

IAABO Inside the Lines



Thanks to everyone who participated in the annual Officials vs. Cancer campaign that was held during the past week. Donations are still being accepted. To make a donation, please send your check or money order to your board Point of Contact or mail it directly to: Officials vs. Cancer, P.O. Box 355, Carlisle, PA 17013.

To make a donation online, click on the following URL: www.main.acsevents.org/officialsvscancer

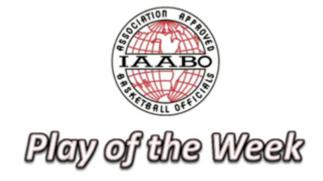
Officials vs. Cancer apparel items are available at: https://iaabo-gear.com/collections/officials-vs-cancer





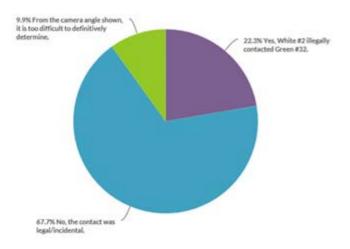
Click <u>here</u> to view the IAABO Play of the Week No. 12. At the end of the video, you will need to click on the link shown below to access the survey question. In addition, all IAABO Plays of the Week are archived at <u>www.iaabo.org</u>.

Click <u>here</u> to answer a survey to ensure that you have an accurate ruling. Once you submit your answer, you will receive a response with IAABO's point of view on this play

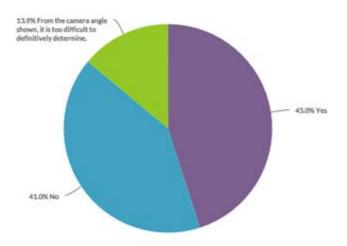


The results from IAABO Play of the Week No. 11 are shown below.

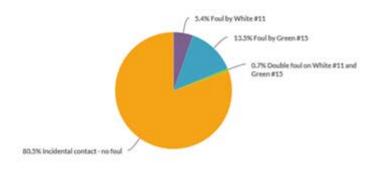
1. Just after the outlet pass, did White #2 illegally contact Green #32?



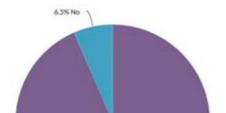
2. Did White #11 commit a backcourt violation?



3. Did White #11 or Green #15 commit a foul near the division line?



4. Was the blocking foul called by the Center official the correct call?



Congratulations

The winner of this week's prize is Paul Gagne, Bd. 21, Sabattus, Maine. Paul will receive a prize in the mail from IAABO, Inc. A special thanks to everyone who participated

Preventative Officiating – 4 vs 5

There are several scenarios that could lead to a team having more than 5 or fewer than 5 players on the court during a live ball. The vast majority of these situations are easily preventable, *IF* game officials remain diligent during dead ball periods. Examples of situations that could lead to a team having more than or fewer than 5 players on the court during a live ball include multiple substitutions by one or both teams, players returning to the court following a time-out or intermission, after an injury, illness, or any lengthy delay occurs. Officials' pregame conference should include discussion with regard to how officials will verify that each team has exactly 5 players on the court before allowing the ball to become live. Some ways to verify ... The referee verifies 5 white jerseys and the umpire verifies 5 dark jerseys ... The U1 verifies 5 white jerseys, the U2 verifies 5 dark jerseys and the R verifies 10 total players ... Each official verifies that there are 10 players on the court. Whatever the circumstance, officials should be certain that before play is resumed following time-outs, intermissions, or other stoppages of play, each team has exactly 5 players on the court. If there is any doubt, the administering official should not be given a thumbs up to administer the throwin. A few extra seconds delay is well worth avoiding the problems and confusion that could otherwise occur!

In accordance with Rule 10, Section 2, Article 2, a technical foul is charged to the offending team if officials discover that there are more than 5 players on the court during a live ball situation, only if discovered while being violated (10.2.2 Penalty).

What procedure should officials follow if they recognize that a team has only 4 players on the court during a live ball?

Situation 1: A team has only 4 players on the court during a live ball and the player who should have been in the game leaves the bench and enters the court. **Procedure:** If the player was the 5th player in the game before the mix-up that caused the team to have only 4 players, that player may leave the bench and return to the court without penalty, unless officials deem the return to be purposely deceptive or deceitful. (10.4.2, Situation B)

Situation 2: A team has only 4 players on the court during a live ball and the team member who left the bench and returned to the court to become the 5th player was not in the game before the mix-up. **Procedure:** If officials recognize the illegal entry before the ball becomes live following the next dead ball, the player is charged with a technical foul. (10.3.2)

Note: If officials rule that a team fails to have all players return to the court at approximately the same time following a time-out or intermission and discover the infraction before administering the throw-in, the penalty is technical foul, charged to the offending team (10.2.5).

Situation 3: If a team has only 4 players on the court during a live ball and the officials recognize it, there is no penalty and the game should continue until the next stoppage of play, at which time the team should be directed to put a 5th player onto the court. A team must play with 5 if 5 are available but short of forfeiting a game for refusing to have 5 players on the court when directed to play with 5, there is no penalty - the game simply cannot continue until a team sends a 5th player onto the court.

If a team only has 4 players on the court during a live ball and the situation is a result of confusion or some kind of mix-up and officials rule there is no intent to deceive, no penalty is assessed. If officials rule there is an intent to deceive the penalty is a technical foul charged to the offender (10.4.2)

In summary, always verify 5 and 5 before allowing the ball to become live. While this procedure may not eliminate the potential for too few or too many players participating, it will drastically reduce the possibility that either will occur!



Peter Greene from Board 21 (ME) recently wrote in with this scenario:

During the 2nd quarter, a substitute who just entered the game gets a rebound and starts dribbling in the wrong direction. The trail official knew she was confused and blew the whistle to prevent the players from dribbling over the division line and committing a violation.

Is stopping play before a violation the correct procedure?

In this scenario, officials do not have rules support to stop play and prevent a possible backcourt violation. Once the backcourt violation is ruled, officials can ensure both teams know the correct direction of each team's basket on the ensuing throw-in.

In a different scenario, when the jumpers face the wrong direction to start the game, officials may stop play once the mistake is recognized. All points scored, fouls committed and time consumed count as if the teams had gone the right direction and scored in their own basket. Again, play shall continue with each team attempting to score in its own basket. (Casebook Play 5.2.1 Situation F)

It is easy for these situations to occur, especially at the lower levels of play. There are very few officials who do not encounter these scenarios over the course of their career. When they do occur, it is important for officials know the proper procedure to rectify the situation and get the game back moving in the right direction.

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Game Tracker Journal

You have likely heard the saying, "a goal without a plan is just a wish," and this age-old adage rings so true for all people pursuing all types of endeavors.



And for basketball officials embarking on the 2017-2018 season absent a basic strategy on how to achieve a stated desire -- a better schedule; advancement to the next level -- you are in a rudderless boat on an open sea hoping the winds of fate blow you to your destination.

Seeking officiating success described in this manner seems laughable, but yet many officials take this approach with their beloved avocation.

But Ref, don't panic now...Help is on the way in the form of the new, and first of its kind, **GameTracker Journal.**

This latest publication from long time IAABO members Billy Martin, Tim Malloy and Al Battista, the creators of Ref60.com, is an innovative tool that provides a template for every basketball official, at every level, to create your own realistic roadmap helping to guide you to your desired destination one game at a time.

For more information on this **GameTracker Journal** tool visit www.Ref60.com/gametracker.

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