

MAINE BASKETBALL



Officials' Mechanics and Procedures Manual

2020-2021 SEASON

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**2020-2021
NEW EXCEPTIONS**

RULES EXCEPTION



Timer's Duties (2-12-5):

The timer must:

Sound a warning signal to announce 15 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game and signal again at the end of the interval after being directed to do so by an official.

NOTE: The official must signal the timer to begin the 15-second interval for replacing a player directed to leave the game. The timer should inform the official when 15-seconds has elapsed. If the official rules the head coach is not in process of completing the substitution at the time, they should direct the timer to sound the second horn and assess a direct technical foul to the team's head coach (10-6-2). If the timer should sound second horn without having been directed to do so by an official, the official should not assess a penalty unless it is clear the head coach of the offending team is delaying the resumption of play by not completing the substitution process.

RULES/MANUAL EXCEPTION



Team Member - Uniform Expectations:

Pre-Game on the Court:

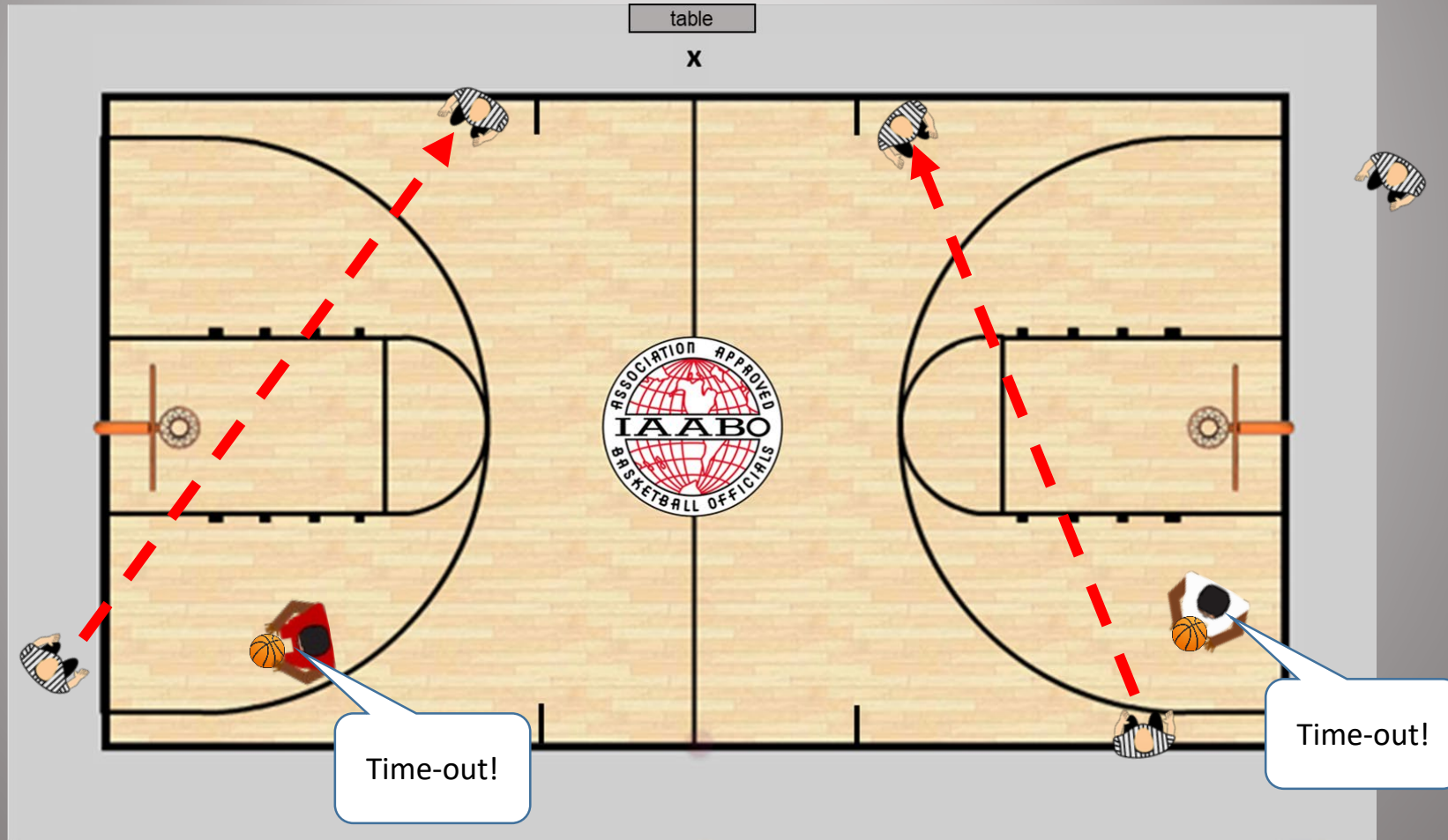
A.5.b. Ensure compliance with uniform/equipment rules prohibiting further participation in warmups ~~if there is a safety concern. When observing any visible illegal apparel/equipment, remind squad members they can continue to warm up but will not be able to participate unless the situation is resolved.~~

NOTE: It is the expectation that all team members in uniform will be properly equipped when they enter the court for pre-game warm-ups and continue to be properly equipped through the end of the game including timeouts and intermissions. If an official observes a team member not complying with uniform rules, it should be addressed. If ball is live when observation is made, it should be addressed at the next dead ball when the clock is stopped.

BUMPING TIME-OUTS (C02, C03)



The ruling official may communicate time-out information to official nearest the scorer's table to report to the official scorer.





MAINE RULES EXCEPTIONS

RULES EXCEPTIONS



Announcer (1-18):

The announcer shall be permitted to make announcements during the game (e.g. “two minutes to go,” “that is the seventh team foul”).

Comment: Announcers should be consistent in the information provided as well as the manner it is presented. If an official feels this guideline is not being honored, it should be reported to the Board Interpreter.

RULES EXCEPTIONS



Official Scorer (2-11-12):

The official scorer will not be required to wear a black-and-white vertically striped garment.

Comment: The court shall be marked with an “X” on the court in front of the scorer. It is permissible for the scorer to drape a black and white shirt over the scorers table for identification purposes. If an official encounters a situation where the scorer is not easily identifiable, it should be reported to the Board Interpreter.

RULES EXCEPTIONS



Manufacturer's Logos (3-5-5, 3-6):

If multiple manufacturer's logos are visible on the game pants/skirt as a result of a "rolled" or "folded" waist band, the game pants/skirt **shall be considered legal**. The size of the logo must be limited to 2¼ square inches to be considered legal.

RULES EXCEPTIONS



Grasping (10-4-3, 10-5-1):

A player must not: ...grasp either basket at any time during the game except to prevent injury.

*All rules below assume grasping is NOT to avoid injury to the player or another player below.

- A player may not grasp the ring and break the ring loose from the flange.
- A player may not grasp the ring and hang.
- A player may not grasp the ring and pull themselves up.
- A player may not grasp the ring to gain an advantage in playing defense or offense.
- A player may wrap their fingers around the ring (grasp) if none of the previous four situations have occurred.



RULES EXCEPTIONS



Penalty: Player technical foul. If committed during an intermission, or prior to the game, an indirect technical would also be charged to the head coach and he would lose coaching box privileges.



MAINE MANUAL EXCEPTIONS



MAINE MANUAL EXCEPTIONS

JUMP BALL

JUMP BALL COMMUNICATION



The tossing official should ensure both teams are ready before tossing ball. The tossing official will not be required to check with speaking captains. The tossing official shall confirm readiness of each team by using the color of the jersey (e.g. “Blue ready?” “White ready?”).

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Jump Ball

Jump Ball

A. Crew Positions

1. Tossing Official holds ball and stands at division line opposite tableside
 2. Non-Tossing official's position is on the tableside sideline straddling the division line.
 3. Officials verify the correct number of players, for both teams, are on the court.
1. The tossing official
 - a. Checks for readiness with table, partner ~~and captains~~
 - b. Verbally and by directional signal indicates the teams' basket
 - c. Sounds Whistle
 - d. Removes whistle from mouth

Page 158

Jump Ball

Jump Ball

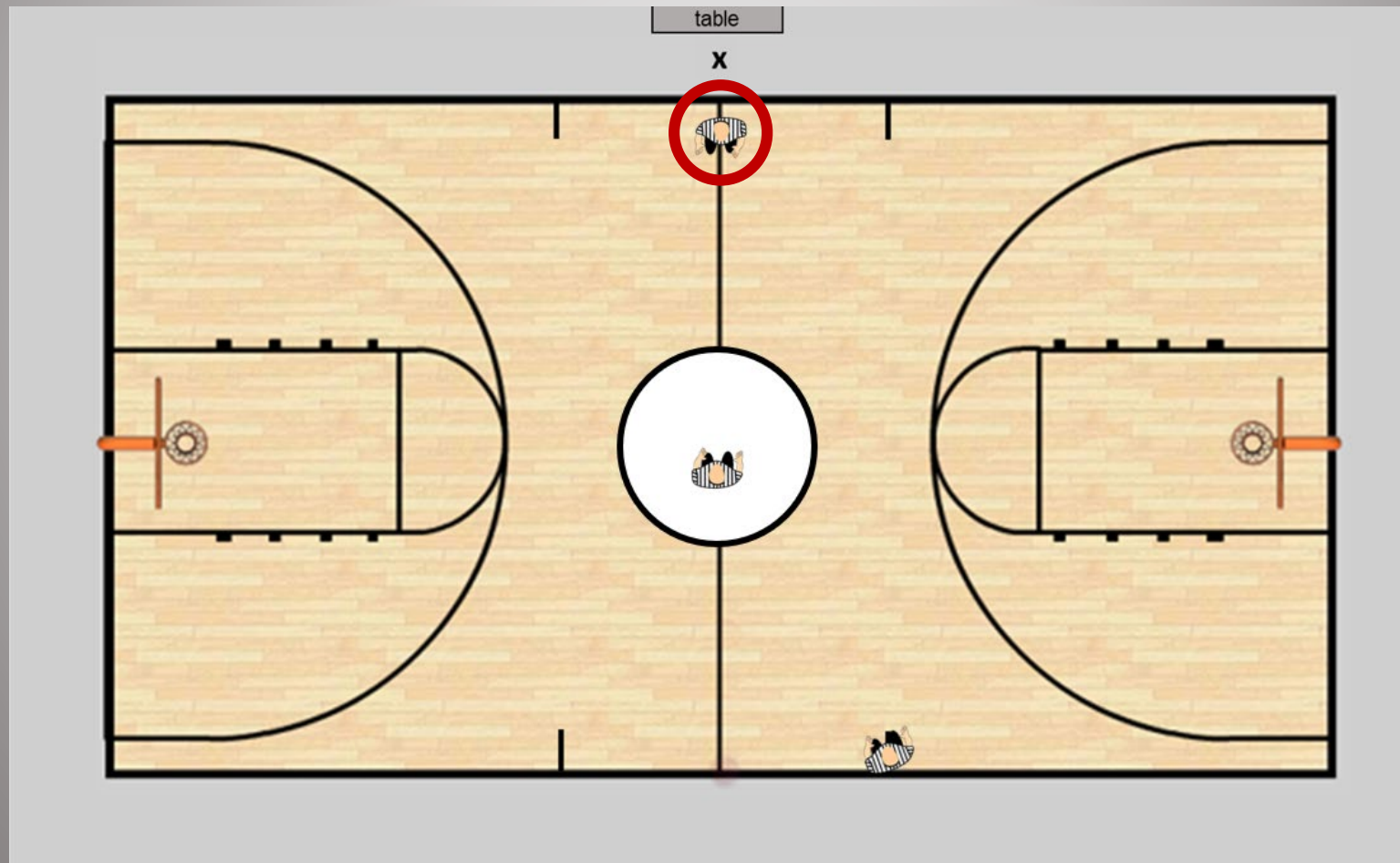
A. Crew Positions

1. Tosser holds ball and stands at division line opposite tableside
 2. Umpire positions are at the sidelines, ~~approximately in line with the top of each 3 point arc.~~ (U1 on tableside sideline; U2 on the opposite sideline, see page 159)
- ### B. Jump Ball Procedures
1. The tossing official
 - a. Checks for readiness with table, partners ~~and captains~~
 - b. Verbally and by directional signal indicates the teams' basket
 - c. Sounds Whistle
 - d. Removes whistle from mouth
 - e. Steps into circle between jumpers

JUMP BALL POSITIONING (Co3)



U1 will be positioned tableside **at the division line** to observe and rule on the jump ball.



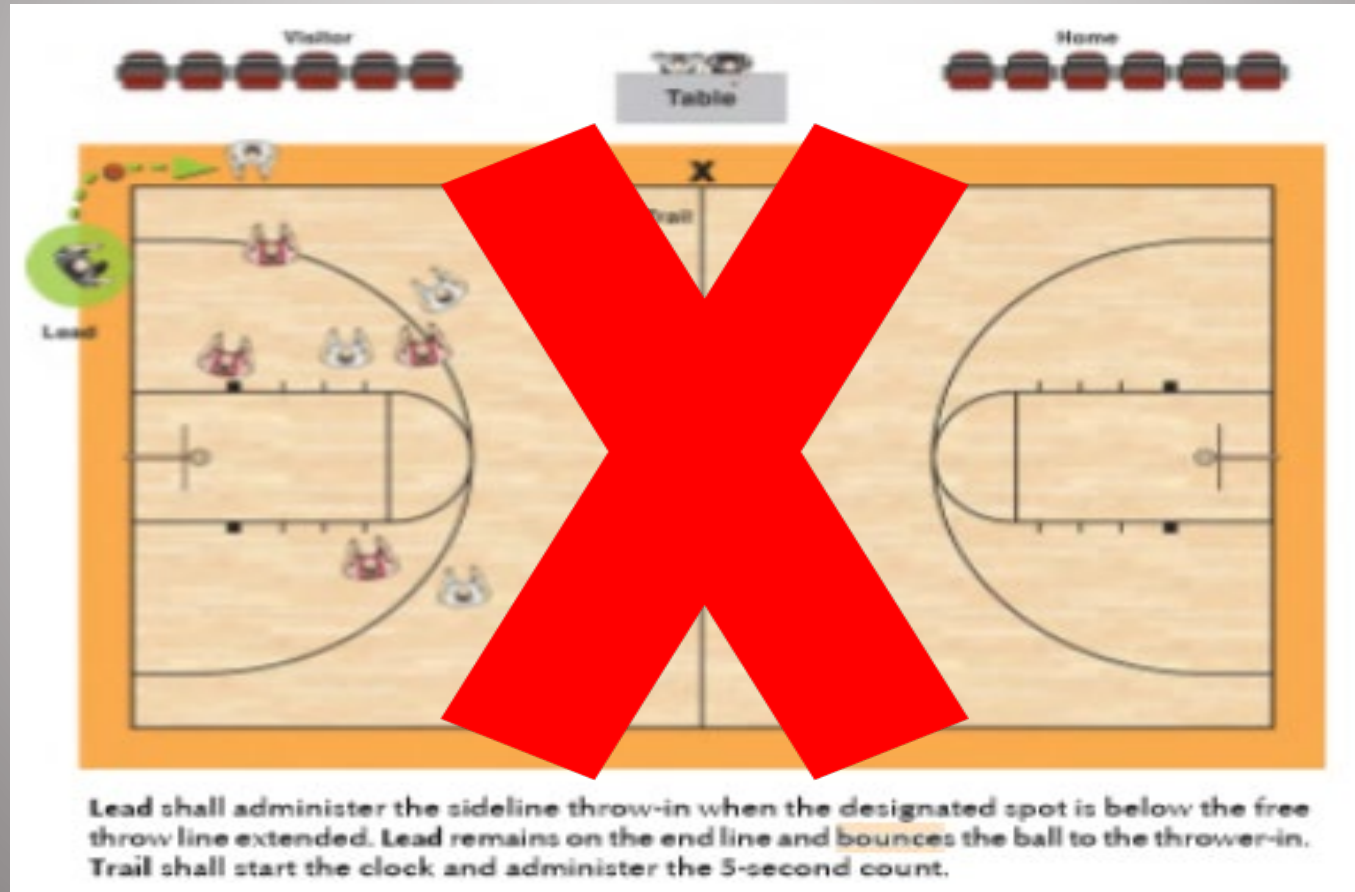


MANUAL EXCEPTIONS THROW-IN

LEAD FRONTCOURT SIDELINE (Co3)



The Lead will not bounce ball to thrower on sideline.
Sideline throw-ins shall be administered by Trail official.



Lead shall administer the sideline throw-in when the designated spot is below the free throw line extended. Lead remains on the end line and bounces the ball to the thrower-in. Trail shall start the clock and administer the 5-second count.



MAINE MANUAL EXCEPTIONS SUBSTITUTION PROCESS

SUBSTITUTION PROCEDURE



During a throw-in or free throw:

- Subs will be beckoned in by the Administering Official.
- Administering Official will display “stop the clock” signal until substitution is complete.
- This official may have the ball in the “stop the clock” hand.
- **“Non-administering” officials should not display “stop clock” signal** (unless administering official is unaware of issue at table that needs to be addressed).

SUBSTITUTION PROCEDURE



After a foul, when subs are at the table:

- The reporting official will beckon in subs already at the table.
- This official will release monitoring responsibilities to administering official at the throw-in spot or the free throw.
- If the reporting official is to become the administering official (for the throw-in or free throw), he/she will continue to monitor the substitution as he or she moves into position. Once he/she is in position, he/she should display the “stop the clock” signal.



MAINE MANUAL EXCEPTIONS

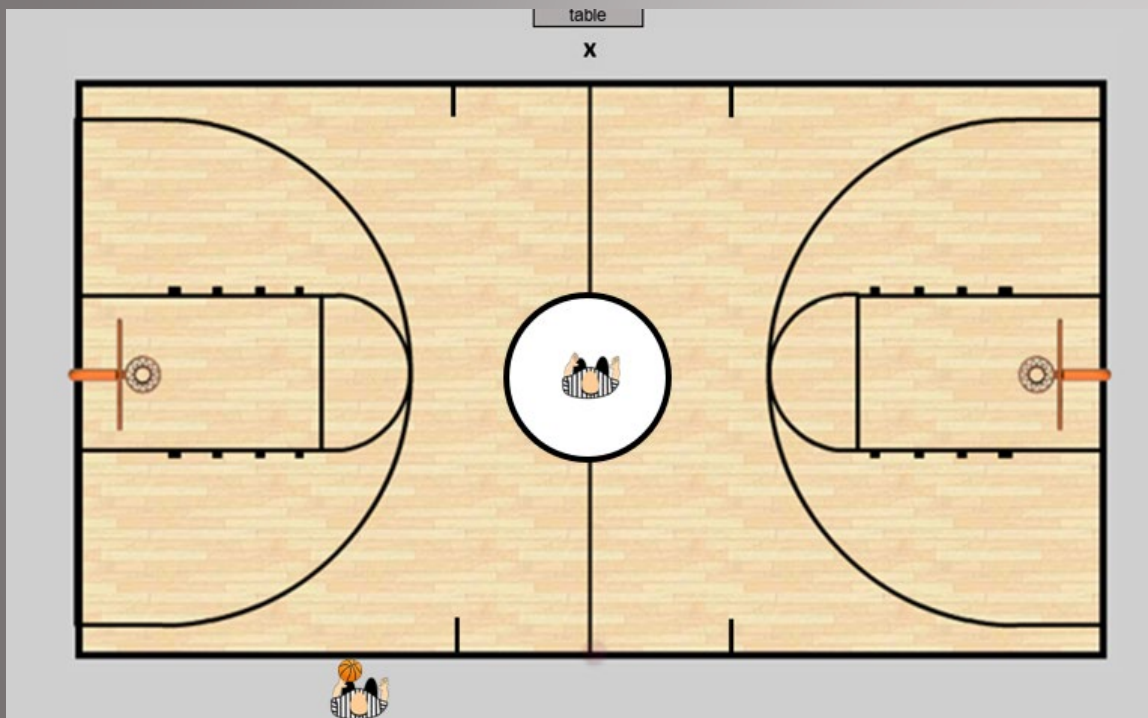
TIMEOUT POSITIONS

TIMEOUT POSITIONS – CREW OF 2

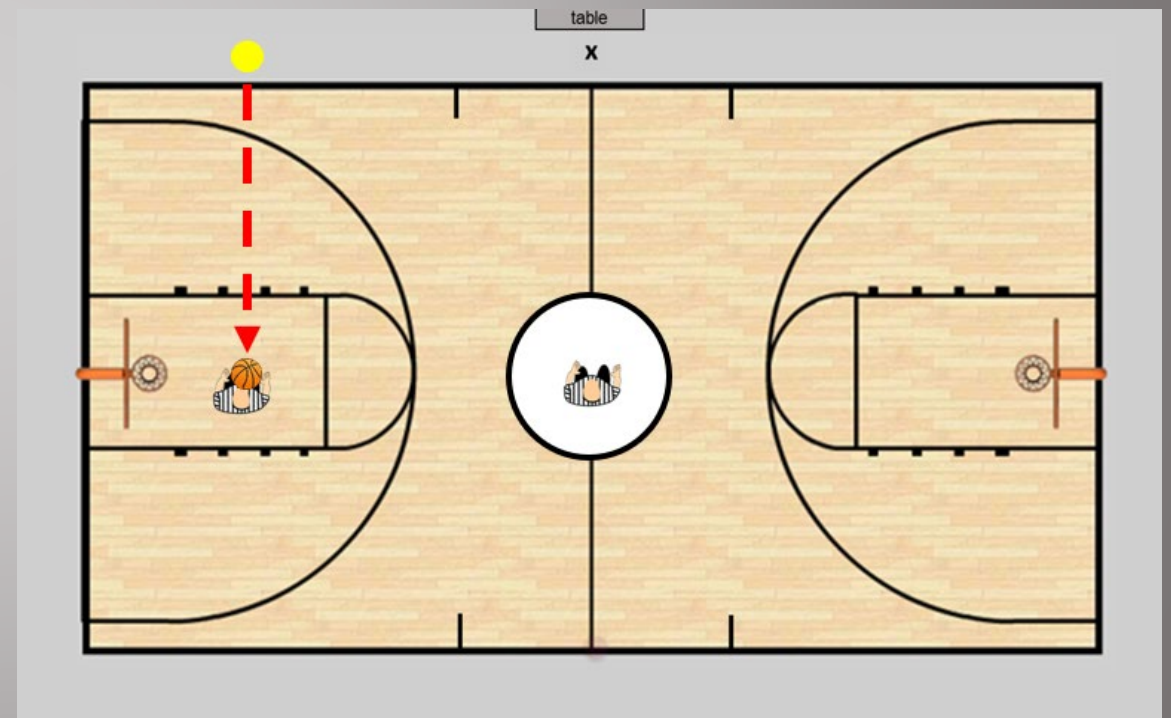
(When there are no cheerleaders / spirit participants)



30-SEC, 60-SEC, INJURY



DESIGNATED SPOT TABLESIDE

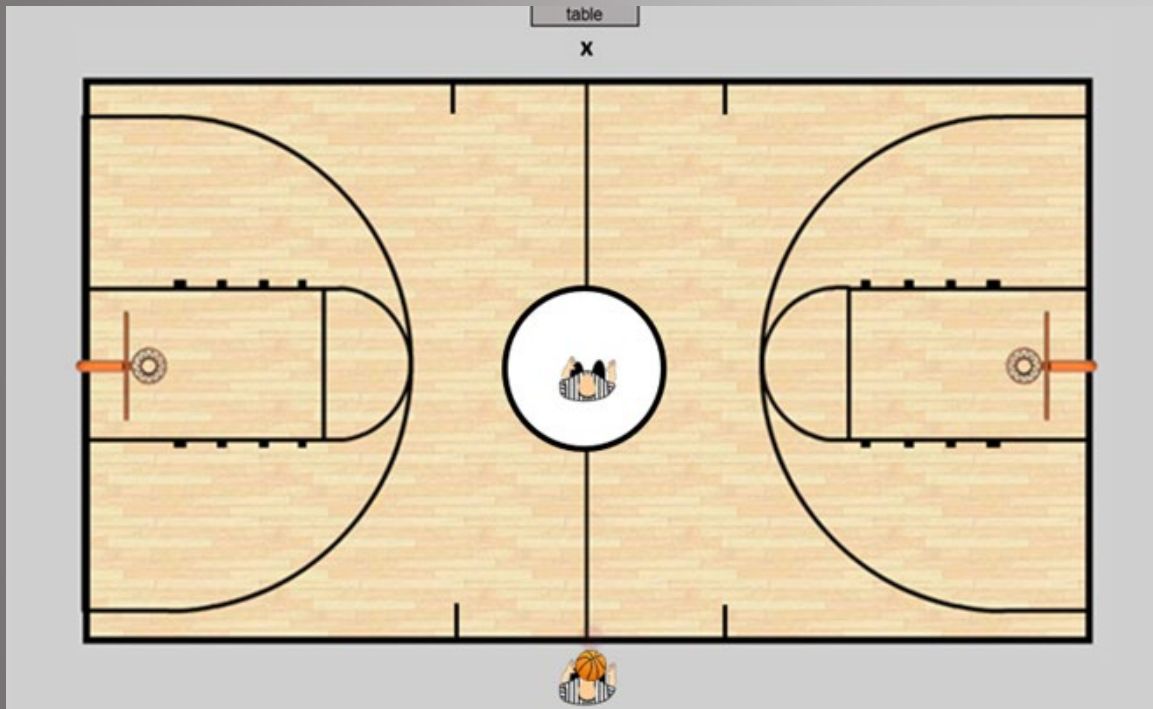


TIMEOUT POSITIONS – CREW OF 2

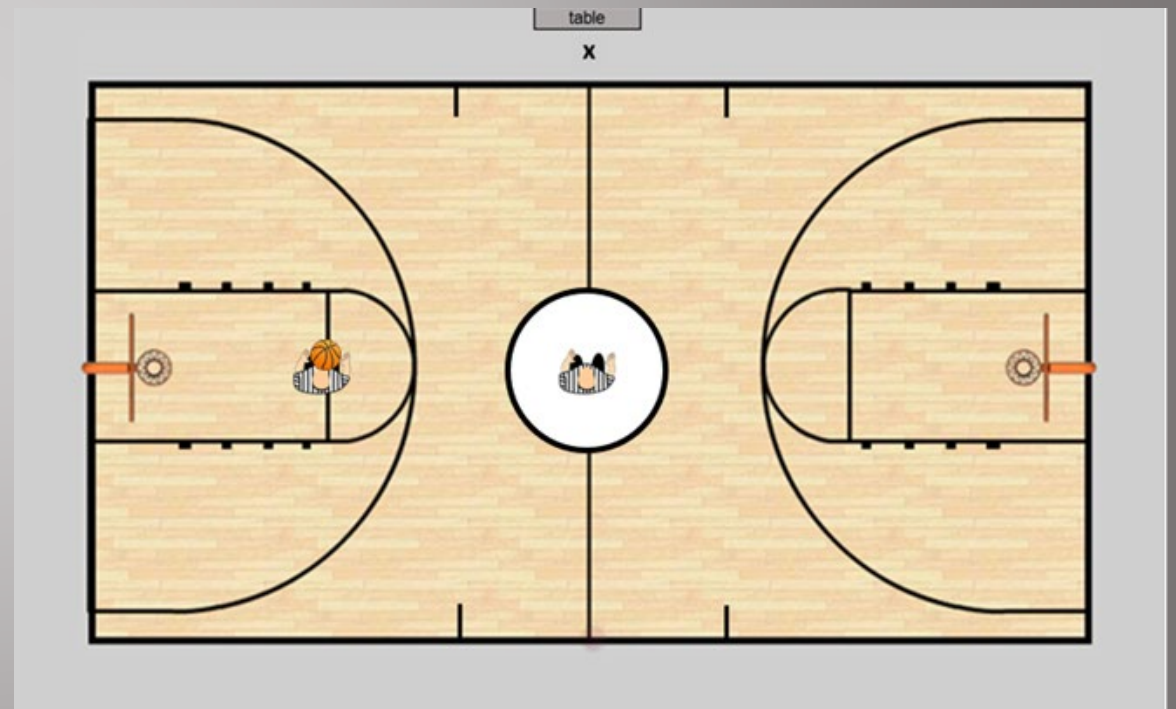
(When there are no cheerleaders / spirit participants)



BETWEEN QUARTERS



FREE THROWS

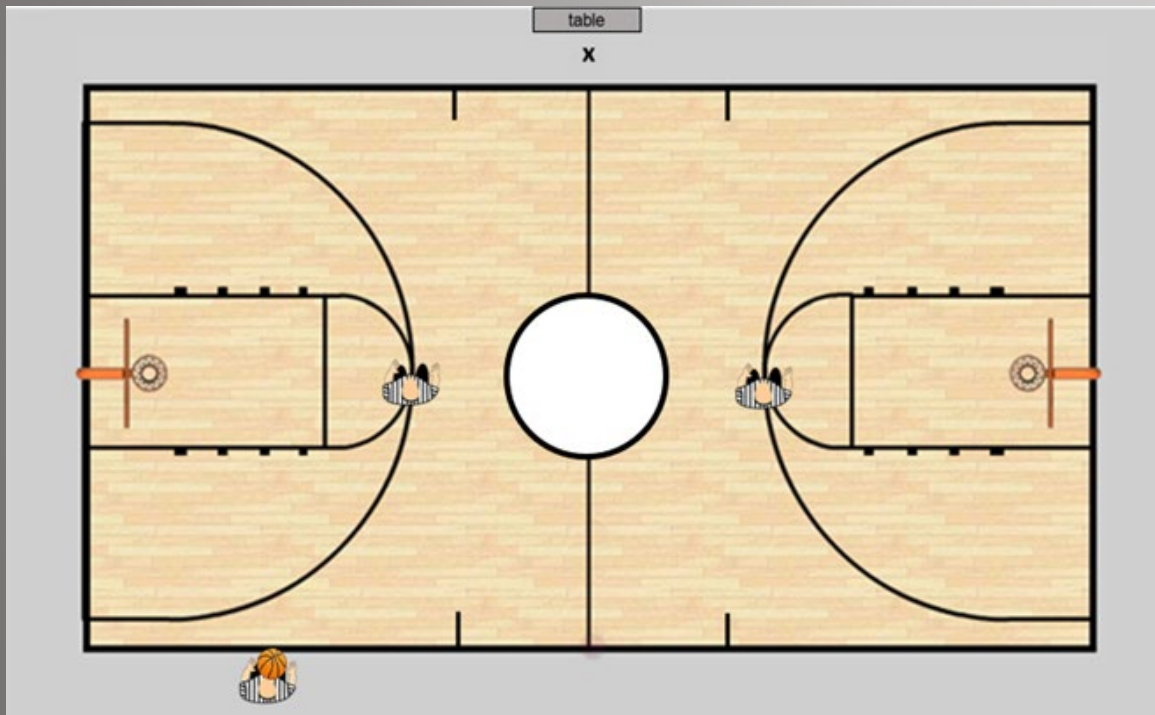


TIMEOUT POSITIONS – CREW OF 3

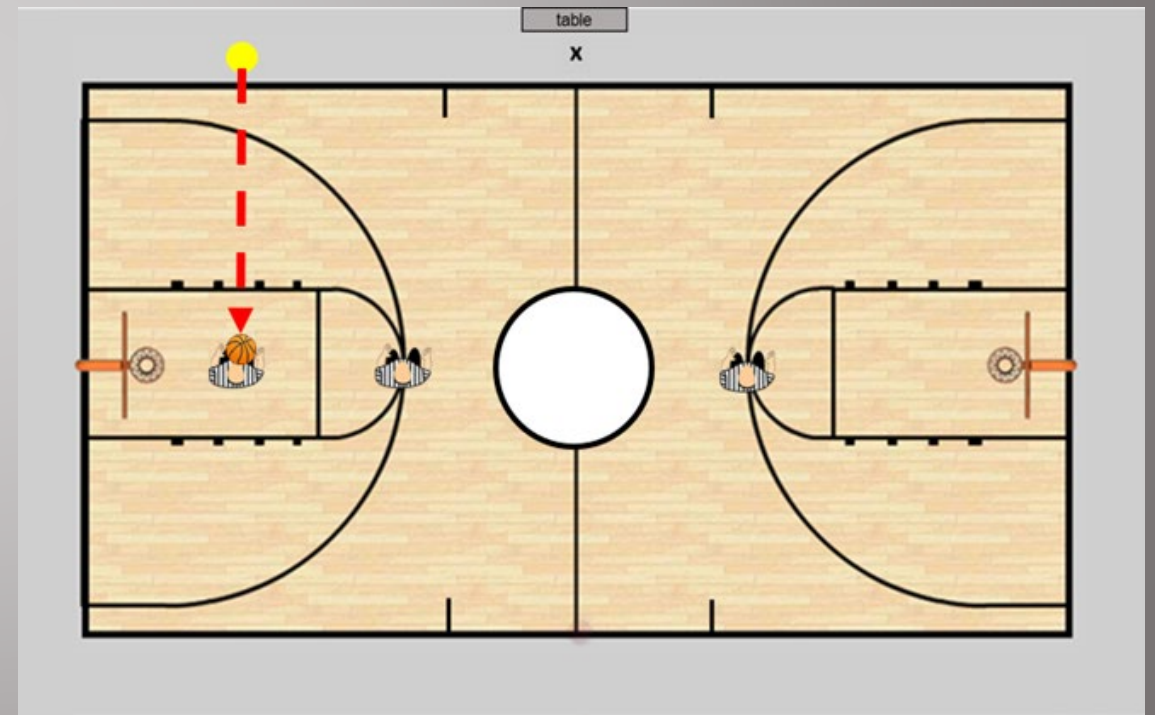
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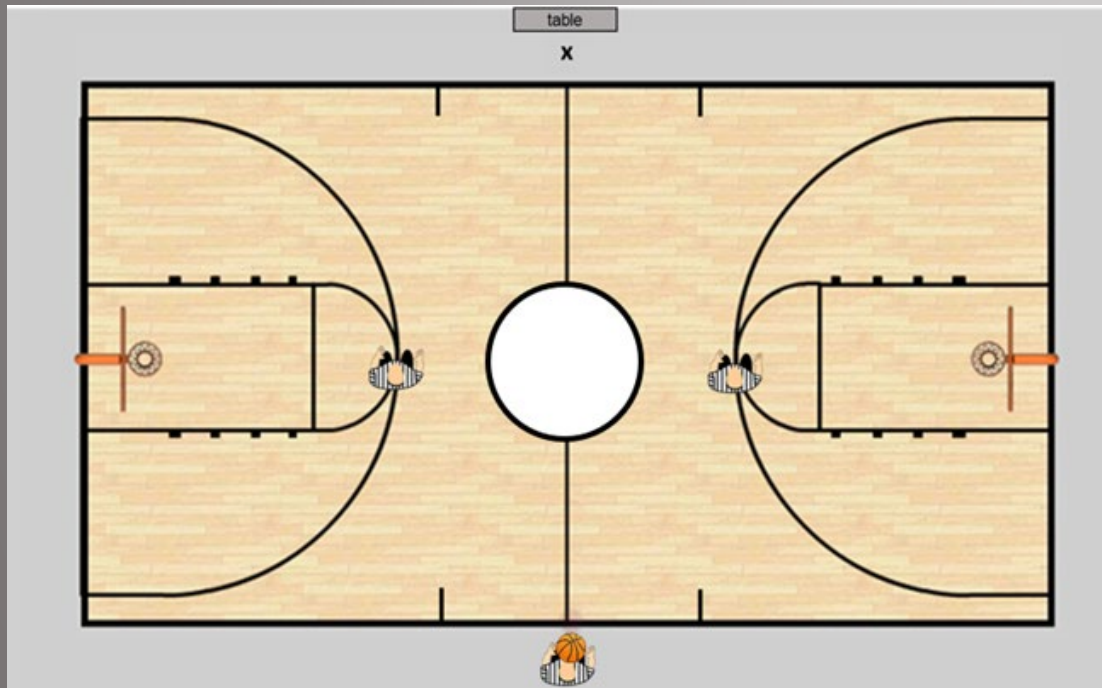


TIMEOUT POSITIONS – CREW OF 3

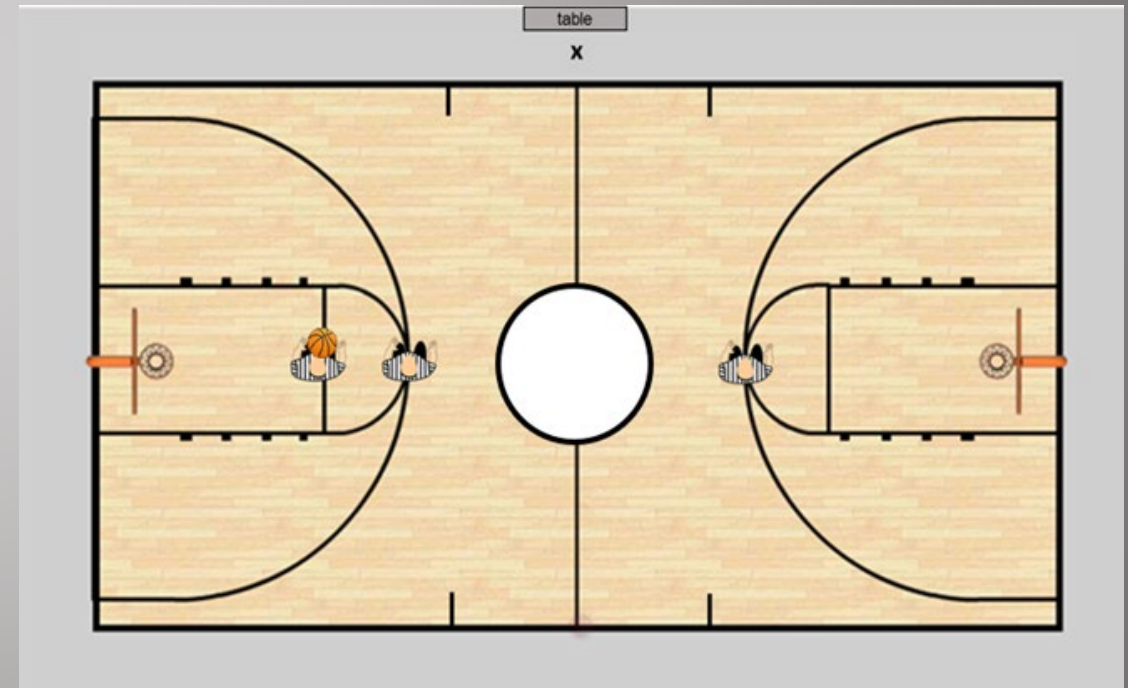
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BETWEEN QUARTERS



FREE THROWS



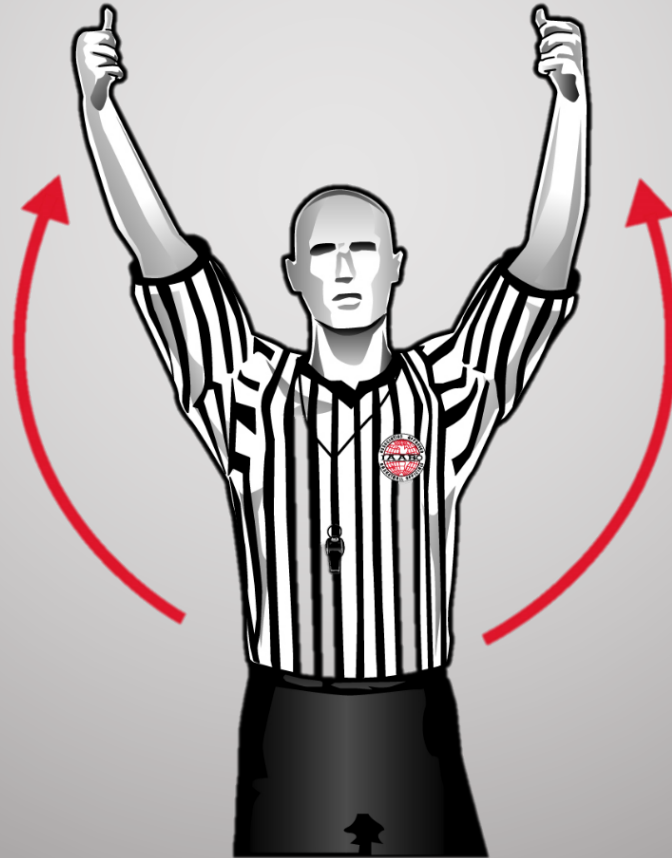


MAINE MANUAL EXCEPTIONS SIGNALS

HELD BALL SIGNALING



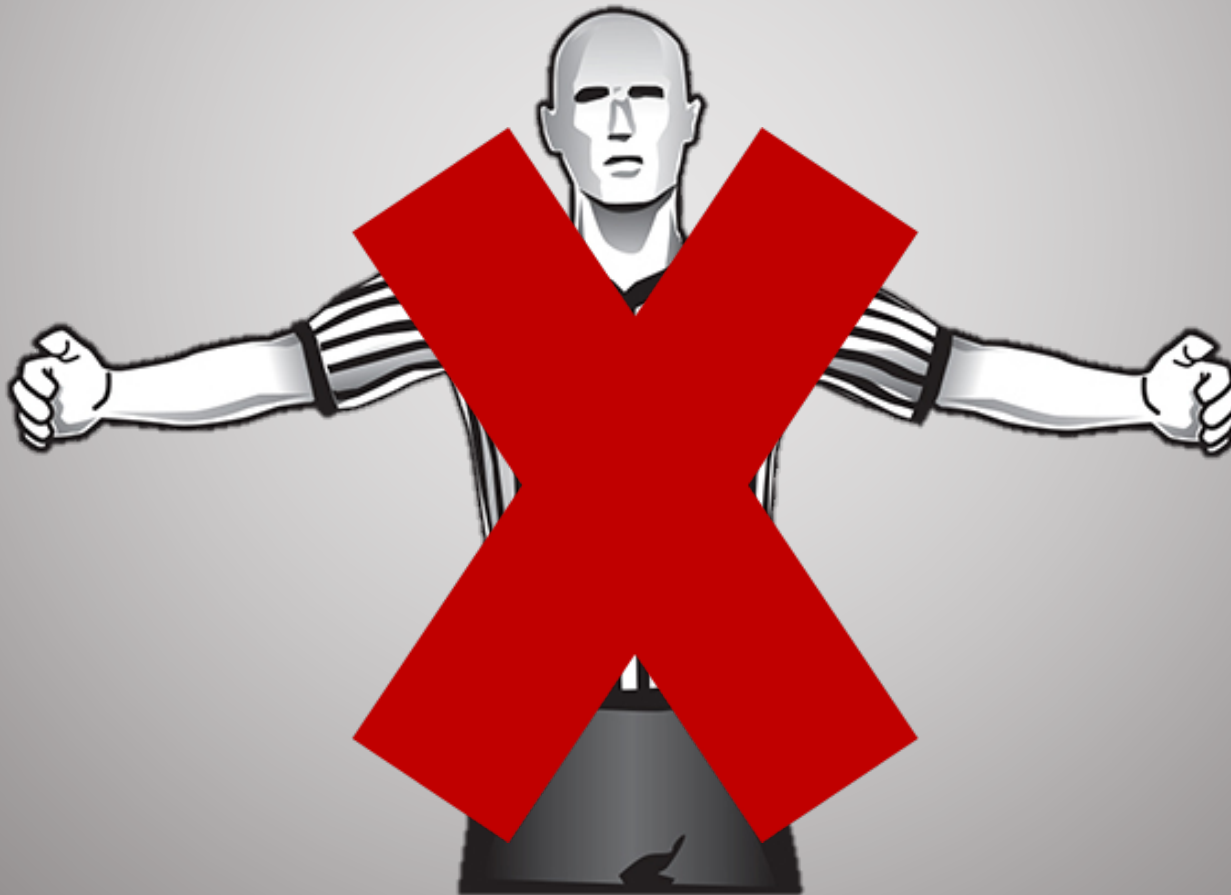
When a held ball occurs, officials shall stop clock by using Held Ball signal



NOT CLOSELY GUARDED SIGNAL



The “Not Closely Guarded” signal will not be utilized in Maine.



CLOCK AWARENESS/LAST SECOND TRY



In Crew of 2:

The Trail is responsible for last second try.

In Crew of 3:

The official (Trail or Center) opposite the scorer's table is responsible for last second try.

Officials should not raise an index finger in the air with one minute remaining in a quarter or extra period.

Page 24 Basic Position & Coverage Responsibilities

17. Clock Awareness/Last Second Try

- After putting ball in play, check to see that clock is properly started.
- After each whistle check to see the clock has properly stopped.
- ~~One Minute Remaining - Recommend officials in crew raise an index finger in the air.~~
- The Trail official is primarily responsible for the last second try.
- ~~If the Trail official is not in the half of the court the try is attempted from, the official in that half of the court should assume responsibility.~~
- It is suggested that the official responsible for the last second try indicate responsibility by placing a hand on his/her chest.
- Officials should ONLY sound the whistle to signify the end of the quarter/period when ruling a try was NOT released prior to the signal to end the period.
- It is imperative that the primary official on a last second try, signal a 3-point attempt but not give a successful 3-point signal unless s/he is responsible for the last second try.

Page 132 Basic Position & Coverage Responsibilities

19. Clock Awareness/Last Second Try

- After putting ball in play, check to see that clock is properly started.
- After each whistle check to see clock has properly stopped.
- ~~One Minute Remaining - Recommend officials in crew raise an index finger in the air.~~
- The official opposite the scorer's table is responsible for the last second try. If that official is not in the half of the court the try is attempted from, the official in that half of the court should assume responsibility.
- It is suggested that the official responsible for the last second try (Trail or Center) indicate responsibility by placing a hand on his/her chest.
- Officials should sound ONLY the whistle to signify the end of the quarter/period when ruling a try was NOT released prior to the signal to end the period.
- It is imperative that the primary official on a last second try, signal a 3-point attempt but not give a successful 3-point signal unless s/he is responsible for the last second try.

TABLE REPORT TO SCORER

Officials shall use “one hand” to indicate the number of the player who fouled to the official scorer.



Foul Procedures

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B. Reporting the foul

1. Proceed to the **reporting area** (hustle to and from, see page 72).
2. While moving to the reporting area observe the bench areas.
3. Stop, establish eye contact with the scorer prior to beginning the report.
4. If a successful field goal is involved signal to score the goal immediately.
5. Complete all communication with the table prior to acknowledging substitutions or time-out requests.
6. State the color of the jersey and the number of the player who fouled. ~~Simultaneously, using two hands with the palms facing forward (showing the first digit on the right hand and the second digit on the left hand) signal to indicate the number of the player who fouled. Single digit numbers may be reported with either hand.~~
7. Verbalize the type of foul and give the appropriate signal. Use the same signal used at the spot of the foul.
8. If free throws are to be attempted, indicate the number of free throws.
9. If a team control foul, signal type of foul then signal team control.
10. While proceeding from the reporting area, the foul reporting official shall make eye contact with his/her partner and indicate the number of free throws awarded or indicate the throw-in spot.
11. If a player disqualification is involved, the ruling official has the option of going opposite side. If the ruling official chooses to go opposite, the non-ruling official will notify the coach, inform timer to start clock, notify player and administer substitutions.
12. If substitution is for disqualified player(s), the administering official will be positioned at the division line, near the center circle.

Foul Procedures

Page 181

B. Reporting the foul

1. Proceed to **reporting area** (hustle to and from, see page 72).
2. While moving to the reporting area observe the bench areas.
3. Stop, establish eye contact with the scorer prior to beginning the report.
4. If a successful field goal is involved signal to score the goal immediately.
5. Complete all communication with the table prior to acknowledging substitutions or time-out requests.
6. State the color of the jersey and the number of the player who fouled. ~~Simultaneously, using two hands with the palms facing forward (showing the first digit on the right hand and the second digit on the left hand) signal to indicate the number of the player who fouled. Single digit numbers may be reported~~
7. Verbalize the type of foul and give the appropriate signal. Use the same signal used at the spot of the foul.
8. If free throws are to be attempted, indicate the number of free throws.
9. If Team Control, first signal the type foul then signal team control.
10. While proceeding from the reporting area, the foul reporting official shall make eye contact with his/her partner and indicate the number of free throws awarded or indicate the throw-in spot.
11. If a player disqualification is involved, the ruling official has the option of going opposite side. If the ruling official chooses to go opposite, the non-ruling official will notify the coach, inform timer to start clock, notify player and administer substitutions.
12. If substitution is for disqualified player(s), the



MAINE RULES INTERPRETATIONS

RULES INTERPRETATIONS



The following information and corresponding casebook plays were developed to address areas of the rules that do not have specific rules book or casebook coverage.

We hope this information will give officials guidance needed for consistent rules enforcement in these areas.

These interpretations are based on the best available information provided by the NFHS.

PLAY #1 – HAIR CONTROL DEVICES



3.5.4 SITUATION C: A-1 is wearing rubber, cloth or elastic bands with extensions to control his/her hair.

RULING: Illegal. Hair control devices shall be bands that do not include decorations such as extensions. Metal or hard plastic bands are also illegal.

COMMENT: “Knots” and “extensions” created by the use of pre-wrap are considered legal.

PLAY #2 – 2-POINT or 3-POINT GOAL



4.41.4 SITUATION C: A-1 is behind the 3-point line near the top of the free throw semi-circle. A-1 attempts a diagonal pass to A-2 who is positioned outside the 3-pt. arc, near the endline. B-1, who is defending A-2, deflects the pass, causing the ball to enter the basket.

RULING: Since the ball was not thrown in the general direction of the basket, this is a two-point goal. In order for a thrown ball to be ruled as a three-point goal, the ball must be thrown in the general direction of the basket.

PLAY #3 – 2-POINT or 3-POINT GOAL



4.41.4 SITUATION D: A-1 is outside the 3-pt. arc and attempts to make a chest pass to A-5 near the basket. B-5 reaches around A-5 and deflects the ball without A-5 touching the ball. The ball is deflected upward, strikes the backboard and passes through the goal.

RULING: Since the ball was not thrown in the general direction of the basket, this is a two-point goal. In order for a thrown ball to be ruled as a three-point goal, the ball must be thrown in the general direction of the basket.

CONTACT ABOVE SHOULDERS



The following information and three play situations are consistent with the most recent information we have received from the NFHS with regard to contact above the shoulder involving a player's elbow.

STATIONARY ELBOW



1. Contact with a stationary elbow may be incidental or a common foul.
 - a. A stationary elbow is defined as an elbow that is not moving faster than the rest of the player's torso. (E.g.: If A1, while holding the ball, pivots and his/her elbow contacts B1, the official ruling could be incidental contact or a player control foul.)



MOVING ELBOW



1. A moving elbow that is excessive can be either an intentional foul or a flagrant personal foul.
 - a. If a player swings elbows excessively, faster than the rest of the player's torso, and contacts an opponent, it is **at a minimum** an intentional foul. If the contact is severe or the player "measures up" the opponent, it is flagrant.



PLAY #4 – CONTACT ABOVE SHOULDERS



4.19.3 SITUATION G: A-1 jumps vertically to try for goal.

A-1 makes inadvertent contact with B-1's head with his/her (A-1's) moving elbow as he/she (A-1) completes the try.

RULING: This is contact with a moving elbow that could be ruled as incidental contact or a player control foul, depending on the situation.

PLAY #5 – CONTACT ABOVE SHOULDERS



4.19.3 SITUATION H: As A-1 and B-1 are both diving for a loose ball, B-1's dive causes his or her head to contact A-1's moving elbow.

RULING: If A-1's elbow is not moving faster than his/her body, this is incidental contact with an elbow – no foul.

PLAY #6 – CONTACT ABOVE SHOULDERS



4.19.3 SITUATION I: A-1 is running down the court and jumps to catch a pass. B1 jumps vertically to try to intercept the pass. As A-1 returns to the floor, he/she inadvertently contacts B-1 in the head with his/her elbow.

RULING: This is contact with a moving elbow, which could be ruled to be incidental contact or a common foul, depending on the situation.

CONTACT ABOVE SHOULDERS



Contact above the shoulders with a moving elbow may be incidental contact or may be ruled to be a personal, intentional or flagrant foul, depending on the situation.

Officials should be diligent and if there is any doubt, should rule the penalty to be the most severe of the choices he/she is contemplating.

PLAY #7 – ILLEGAL POSITION



4.23 SITUATION: (a) A-1 is dribbling or (b) A-1 secures a rebound. In both cases, A-1 trips over B-1 who is lying on the floor, causing A-1 to lose control of the ball.

RULING: Blocking foul on B-1 in both (a) and (b). To obtain an initial legal guarding position, the guard must have both feet touching the playing court and must be facing the opponent. Lying on the playing court is not considered a legal position.

PLAY #8 – HELD BALL



4.25.1 SITUATION: Must each opponent have two hands on the ball to cause a held ball?

RULING: NO. A held ball could occur if one or both opponents have one or both hands on the ball. When officials judge that the ball cannot be controlled by a player without causing **undue roughness**, a held ball should be called. This may (or may not) occur if opponents have one or both their hands on the ball.

PLAY #9 – SCREENER WIDE STANCE



4.40.2 SITUATION: B-1 sets a stationary screen with a stance wider than shoulder-width apart. A-1 contacts B-1 (a) in the torso area, or (b) in the leg area. In both cases, the contact prevents A-1 from reaching his/her desired position.

RULING: (a) It is considered a legal screen; in (b) a team control foul for blocking is charged to B-1. For the screener to be considered in a legal screening position, he or she must stay within his/her vertical plane with a stance no wider than approximately shoulder-width apart, **unless** contact is in the screener's torso area.

PLAY #10 – WARNING FOR DELAY



4.47 SITUATION: A-1 has the ball out-of-bounds for an alternating possession (AP) throw-in when B-1 reaches through the boundary plane, without making contact with A-1 or the ball.

RULING: Team B is charged with a delay of game warning and play will be resumed with an AP throw-in awarded to Team A. The warning for delay of game supersedes the penalty for the defensive violation and thus the alternating possession arrow will be reversed when the throw-in ends (4-36-2a).

PLAY #11 – TEAM CONTROL / THROW-IN



4.12.2d SITUATION B: With 3.9 seconds remaining in the 4th quarter, A-1's throw-in pass is deflected by B-1 and the ball is loose on the court when an official inadvertently sounds his/her whistle. The game clock shows 3.3 seconds remaining in the game.

RULING: Because the inadvertent whistle occurred when the ball was still in control of Team A, Team A will be awarded a throw-in, out-of-bounds at the spot nearest to where the ball was located when the whistle was sounded (4-36-2a).

Unless the Referee has **definite information** that the game clock did not start or stop properly, the game clock should remain at 3.3 seconds.

PLAY #12 – TEAM CONTROL / THROW-IN



4.12.2d SITUATION C: With 3.9 seconds remaining in the 4th quarter, A-1's throw-in pass is deflected by B-1. As A-2 and B-2 are attempting to retrieve the loose ball, A-2 illegally contacts B-2. Just after the whistle is blown, the ruling official glances at the clock and observes that there are 1.2 seconds on the clock. The timer does not properly stop the clock and time runs out for the quarter.



PLAY #12 – TEAM CONTROL / THROW-IN



RULING: A team control foul shall be charged to A2. Team B will be awarded a throw-in out-of-bounds at the spot nearest to where the foul occurred (7-5-4a). Because officials have definite knowledge, the Referee may correct this obvious timing mistake. The officials know some time had elapsed between the whistle and when the clock was observed and should have the exact time observed placed back on the clock (5-10-1). In this scenario, the exact time observed was 1.2 seconds.

PLAY #13 – TEAM CONTROL / THROW-IN



4.12.2d SITUATION A: With 3.9 seconds remaining in the 4th quarter, A-1's throw-in pass is deflected into the air by B-1. While the ball is in the air, an official inadvertently sounds his/her whistle. After the whistle, the game clock still shows 3.9 seconds remaining in the quarter.



PLAY #13 – TEAM CONTROL / THROW-IN



RULING: The throw-in ended when the ball was legally touched inbounds (4-42-5a). While the ball remains live, a loose ball always remains in control of the team whose player last had control (4-12-4). In this case, Team A maintained control and they will be awarded a throw-in nearest to where the ball was located when the whistle was sounded (4-36-2a).

A ball in flight retains the same location as it was last in contact with a player on the court (4-4-3). The clock should have started when the ball was legally touched inbounds by B1 and should have stopped when the official sounded his/her whistle.



PLAY #13 – TEAM CONTROL / THROW-IN



If the clock still shows 3.9 seconds after the whistle, it is clear that the timer did not properly start the clock. The Referee may only correct an obvious mistake by the timer to properly start or stop the clock when the Referee has **definite information** relative to the time involved (5-10-1). An official's count or other official information may be used to make a correction (5-10-2).

In this play, there is no rule basis for any count to occur since the throw-in count ended and no player on the court ever gained control of the ball. Since there was no count, the officials would have no rule support to take time off the clock. The clock shall remain at 3.9 seconds, with Team A awarded a throw-in at the out-of-bounds spot nearest to where the ball was deflected by B-1.

