the **predominant** color of the uniform being worn), as headbands, and the requirement that all players wearing sleeves **must** wear the same color for both the arm and leg sleeves. Another special note: Sleeves that have pads for the elbow or knee do not change their definition to “brace”. Nor does it matter if they are being worn for “medical” reasons. They are still sleeves, and subject to all the sleeve rules. So are tights.

Knee Braces: The Rule Book clearly defines Knee Braces as “anything that contains hinges and/or straps, or an opening over the knee”. This also includes some braces that have plastic support strips along the side to add rigidity to the brace. Legal knee braces are the only exception to the sleeve rules.

Undergarments and Compression shorts: True or False: “T- shirts may be any school color” Answer: **False**

Rule 3, Sec. 5, Arts. 6 and 7, state that any undergarment (t- shirt or compression short) must be the same predominant color of the uniform being worn. With compression pants (ending above the knee as per Rule 3, Sec. 7) and long sleeve t-shirts, this rule takes priority over the “Sleeve” rules mentioned above. Full clothing items like t-shirts (both short and long sleeved) and compression shorts must **always match** the predominant color of the uniform being worn.

“No Mas!” – Informing the Coach of Their Final Allowable Timeout

Remember that a couple of years ago, the NFHS added language that **requires** (not suggests) the officials to notify the head coach that the timeout that they just called is their last (Rule 2, Sec. 7, Art. 11). As league play comes into the home stretch, more teams are using each and every timeout, so be prepared to let the coaches know when the timeout cupboard is bare. This is also an opportunity to resolve any discrepancies between the home and away books, in case they don’t agree on this point.

The Quality of Mercy (or the Mercy Rule) is Not Strained...

Many of you have heard something about the following game in which the final score was 161-2:

<http://www.sfgate.com/news/article/California-girls-basketball-coach-suspended-6021357.php>

This has generated a lot of questions about what, if anything, the officiating crew could do about this situation. Answer: Not a whole lot. But there are some tools you can use.

First, we have the Mercy Rule, which states if one team is ahead any time in the fourth quarter by 40 or more points, the game clock shall run in the remaining portion of the fourth quarter, timeouts excepted. The little-used addition to this rule is that by mutual agreement of both coaches, if a 40 point lead exists in the third quarter, the game clock may run in that quarter as well. The GGOB does not, in most cases, suggest you seek this mutual agreement in the vast majority of the games the GGOB serves. However, in a 161-2 type of game, it might be considered an example of that extreme case where a running clock in the third quarter would be appropriate, if mutual agreement can be reached.

Second, under Rule 5, Sec. 5, Art. 3, the length of a period may be reduced “at any time” by mutual agreement of both coaches and the Referee.

Lastly, under Rule 5, Sec. 4, Art. 1, a Referee may end a game if “acts which make a travesty of the game” are committed by anyone involved with the game. In the case linked above, running a press when ahead by extremely large margins, could meet this definition, but please tread carefully before making such a determination.

The possibility a GGOB crew will be confronted by this type of extreme situation is very low. The GGOB seeks to handle such an unfortunate situation with the maximum amounts of professionalism, restraint and tact. So, while very unlikely, take this unfortunate, rare and outlandish example as another means to learn the rules and their proper application.

Video #2: The Last Video of the Year

Foul! What sort of foul?

http://ggob.net/wp-content/uploads/2012/08/Ohio_Iowa.mov

Game Management Corner: A Message from the MCAL Commissioner

Some events at a recent game are encouraging us to review our responsibilities for actions that occur after the final buzzer, but before we get home. Rule 2, Sec. 2, Art. 4 states our jurisdiction ends when we “leave the visual confines of the playing area”. So what happens if a player confronts you in the locker room, or the parking lot, or elsewhere away from the “playing area”?

It’s the policy of the GGOB and the leagues that the Home Team is responsible for our security exiting the gym. Make use of this if necessary! The schools have, for the most part, taken this issue very seriously. Read the Note to Rule 2, Sec. 2, Art. 4, regarding our authority extending to “clerical” issues. If inappropriate behavior related to the game occurs **anytime, anywhere**, document it as soon as possible in an Incident Report.

Also, the Note on Rule 2 Sec. 8, Art. 1 clearly states the Home Team is responsible for crowd management. The MCAL issued the following guidelines a few years ago:

It is NOT good sportsmanship for spectator sections to turn their backs or raise newspapers as the opponents are being introduced.

It is NOT good sportsmanship to attack football season wins/losses.

It is NOT good sportsmanship to attack our private schools.

It is NOT good sportsmanship to attack our league members who have religious foundations.

No face paint allow on students, except small team logos or symbols.

It is not the intent of the GGOB for our officials to be enforcing these policy statements on fans. ***This remains the responsibility of Site Management!*** However, you may need to, in the interest of maintaining order in the gym, remind Site Management/Administrators of problems occurring. The MCAL polices stated above give you some additional issues to raise, if needed.

Thanks for all your feedback on these memos! The dialogue has made the content so much stronger, and it’s great to know how many of our officials are actively working to learn and improve over the basketball season. Finish strong!!!