**NYSGBOA- 2023 Mechanics/Signals/ Responsibilities**

**POE's- Points of Emphasis-PAGE 4 Rules Bk**

**\*Enforce the Rules as written**

**\*Travels, Post play(3Sec), Legal Guarding**

**\*Contact on/by the BHD- ball handler dribbler**

**\*Conduct/Decorum/Sporting Behavior**

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**\*\*-OFFICIALS BEFORE GAME**

* On the court by 15-minute mark before start of game
* R conducts Captains’ Meeting by 14:30 minute mark
* 12:00-13:00 minute mark meet with table crew review team Fouls etc, check Official Book for lineups, starters, test 30 Sec clock (run it down)
* 1:30 min-2:00 min - mark greet coaches I
* 0:00 check LED lights, are they functional?

**DURING GAME:**

\*\***CONTACT ON THE BHD-** Ball Handler Dribbler by Defender-Rule 10.10-5:

* **ONLY** one “hot stove “touch
* **2nd** touch is a foul
* **Multiple** touches with same hand; alternating hands are fouls
* **ARM Bar away** from the body is a foul…. **COLLAPSED ARM BAR is NOT**
* **STAYED** hand- on the BHD IS A FOUL ANYWHERE ON THE COURT
* **Contact** impacting  **Rhythm, Speed, Balance, Quickness is a foul**

\*\*-**SHOT CLOCK** – starts when ball legally touched

**\*\*New TRAIL stays TABLESIDE when Reporting Fouls** *and* during **Free Throws** *in the Frontcourt….* ***NOT AWAY!***

**\*\*SUBS-** *are administered by the Official* **WITHOUT** the ball*even if going long*

**\*\*LAST SHOT-** Trail T has the last shot, pregame situations out of the norm

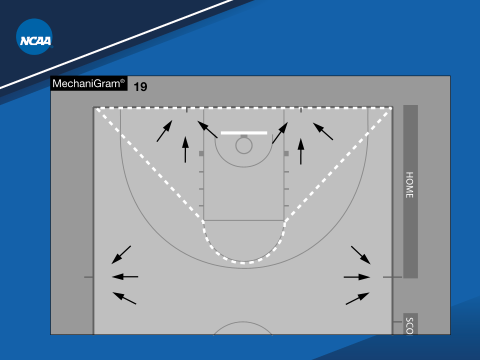
**\*\*THROW-IN SPOTS:**

* **FRONTCOURT- Please refer to the 4 spots for non-shooting fouls, violations, and time outs.**
* **BACKCOURT- use spot of foul, violation or timeout**
* **ALL OUT OF BOUNDS ARE TAKEN FROM THE SPOT**

*\*Foul- Shot Clock reset to 30 sec, tick mark throw-in*

* **Violation-** *Shot Clock reset to 15 seconds if under 15 sec, IF higher stays where it is (example 17 Sec), tick mark Throw-in*
* **REMEMBER DIAGRAM FOR**

**THROW- IN SPOTS** *this gives a Team an advantage or disadvantage (***CRITICAL***)*

* **The Throw-in spot will be the** *nearest 28-foot throw in spot or the nearest lower defensive box tick mark. (\*\*If this lower defensive box tick mark does not exist, use an imaginary spot 3ft from the intersection of Free Throw Lane line and the end line). Ask Management to place tape*
* **Throw-In Spot at Point of Interruption POI for:***Double Fouls/ADMINISTRATIVE Technical*
* **Throw-In Spot at DIVISION LINE for:** *Intentional Foul/Disqualifying Foul/All OTHER Technical Fouls*

**\*\*When Ball goes Out of *Bounds=****Blow the whistle , verbalize color, and point direction of ball with 2 fingers arm extended…. NO STOP SIGN*

**\*\*CLOSELY GUARDED-** A player **HOLDING** the ball in her **FRONTCOURT ONLY** is closely guarded when her opponent is in a guarding stance at a distance **NOT EXCEEDING 6 feet,** measured from the forward foot or feet of the defender to the forward foot or feet of the opponent.

\*\***TIMEOUT FORMAT**

**4 Full (60 Sec) and 2 (30 Sec)**

**An additional 30 Second Time Out will be given to each team for each extra period of Overtime.**

**\*\*Do NOT Grant TIMEOUT** to Airborne player **jumping out of bounds/into backcourt while in air.**

**\*\*TIMEOUT POSITIONS:**

* **30 SECONDS == TOP OF THE KEY**
* **60 SECONDS == LOW BOX** on foul lane line

**TIMEOUT**, *have the timer sound a warning horn 15 seconds before timeout ends and a second horn at end of timeout. Play may than resume.*

**\*\*10 SECOND BACKCOURT -** *The 10 second count shall RESET on all Stoppages of the game clock* **EXCEPT When acronym exists: HOTT**

**H) HELD BALL-***The Offense Retains AP arrow*

**O) OUT OF BOUNDS-***The Defense causes the ball to be OUT*

**T) ADMIN TECH-***Foul assessed to the Offensive Team.*

**T)  TIMEOUT-**Called by the Offensive Team

**The Offensive Team *shall have the REMAINDER of the 10 Seco****nd Count that was started before the ball became Dead. (Example: if shot clock or visual count stopped at 26 seconds or 4 second visual count, the Offensive Team only has 6 seconds to obtain Frontcourt status)*

**Prior to** *resuming play after TO announce to both Teams/Coaches, AND Partner how much Time is left in the backcourt to get the Ball into the Frontcourt.*

**\*\*WHEN** ***Under 30 seconds*** *of each quarter AND Shot Clock is OFF use game clock.*

**\*\*If the Defense KICKS or Fists the ball in the Backcourt-** *the VIOLATION by the Defense caused the Stoppage of the game clock, therefore we RESET the count in this situation to 10 seconds but the Shot Clock remains as it is (e.g. at 26 seconds, the new number is 16 for a 10 second backcourt)\*\*\*\**

**\*\*NO LONG SWITCHES by Officials** *when going from backcourt to FRONTCOURT …do NOT force a rotation- simply bounce the ball across to the thrower- in on the endline*

**\*\*Bonus Free Throws**- A team is awarded **2 FT'S** for each Common Foul beginning with the **5th TEAM FOUL in a Quarter.**

* Team Fouls are to be **RESET to Zero** after 1st, 2nd, and 3rd Quarters.
* THEY DO NOT CARRY OVER TO NEXT QUARTER unless in 4th Quarter into OT

**\*\*EJECTION:***An automatic ejection results when a player or team member has committed the following:*

* *ONE TECHNICAL foul and ONE INTENTIONAL foul*
* *2 Technical Fouls*
* *2 Intentional Fouls*
* *1 Disqualifying Foul*
* *2 Indirect Technical 1 Direct Tech*
* *Fighting*

**\*\*INTENTIONAL FOUL:**

**PENALTY:** *Two free throws to ANY member (including bench players) of the Shooting team PLUS a throw-in at the DIVISION LINE opposite the scorer’s table.*

**\*\*During MULTIPLE Free Throws for** *Personal and Team fouls, a substitute may enter before the FIRST or AFTER the final attempt has been successfully converted.*

*During SINGLE Free Throw may enter before or after*

**\*\*ON A 3 POINT ATTEMPT-** *Raise One Hand all Fingers together (NO 3 FINGERS) with arm extended vertically*

**LEAD-** *will signal Attempt from the foul Extended and BELOW in primary area and the TRAIL will mirror the attempt. If successful, the LEAD will signal the make and the trail will mirror the lead.*

**TRAIL 3 PT ATTEMPT-** *T will signal 3 Point Attempt and made Basket…. LEAD DOES NOT signal unless T forgets to (responsible for players in primary coverage area)*

**\*\*CLOCK** **STOPS** on Made Basket in **Last 59.9 Seconds of 4th QUARTER and OT.**  

**\*\*OPTION TO ADVANCE 59.9 sec of 4th Quarter/OT:**

The team advancing the ball in the **last 59.9 seconds of the 4TH QUARTER (or OT) may** *choose which side of the court to advance the ball to the 28 Ft line in the FRONTCOURT.*

* **DURING TEAM CONTROL OF THE BALL if a Team wishes to Advance the ball THE FOLLOWING CAN NOT BE PERFORMED before by the Team calling Time Out (TO) with the Ball:**
* **Pass/Dribble, in any direction, before the TO is Granted, the Team will NO LONGER have the Option to Advance the Ball. This includes inbounding the ball after a made goal (TO must be called here)**
* **When in the backcourt and the ball is batted out of bounds by the defense a TO to advance the ball to the frontcourt**
* **Successive TOs DO NOT provide the Team with the Option to Advance the Ball.**

Prior to the timeout being reported to the scorer, the team granted the timeout **must inform the officials of their intent to** **advance the ball or ASK and which side of the court**they wish to make the throw-in. **When a team advances the ball but does not inform the officials of the throw-in spot before the timeout is reported, the throw-in will occur at the 28 ft. mark tableside. Again, ask Management to place tape at the 28 ft mark in Frontcourt and backcourt**