

2010-11 HIGH SCHOOL 3-MAN PREGAME CONFERENCE

2010-11 NFHS Rules Revisions

- 2-8-5;
3-3-8 Changed the guidelines and procedures for identifying and removing a player who exhibits signs, symptoms and/or behaviors consistent with a concussion.
- 3-5-3a The list of permissible headband and wristband colors was changed to include any single solid school color.
- 10-3-6i;
10-5-5 Specific rules were added to address the unsporting acts of a player leaving the playing court for an unauthorized reason to demonstrate resentment, disgust or intimidation and team members leaving the bench area and/or playing court for an unauthorized reason.

2010-11 MAJOR EDITORIAL CHANGES

- 3-3-1a NOTE; Clarified that when a substitute is not properly reported, the players in the game at the conclusion of the quarter/when the time-out was granted shall begin play for the new quarter/after the time-out. During an intermission, all team members are bench personnel for the purpose of penalizing unsporting behavior.
- 4-34-2
- 3-4-2d Clarified that a school or conference logo/mascot may be located at the apex/opening of the neckline, in the corresponding area on the back of the jersey and/or in the either side insert.
- 3-5-2 Clarified the requirements for guards, casts and braces and that a protective face mask shall be worn molded to the face.
- 4-4-7d Clarified that the ball is at the disposal of a player when it is available after a goal and the official begins the throw-in count.
- 7-6-6 Clarified that when the ball is awarded to the wrong team, the mistake must be rectified before the throw-in ends.

2010-11 POINTS OF EMPHASIS

1. Rules Enforcement
2. Sporting Behavior
3. Perimeter Play
4. Closely-guarded Situations
5. Principle of Verticality

Review of 2009-10 NFHS Basketball Rules Changes

2-2-1 NOTE A state association may permit game or replay officials to use a **New** replay monitor during state championship series contests to determine if a try for goal at the expiration of time in the fourth quarter or any overtime period (0:00 on the game clock) should be counted, and if so, determine if it is a two- or a three-point goal.

1-14; 5-6-2 When a red light behind the backboard or an LED light on the backboard is present, it is permitted to signal the expiration of time in the quarter/extra period. If no red/LED light is present, the audible timer's signal will continue to signal the expiration of time.

2009-10 NFHS Major Editorial Changes

1-13-3; 5-12-5 Clarified that the imaginary rectangle designates the area to be

used for time-outs.

2-12-5 NOTE A note was added to clarify when the 20-second interval begins to **New** replace an injured player.

3-7 Clarified that any item, in the referee's judgment, that constitutes a safety concern is not permitted.

9-1-3d Clarified that a player leaves a marked lane space when he or she contacts any part of the court outside the marked lane space (36 inches by 36 inches).

9-1-3g Clarified that a player occupying a marked lane space must have one foot positioned near the outer edge of the free-throw lane line with the other foot positioned anywhere within the designated 36-inch lane space.

2009-10 Points of Emphasis

(For a complete discussion of the points of emphasis, see page 65.)

1. Traveling 4. Block/Charge
2. Closely guarded 5. Free-throw administration
3. Three-seconds

2009-2011 Mechanics Changes

3.2.2.D Crew of Three Only: The trail shall mirror the lead's stop- and start-clock (chop) signals for frontcourt end line throw-ins.

A. UPON ENTERING THE FLOOR (15 MINUTES PRIOR TO GAME TIME)

1. Go to positions opposite table (U1 with Home, U2 with Visitors, R between U1 and U2).
2. Count players at your end & view action of those players.
3. Check your team for jewelry, unsafe equipment, illegal undergarments, hair, nails; penalize dunking/hanging on rim.
4. **At 12-minute mark, R goes to table:**
 - *Make sure line-ups are entered & starters marked.
 - *Verify # of players warming up are the # listed (more in book is okay).
 - * Review following with table personnel:
 - Get eye contact with officials when fouls are reported.
 - Handling of substitutes & disqualified players.
 - Starting time out clock, horns on time outs, need for 2nd horn.
 - Approval of final score.
5. When R goes to table, U1 and U2 continue to observe both teams.
6. **At 5 minutes**, get captains AND HEAD COACHES for conference at table area. Cover:
 - * Introduction of captains *General sportsmanship * Location of administrator
 - * Verification of uniforms and equipment * Rough play.
7. If both teams leave floor, we leave. Return as soon as players return.
8. Prior to jump & after starting lineups have been announced, R goes across floor, U1 & U2 goes to free throw lines extended.
9. Note: During the intermission between games of a doubleheader, at least one official must be on the court at all times.

A JUMP BALL

1. REFEREE RESPONSIBILITIES:

- a. Administers toss **or can designate tosser.**
- b. Primarily responsible for two jumpers - penalize for tapping on the way up, catching tapped ball, or tapping more than twice.
- c. Hold position until midcourt area clears.
- d. Will initially (but may rotate quickly) become **Trail** regardless of direction ball goes.
- e. Check possession arrow after control established

2. **U1 RESPONSIBILITIES: (Positioned on sideline near table to left of Referee)**
 - a. Insure table is ready - signal to R.
 - b. Primarily responsible for toss – Call back bad toss.
 - c. Chop time-in.
 - d. Will initially become **Lead** when ball goes to the left, and **C** when ball goes to the right, but may need to rotate quickly.
 - e. Check possession arrow after control is established.
 - f. Rule on tip out-of-bounds table side of R.
3. **U2 RESPONSIBILITIES: (Positioned on sideline opposite table - right of Referee)**
 - a. All 8 non-jumpers. **RESTRICTIONS:**
 - *can back out **any time**.
 - *can come onto or move around the circle **after toss**.
 - *can come into circle **after tip**.
 - b. Will initially become **Lead** when ball goes right, and **Center** when ball goes left, but may need to rotate quickly.
 - c. Check possession arrow after control is established.
 - d. Rule on tip out-of-bounds behind R.

D. POSSESSION ARROW PRINCIPLES

1. **Initially established by:** team control, disposal of free thrower after common foul, or when handed to thrower for a throw-in after a violation prior to initial control, the free throws for a non common foul, or a common foul prior to the bonus in effect.
2. **After established,** can only be changed: after an AP throw-in **legally** ends or if the throwing team violates on an AP throw-in.
3. **Note – the throw-in ends when the throw-in pass is LEGALLY touched by another player.**

E. PRIMARY COURT COVERAGE

1. The three officials always want to set up a wide triangle covering the court.
2. Area inside the arc, below free-throw line extended becomes **primary area for the Lead**.
3. When lead is on-ball, trail's off-ball responsibilities include area above FT-line extended to division line on part of court to free throw lane line furthest from the trail.
4. Trail also has all 3-point coverage on 60% of court.
5. Center has other 40% of court.
6. Center **MUST** watch off-ball–rough post play, illegal screens on cutters, holding, 3-sec., etc.
7. Lead should avoid “quicksand” under most circumstances.
 - When caught in quicksand, (L) should go back where he came from and balance floor.
 - Lead can “pinch-in” to get a better look at drives to the basket and blocks from behind, but should return to “closed-in” position as soon as possible.
8. **Do not call out of your primary area except:**
 - **On blatantly obvious plays.**
 - **Call has to be good for the game – if foul or violation went uncalled and game control would suffer immensely.**
 - **When partner's view is blocked or he freezes and doesn't react.**
9. When calling out of your area **you must have seen the entire play clearly to make a call. Don't over-officiate!!!! Concentrate on your primary area!**
10. **Pass/Crash – Official play is coming toward takes ball – other official takes player.**

F. THREE-POINT COVERAGE

1. Primary coverage is either (C) or (T)
2. Whoever covers, the other mirrors good 3-point signal. (L) never signals good 3-pt goal.
3. **On changing 3 to 2 - BLOW WHISTLE, SIGNAL “2”, GET BALL BACK IN PLAY.**

4. **On changing 2 to 3** - SIGNAL & KEEP GAME MOVING - DO NOT STOP PLAY!
5. L has to help out on transition and can signal 3-pt attempt.
6. If you fail to award, **it is a CORRECTABLE ERROR**. If you signal & table fails to count basket, it's correctable until final score is approved (bookkeeping error).

G. THROW-IN ADMINISTRATION

Note: The throw-in ends when the throw-in pass is “legally” touched by another player.

NEW FOR 2009-10: On all end line throw-ins in the front court, the Trail official will mirror the chop of the lead to start the clock.

1. Officials administer throw-ins on the line they call. Boxing-in principles remain in effect.
2. Division line has no significance for airborne players on throw-ins; and if defender intercepts a pass while in the air from front court and lands in back court.
3. If ball is staying at same end, administer on line you call.
4. For end line throw-ins up to 3-pt arc, L positioned between ball and nearest sideline.
5. For end line throw-ins outside 3-pt arc, L has “ass to glass” positioning.
6. Trail or new trail official administers all throw-ins in the backcourt.
7. Lead supports C or T on all sideline throw –ins (wrap around)
8. On transition new trail takes back-court sideline and new lead takes front court sideline.
9. Communicate with partners-eye contact-don't rush.
10. Discuss how non-administering officials will signal when ready.
11. **Recommended: Bounce ball to thrower in backcourt, or front court sidelines with no pressure.**
12. **Lead should not bounce ball to thrower on endline in front court or across paint.**
13. For all throw-ins in the paint area (ball remaining in front court), lead should take throw-in **on same side as the trail to eliminate rotating.**
14. **Remember:** The penalty for double personal/technical/simultaneous fouls is changed from an alternating possession throw-in to resuming play from the spot of interruption.

H. RESUMPTION OF PLAY PROCEDURES:

1. **On throw-ins**, make sure you have confirmation from nearest partner before handing ball to thrower or putting ball on the floor.
2. **On free throws**, get confirmation from partners before bouncing ball to shooter or putting ball on floor at free throw line.
3. 1st horn at 45-sec, 2nd at 1-min. For 30-sec TOs, 1st horn at 15-sec, 2nd horn at 30-sec.
4. Teams must be ready to play (coming onto floor) at 2nd horn.
5. If throw-in resumes play, put it on floor or hand it to thrower depending on who delays.
6. If free throw resumes play, put it at FT line or give to shooter. If shooter delays, he violates when entering semicircle. If defense delays, don't allow them to fill first lane space - automatic violation if throw is missed.
7. If team violates a second time in a particular situation – **Technical Foul**.

I. CLOSELY GUARDED SITUATIONS

1. Stay with any count you start until status changes.
2. **Use silent, visible count only on all throw-ins and counting situations.**
3. Give full five seconds on count. Don't look for a violation.
4. Make count visible to both partners.
5. The count ends when an offensive player with the ball gets his/her head and shoulders past a defensive player.
6. **Signal Chart: Last season, added a signal (spreading of the arms) for when a defender is not in a closely-guarding position.**

J. PRESS COVERAGE

1. L must be alert & help - no hurry to get to baseline– position at FT-line extended in front court.
2. Trail can cover 1-1 and 2-2 situations.
3. Center should remain in backcourt to assist Trail.

K. DELAY OFFENSE

1. Trail and Center must referee from outside the court.
2. Lead must start and stay wide, near intersection of sideline and endline.
3. If play dictates, lead may help center in area near top of key.
4. If play moves toward endline, lead must “close down” along endline toward basket to get good angles.
5. Be ready to close down on dribble penetration and backdoor cuts to basket.

L. SHOTS & REBOUNDS

1. Official with primary responsibility for shooter **MUST bring shooter back to the floor!**
2. If (C) has shooter, (T) has primary responsibility for goal tending/basket interference.
3. If (T) has shooter, (C) has primary responsibility for goal tending/basket interference.
4. When a player with the ball starts a drive to the basket from an official’s **primary area, that official has the player and the ball all the way to the basket. If C or T don’t make a call on a drive with players on the floor, L needs to get something!**
5. Lead or Trail - hold signals on all whistles involving drives to the basket from the C or T primary area.

M. BASKET INTERFERENCE & GOAL TENDING

1. If in doubt, leave it alone.
2. Pins are legal as long as ball is on the way up & pinning is not in square.
3. **Basket Interference (NOT A T-foul during free throws)** includes:
 - * Touching ball while it is on the ring or in the basket.
 - * Touching ball while it is in the cylinder.
 - * Touching the basket while the ball is on the ring or in the basket (includes the net).
 - * Grabbing net while ball is on/in basket. NOTE: grabbing/slapping net while ball is in cylinder is nothing.
 - * **When a player pulls down a movable ring so that it contacts the ball before the ring returns to its original position.**
4. **Goal Tending** (also a T during free throw) includes:
 - * Shot (tap is defined as a try).
 - * Chance to go in.
 - * Downward flight.
 - * Ball above ring level, or
 - * Anytime ball is touched during free throw while it is outside cylinder.
5. If (C) has shooter, (T) has primary responsibility for goal tending/basket interference.
6. If (T) has shooter, (C) has primary responsibility for goal tending/basket interference.
7. Slapping backboard must cause it to vibrate during a try, or while ball is on board, in basket, or in the cylinder. It is never basket interference. At most it is a T & if ball goes in the basket, it counts. **NO CALL UNLESS CLEARLY HOT-DOGGING!**

N. FOUL ADMINISTRATION

1. **High school, not college game**; if bodies hit the floor, get something! Get it early!
2. **Stay with the call - don't leave players too fast on hard fouls.**
3. Don't point too quickly if two whistles. **Yield to official the play is coming toward.**
4. Verbally give **color, number, & signal** at spot of foul. Don't rush at player! (Bird dog is optional)
5. Designate throw-in spot or # of FTs to partner at scene.
6. Non-calling officials are responsible for what happens to ball. Only if it went in do you come to calling official and say "it went in".
7. Go around, not through players.
8. Get eye contact with scorer & come to a complete stop when reporting fouls. Verbally give **color, number, & signal. Use same order all the time!**
9. Free officials identify shooter.
10. Free officials freeze eyes on 10 players while moving to new spots.
11. Administer fouls in order they occur.
12. Watch shooter back to floor - **airborne until one foot touches floor.**
13. Post play - look for displacement; get "automatic" fouls such as swim stroke, knee into opponent, backing-in to defende.
14. **Hand checking - call if:**
 - * Hand is left on opponent.
 - * Anytime two hands are placed on dribbler.
 - * Continual jabbing.
 - * Anytime elbow of defender is locked/extends, rule hand-checking if opponent restricted.
15. On non-shooting fouls in the paint, **take throw-in on trail side to avoid rotating**

O. SWITCHING

1. **IF BALL STAYS IN FRONT COURT (free throws or not-no difference):**
 - ◆ Calling official goes **tableside.**
 - ◆ Official who was tableside fills spot of calling official.
 - ◆ Third official remains in same spot.
 - ◆ If calling official was tableside, return to same spot & other officials do not switch.
2. **IF BALL TRANSITIONS FROM FRONT TO BACK COURT W/FREE THROWS:**
 - ◆ Calling official goes to (T) tableside.
 - ◆ Closest official to new baseline goes to (L).
 - ◆ Other official goes to (C)
3. **IF BALL TRANSITIONS FROM FRONT TO BACK COURT W/ NO FREE THROWS:**
 - ◆ **No long switches.**
 - ◆ T becomes new L, L becomes new T and C remains the same.

P. ROTATIONS

1. If the ball **settles** inside the free throw line extended on the weak side or penetrates the free throw lane line nearest the C, **(L) initiates the rotation.**
2. If the ball is trapped in the mid-court area on the weak side, **(C) initiates the rotation.**
3. Lead should close down when sthe ball moves beyond sthe imaginry center of the court (when the ball moves toward the center official).
4. When the ball rotates, the officials must move. Lead closes down when ball moves beyond FT lane line extended, (L) switches to other side of lane area.
 - a. This switch forces lead and center to rotate positions, unless a quick shot or drive to basket immediately follow.
 - b. Okay to have two (Cs), but there can never be two (Ts).
5. **Do not lock down** with less than a minute. Always get in best position to see the play.
6. **The lead may initiate a rotation** when all three officials are in front court.

Q. FREE THROW ADMINISTRATION

1. **Lead** administers all throws. **C** assumes position, signals number of throws and begins count, **Trail** assists on all lane activity and administers all substitutes.
2. Discuss lane coverage for violations & fouls. L has 1st marked lane spaces on each side and 2nd/3rd spaces on opposite lane line. C has shooter and 2nds/3rd spaces on opposite lane line; T helps out on all spaces and unmarked spaces.
3. Discuss players switching positions - know who moved first.
4. Faking in marked spaces treated same as any other lane violation.
5. Discuss blocking out shooter.
6. Players can't enter lane until ball touches rim, backboard, or the free throw ends.
7. Discuss huddling {one warning per team per game}.
8. Discuss free thrower delaying entering semicircle when official is ready - T.
9. Defense can have up to 4 players in marked lane spaces; offense only two.
10. **Changed the occupied free-throw spaces to move all players up one marked lane space; leaving the spaces between the end line and block vacant. (NEW FOR 2008-09)**

R. TECHNICAL/INTENTIONAL FOUL ADMINISTRATION

1. Calling official goes table side or opposite depending on situation (If opposite, will administer division line throw-in following technical foul shots.
2. New (L) is on baseline and administers free throws.
3. New (T) is near table observing players and administering substitutions.
4. Count as team & individual fouls for bonus & disqualification.
5. T's on bench, pregame/intermission dunks/hangs - **charged indirectly to head coach**
6. **DISQUALIFICATION - 3 TOTAL/2 DIRECT TO HEAD COACH; 2 on anyone else.**

S. DUNKING

1. Dead ball situations - give player benefit of the doubt.
2. Grasping of ring - give benefit of doubt if it is to prevent injury.
3. If he swings or pulls-up, call a T.
4. During pre-game warmup or intermissions, coach is also assessed an indirect T-foul and loses box privileges.

T. DOUBLE WHISTLES

1. Yield to the official in whose direction the play is coming.

U. DOUBLE PERSONAL/DOUBLE TECHNICAL/SIMULTANEOUS FOULS

1. The penalty for double personal/double technical/simultaneous fouls is changed from an alternating possession throw-in to resuming play from the spot of interruption.
2. **No shots for double personal or double/simultaneous technical fouls.**

V. SUBSTITUTIONS

1. Non-administering officials are primarily responsible to see that 10 are on floor.
2. **Injured player:** Does not have to leave if ready to play immediately. If coach is beckoned onto court, player must leave game
3. Injured player/uniform adjustment/bleeding player - **Can re-enter if time-out is called and player is ready to enter before time out ends.** Both teams must request time-out in order to keep two opposing players in the game that were both directed to leave for injury/blood.
4. If unconscious or apparently unconscious - must have **doctor's written authorization to return.**
5. **Don't allow substitute to enter unless he/she is at the "X" and ready to enter.**

6. In most situations, (T) will bring in substitutes. (C) will bring them in when foul or violation occurs in back court and then play goes to front court.

W. FOULING OUT OF GAME

1. Give table plenty of time to advise you of 5th fouls late in game.
2. **Trail official advises coach, signals to start 20-sec timer, then player.**
3. **As soon as coach is notified, player becomes a non-player, subject to bench conduct rules.**
4. Advise timer to start **20-sec.** timer as soon as you notify coach- **blow horn after 5 secs.**
5. Time out cannot be granted until substitute reports and is beckoned in. **If you do grant the time-out, it must be administered.**

X. TIME OUTS & INTERMISSIONS

1. **Official who grants TO takes it to table .**
2. Official nearest spot where ball will be put in play secures ball at throw-in spot
3. Reporting official and free official move to closest free throw block for full time outs or head of key for 30-second time outs.
4. Report # of player requesting time out to scorer.
5. If free throws are due, communicate shooter # to partners before granting TO.
6. Team/coach can request time-out anytime they are in **player control**, even if airborne, but not during an interrupted dribble. **Make certain head coach** is the one asking.
7. During intermissions between quarters and at half, referee positions at mid-court opposite table, U1 positions at free throw lane block across from home team and U2 across from visitors
8. **3 full and 2, 30-sec timeouts per game. One additional full TO** for each overtime period. **Coach must declare type of time out immediately!** Do not go into huddle to ask coach.
 - Can't change after reported to scorer. Unused time-outs accumulate & can be used anytime
9. At the end of the first half, officials should assemble in an area approximately halfway between the center circle and the sideline opposite the table and remain until teams and coaches have exited.

Y. BENCH CONDUCT (14-Foot Coaching Box is approved in MO)

1. Discuss enforcement & administration.
2. Important that both official enforce consistently.
3. Don't look for it when ball is alive - officiate the game.
4. **MO Adoption: The head coach will receive only ONE warning if out of the box. T-foul if out again. He/she then loses box privileges.**
5. **Asst. Coaches must remain on the bench – Penalty is a T-foul after warning to the Head Coach.**

Z. SCREENING

1. Talk to players early to prevent illegal screens.
2. Officiate the defense, especially on center lob play.
3. If defense stops, no matter how severe the contact - no foul (seldom happens that way).
4. Watch for illegal of-the-ball screens. (C) must get these fouls.
5. When screening a moving player, the offense must move in the exact same direction as the moving player.

AA. ILLEGAL HAND CONTACT

1. Talk to players early to prevent, but don't keep warning the same player for the same thing.
2. **HAND CHECKING:** leaves hand on; puts 2 hands on; jabs continuously; locks elbows or extends.
3. Know what partner called when first hand check is called and enforce it.

BB. NEED HELP

1. If you look for help, it means you don't have it - **partner makes call. Look to nearest partner.**
2. If he has it, partner should give clear signal as if he were making the call initially - if not, give jump ball signal **immediately.**
3. If partner comes to you with a different call - **you change your call & signal.** Don't argue.

CC. TEMPO

1. Same fouls at both ends & in last 2 minutes, same as first 30!
2. If no 3 seconds all game, don't look for it at end of game.

DD. LAST SECOND SHOT

1. Always table opposite (C) or (T) unless given up by prior agreement.
2. On a fast break, (L) may be in best position to assist table-opposite with call.
3. If covering official doesn't see it, come to center circle & decide. Don't let timer or scorer decide. (R) has final decision in cases of dispute.
4. T and C need to be alert for 3pt attempts.
5. Do not lock down inside 1-minute unless you talk about it.
6. **With .3 seconds or less, when play is resumed by a throw-in or free throw, a player cannot gain control of the ball and try for a field goal. In this instance a tap can score a goal.**

EE. OVERTIME PERIODS

1. Jump ball - no change of baskets.
2. Varsity - 4 minutes; JV and below 2 minutes.
3. One additional full time out per team per overtime period.
4. AP arrow re-established.

FF. CORRECTABLE ERROR SITUATIONS

1. Discuss correctable errors:
 - * Failure to award a merited free throw.
 - * Awarding an unmerited free throw.
 - * Permitting wrong player to attempt a free throw.
 - * Attempting free throw at wrong basket.
 - * Erroneously counting or canceling a score.
2. **TO BE CORRECTED: MUST BE RECOGNIZED DURING FIRST DEAD BALL AFTER CLOCK HAS PROPERLY STARTED. If error is made while the clock is running and the ball is dead - must be recognized before second live ball.**
3. Play is resumed at the point it was interrupted to correct error, unless free throws are involved and a change of possession has not occurred - play continues after last free throw ends.
4. If error is free throw by wrong player at wrong basket or awarding an unmerited free throw, the free throw and the activity during it, other than unsportsmanlike, flagrant, intentional or technical fouls are canceled.

GG. WARNING SITUATIONS

1. Four situations:
 - * Throw-in plane violations.
 - * Huddling by two or more players in free throw lane or contact with free thrower.
 - * Delaying game by failing to allow ball to pass through basket after a made goal.
 - * Failure to have the court ready for play following a time out.
2. Report warning to table.
3. Only one warning per team per game **for any single violation** category - **T thereafter**.

HH. FIGHTING

1. Closest officials try to break it up, but don't grab a player & put him at a disadvantage.
2. Other official monitors players involved & players coming off bench.
3. If any bench personnel leave bench during a fight **or if a fight might occur**, he/she is charged with a flagrant T and is disqualified.

ONLY ONE SUCH FOUL, SHALL BE PENALIZED, AND ONLY ONE CHARGED INDIRECTLY TO HEAD COACH, REGARDLESS OF HOW MANY INDIVIDUALS OTHER THAN THE COACH LEAVE BENCH AREA. ALL FOULS COUNT TOWARD THE TEAM'S TOTAL.

4. If head coach leaves bench area during fight, **unless beckoned by an official**, he/she is charged with a direct technical foul and disqualified. This foul is penalized in addition to the one for other bench personnel.
5. If any bench personnel actually fights, a flagrant technical foul is charged to each offender and also indirectly to the head coach. Each offender is disqualified.
6. Shoot free throws only if an offsetting situation does not result. Follow with AP throw-in.

II. FLIPPED NETS

1. No provision in rules to stop clock & get net down.
2. Fix during stopped-clock period.

JJ. END OF GAME

1. Meet at baseline nearest exit & leave court immediately.
2. Not necessary to retrieve ball.
3. Final score is approved when both officials leave the visual confines of the playing area.

KK. APPROVED RULING

1. In situations with the clock running and 5 or less seconds left in the game, a throw-in plane violation should be ignored if its only purpose is to stop the clock. However, if the tactic in any way interferes with thrower's efforts to make a throw-in, a T for delay shall be called even though no previous warning had been issued. In this situation, if the official stopped the clock and issued a warning, it would allow Team B to benefit.

LL. LAST MINUTE CHECKLIST

During stoppage in play or time out within last minute, confer with partner and discuss:

1. Is the score correct? (check with both team scorers and official book)
2. Time outs remaining for both teams.
3. Direction of possession arrow.
4. Foul situations for both teams, re: bonus & double bonus.
5. Which end of court officials will exit.