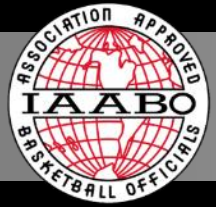


*One rule, one interpretation, one mechanic*



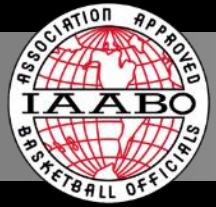
**Interpretations for  
December 8, 2024**



# AGENDA



1. Website reminders
2. Big Mania
3. It's not a judgement
4. RC refreshments
5. Flop Shop
6. A Euro and A Spin
7. A Quick Prep
8. Uni Stuff



# WEBSITE REMINDERS



On the IAABO#7.org Website:

Anonymous plays section

Ejection Policy

Shot Clock Presentation

"Sit a Tick" Policy

Shot Clock documents

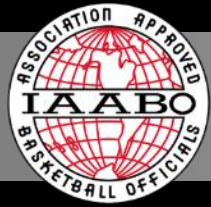
Crew of 2 and Crew of 3  
manuals

Prep/Public Shot Clock  
Differences

Meeting Interpretations

Prep Rules Differences

Refresher Answers



# WEBSITE REMINDERS



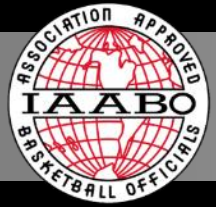
The Refresher answers will be posted on our website, [www.iaabo7.org](http://www.iaabo7.org), in the "Officials Only" section.



## 2024 Refresher Exam Answers and Rule References

Question #	IAABO Rules Guide / Manual Reference	NFHS Rules Book Reference
1. No	10:1.C	4-23-1; 4-23-2; 4-23-4a
2. Yes	15:1.K	9-9-1
3. Yes	15:1.M	9-9-2
4. Yes	11:4-B-E	4-19-7; 4-19-2
5. No	19:3.A	10-2-7
6. Yes	5:6	5-2-5; 4-41-6
7. No	Play 18-2-5	4-14-2; 2-11-5 Note
8. No	8:5.D	6-4-5
9. Yes	15:11.E	4-44-2a1
10. Yes	6:2A; 5:15.B Exceptions, third bullet	5-6-2; 6-7-6; 10-7, Penalty 5a
11. No	19:2; Play 19-2-1; Play 19-2-2	4-49; 10-2-1g; 10-4-6f
12. Yes	Play 15-1-5	4-42-5a; 9-9-1; 9-9-3
13. No	19:2A, fourth bullet	9-2-10; 10-2-1c
14. Yes	11:11A; Play 11-11-3	4-36-2b; 5-1-1; CB 4.19.8 Situation C (a)
15. No	11:4-B; 11:4 Penalty	4-19-7; Rule 10, Penalty 1b
16. Yes	5:15	5-6-2; Exception 4
17. No	13:7.A	8-2
18. Yes	3:6.B, fourth bullet	3-2a
19. No	5:10.E, second bullet; 6:1.C, third bullet	5-8-3b; 6-1-2c
20. Yes	18:2.D; Play 18-2-3	10-5-1g; 4-34-2; 5-5-1; 10-5-1a Penalty
21. Yes	9:10.A,B	4-36-1; 4-36-2b
22. Yes	9:2.C	7-5-2
23. No	18:3.B Exception	10-5-5 Exception
24. No	9:10.A	4-12-2c; 4-38-2a
25. Yes	9:2.I	7-5-4b
26. No	16:3.B	3-3-1c
27. No	8:5.D	6-4-5
28. No	15:6.j; 15:6.G	4-21; 9-5-3
29. No	6:3.C	4-12-2a; 4-12-5
30. No	9:3.G, second bullet	6-4-4; 4-42-5b
31. No	15:4.A	4-10; CB 9.10.1 Situation B
32. No	15:11.A	4-44-2
33. Yes	11:9.G	CB 9.13.1 Situation B (b)
34. No	5:15.B, sixth bullet	5-6-2 Exception 3
35. No	15:9.A; 6:3.B	9-8; 4-12-4; 4-12-2
36. Yes	13:6 Penalties, tenth bullet	9-1-3g Penalties 4b; CB 9.1.3 Situation G (b) Comment
37. No	12:1.A; 5:15.B Exception, first bullet	4-41-5; 5-6-2

Question #	IAABO Rules Guide / Manual Reference	NFHS Rules Book Reference
38. Yes	6:2A, 14 <sup>th</sup> bullet; 9:10.A	4-36-2b; 6-7-7 Exception B
39. No	9:3.G, first bullet	4-42-5a; 9-9-1; 4-35-3
40. No	15:3.A	4-6-1 (Exception- NEW)
41. No	15:1 Exceptions, third bullet	9-9-3
42. Yes	9:4.B	7-5-7b
43. No	9:2.H	7-5-3
44. Yes	9:7.A; Play 9-5-12	7-6-6
45. No	9:2.I	7-5-4b
46. No	9:10.B, first bullet	4-36-2a
47. Yes	9:5.B; Play 9-5-3	4-42-5; 6-4-4; 6-4-5
48. Yes	18:4	4-48
49. No	15:6.F; 15:6.L	4-15-4g; 9-5
50. Yes	Play 10-4-8; Play 10-4-9 (new)	Case Book 4.2 TBD
51. No	Play 13-6-11	9-1-3g Penalties 4a
52. No	9:2.E; Play 9-2-3	Basketball Rules Interpretations - 2023-24 by NFHS on January 04, 2024
53. Yes	9:2.C	7-5-3
54. No	Play 15-11-10	CB 4.44.5, Situation B
55. No	19:3.A	10-2-7
56. No	15:1.K	9-9-1
57. Yes	5:15 Exceptions, third bullet	5-6-2; Exception 3
58. No	15:1 Exceptions	9-9-3
59. Yes	13:6 Penalties, eighth bullet	9-1-3g; Penalties 3
60. Yes	16:3.A; Play 16-3-2	3-3-6
61. Yes	11:14.F; G,H	Rule 10 Penalties Summary, 8b
62. Yes	Play 13-6-4	9-1-3c
63. No	10:1.C	4-23-1; 4-23-4a
64. Yes	10:1.D, fourth bullet	4-23-3b; 4-24-1; 4-45-2
65. Yes	10:6	4-40-2b Exception
66. Yes	15:1.C; 15:1.K	4-4-6; 9-9-1
67. Yes	9:4.B	7-5-7b
68. No	15:11.E, Table 15-1	4-44-4b
69. Yes	Play 15-11-20	4-12; 4-41; 4-44
70. Yes	9:5.D	9-2-10 (Note - NEW)
71. Yes	14:1.A; 14:2.A; 14:6.A	2-10-1; 2-10-2; 2-10-6
72. No	15:8 Penalty	7-5-2a
73. No	18:2.A	4-34-1; 4-34-2
74. No	17:1.C, fourth bullet	10-4-4b; 4-6-1
75. No	16:6.A	3-3-4; 8-1-3



# BIG MANIA



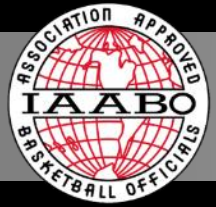
Do we officiate big players differently?

Unfortunately, for some of us, the answer is...

Yes

Why is that?

The primary reason is ball watching.



# BIG MANIA

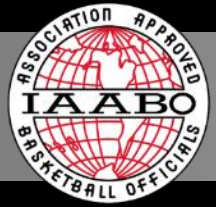


There are **NOT** any special rules for bigger players vs smaller players.

We don't let defenders lean on dribblers out on the wing or near the division line because it is a foul.

We should **NOT** let a defender lean on a big player because it is a foul as well.

CALL IT!!



# BIG MANIA

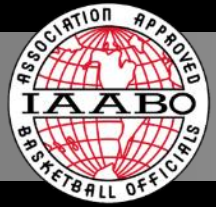


If a smaller player runs into a big player and falls down, is that a foul?

Many times, the big player is called for a foul because we don't see the contact and **REACT** to the falling down action by calling the foul.

If we don't watch the ball when it is out of our PCA and instead, scan our PCA for potential competitive matchups, we will make better rulings on these plays.

If you don't ball watch, you can see the **WHOLE** play.



# BIG MANIA



Can a defender put two hands on a big player?

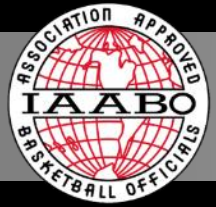
**No.** Automatic foul.

Can a defender put an arm bar on a big player?

**Yes**, as long as the arm is not extended. Once the big player receives the ball and starts a move, the arm bar needs to come off.

Can a defender put one hand on a big player and leave it there, or continually put it on and take it off?

**No.** Automatic foul.



# BIG MANIA



Conversely, Can a big player displace the defender?

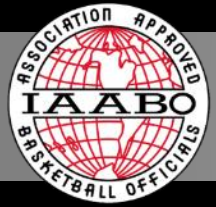
**No.** This is a foul.

Can a big player hook the defender?

**No.** This is a foul.

Can a big player being fronted by the defender push off to receive a pass?

**No.** This is a foul.



# BIG MANIA



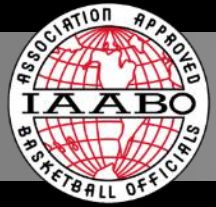
Can a big player being guarded from behind, move the defender's hand/arm when reaching around to defend?

**No.** This is a foul.

Can either player use a knee/leg to move the other player?

**No.** This is a foul.

IAABO Rules Guide 11:2, NFHS 10-7

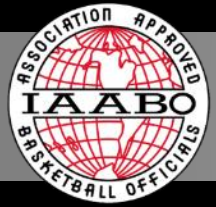


# IT'S NOT A JUDGEMENT CALL



All of these plays are **NOT** judgement calls.

Please **DO NOT** tell a coach that handchecking plays are judgement calls.



# RULES CHANGE REFRESHERS

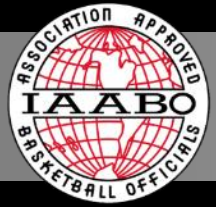


## IAABO Rules Guide 16:8; NFHS 3-3-6:

- Requires a player who has been injured to be removed from the game if the coach is beckoned by the official, whether the coach enters the playing area or not, or if bench personnel (i.e., a coach or athletic trainer) enters the court without being beckoned. The coach may still use a time-out to continue assessment of the injury and keep the injured player in the game.

### Rationale:

- Creates consistency for officials that an injured player is subject to removal from the game when an injury occurs, and the coach/team personnel are beckoned or if they enter the court without an official beckoning them.



# RULES CHANGE REFRESHERS

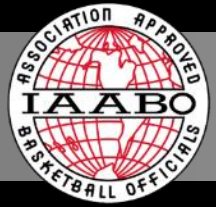


## IAABO Rules Guide 16:8; NFHS 3-3-7 (NEW):

- Allows 20 seconds for a player to address any minor blood on the body or uniform without leaving the game. If the blood cannot be appropriately covered/cleaned within 20 seconds, the head coach may take a time-out to address the issue or substitute for the player.

### Rationale:

- Provides a short interval of time to handle a blood related issue without delaying the game, while still addressing the health-related concerns associated with blood on a player.



# RULES CHANGE REFRESHERS



## **IAABO Rules Guide 15:3A EXCEPTION; NFHS 4-6-1 EXCEPTION (NEW):**

- Creates an exception to basket interference by allowing a player(s) to touch only the net while the ball is on or within the basket provided that the contact did not affect the ball.

### **Rationale:**

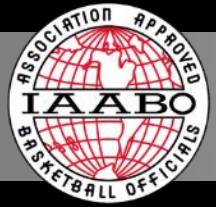
- Allows play to continue unless the contact of the net affects the try for goal.

## **IAABO Rules Guide 19:1; NFHS 4-47-5 (NEW), 10-2-1g (NEW), 10-4-5b:**

- Changes the penalty for failing to immediately pass the ball to the nearer official when a whistle sounds from a player technical to a warning for delay for the first violation and a team technical for any subsequent offense.

### **Rationale:**

- Allows officials to issue a warning before assessing a technical and the technical will now be assessed to the team and not the player, lessening the severity of the penalty while addressing the behavior.



# RULES CHANGE REFRESHERS



## **IAABO Rules Guide 15:8; NFHS 7-1-1:**

- Establishes that a player is out of bounds if contact by a teammate or other bench personnel outside the boundary line provides an advantage, allowing the player to remain in bounds.

### **Rationale:**

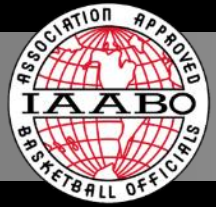
- Establishes that a player cannot be assisted from outside the boundary line by teammates or bench personnel to remain in-bounds.

## **IAABO Rules Guide 3:6-3:7, 19:2; NFHS 10-1-1 PENALTY, 10-1-2 PENALTY, 10-2-7 PENALTY (NEW), 10-5-1 PENALTY(NEW):**

- Establishes that all administrative, team and bench technical fouls that occur during pregame offset (if equal numbers) - no free throws are awarded - and the game will start with a jump ball and the head coach does not lose the privilege of the coaching box.

### **Rationale:**

- Clarifies that an equal number of technical fouls committed by both teams during pregame offset and establishes how the game will start after offsetting technical fouls.



# RULES CHANGE REFRESHERS



**IAABO Rules Guide 15:4; NFHS 9-10-1a NOTE (NEW), 4-10:**

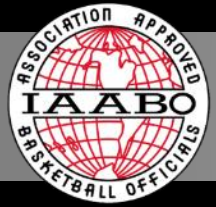
- The 5-second closely guarded count starts when a player is **HOLDING** the basketball only.

**IAABO Rules Guide 15:4; NFHS 10-2-7 (NEW), 10-5-1i:**

- Changes the penalty for dunking or attempting to dunk or stuff a dead ball from a bench technical to a team technical.

**Rationale:**

- Continues to penalize the offending team with a team technical foul (free-throws, offended team the ball to start the period, a foul added to the team count), but no longer requires the coach to lose the coaching box to start the game and no personal foul is awarded.



# RULES CHANGE REFRESHERS



IAABO Rules Guide 10:6; NFHS 4-40 (New Interpretation):

Wide stance on screens

- To establish a legal screening position, a player must meet the following requirements:
  1. May be facing ANY direction
  2. Must be STATIONARY (except when moving in the same path as the player being screened)
  3. Must stay within their vertical plane
  4. Must ensure their feet are no more than shoulder-width apart (unless contact occurs on the torso).

When the contact occurs **ON** the screener's torso, the screen is **LEGAL**.

When the contact occurs **BELOW** the torso that impedes an opponent, the screen is a **FOUL**.

TITANS  
Built at the Dawn of 1901

NORTH



Concord

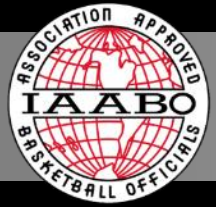
14

Nashua North

3

2nd

7:03

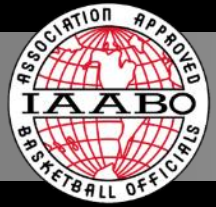


# FLOP SHOP



## 2024-2025 Faking Being Fouled Video

This video is posted on the IAABO Website in the Members Platform/Area and on YouTube.



# A EURO AND A SPIN



Boys Basketball | COC | Senior Night

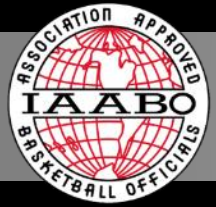
<b>NEOSHO</b> 12-10 (COC 1-6) FOULS: 5	<b>7</b>	<b>6:49</b> 2nd	<b>12</b>	<b>NIXA</b> 18-6 (COC 6-1) FOULS: 0
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# A EURO AND A SPIN



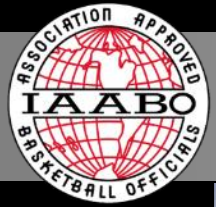
 **WESTON 31**  **COSUMNES 22** 2nd 2:51 [Access Sacramento.org](http://AccessSacramento.org) 



# A EURO AND A SPIN



Taos	18	Espa	23	
4TH		07:41		
0		Fouls	0	

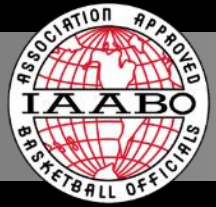


# A EURO AND A SPIN



CCX	2ND	03:06
TOTINO-GRACE	54	
BROOKLYN CENTER	54	



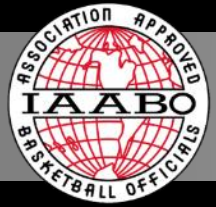


# A QUICK PREP



## BOYS/GIRLS

DIFFERENCES ARE THE SAME AS  
LAST YEAR.



# UNI STUFF



The cloth headband that is tied in the back is **ILLEGAL**.

The fact that the extensions are tucked in **DOES NOT** make it legal.

The inconsistencies in enforcement across boards and with coaches allowing this illegal apparel has caused many problems in previous years.

Let's **PLEASE** be more vigilant together in enforcing this rule consistently across the state.



**ILLEGAL APPAREL**

Headbands may not be knotted or have extensions, even if the extensions are tucked in.



# UNI STUFF



Tucking the bottom of the basketball shorts under the bottom of the compression shorts is **ILLEGAL**.



# UNI STUFF

**IAABO Rules Guide 2:4B; NFHS 3-4-4a (NEW):**

- Allows the use of a school logo/mascot image to be centered directly above the uniform number in place of an identifying name.

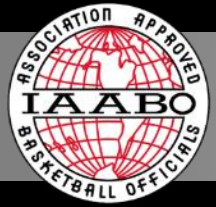
**Rationale:**

- Removes the restriction of allowing only lettering on the front of the jersey.

**IAABO Rules Guide 2:2C; NFHS 3-4-3e-2:**

- Uniform Jersey numbers must contrast the color of the jersey.





# A PLAY EXPLANATION

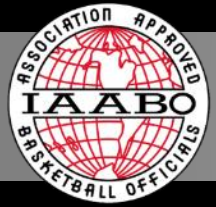


## The Infamous Blarge

This happens when somebody isn't watching what they are supposed to be (ball watching) or...

are making a call on a play that originated outside their PCA.

We can prevent this double foul by being aware of where the play originated, having a patient whistle, and holding your preliminary signal.



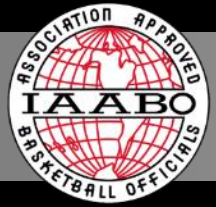
# A PLAY EXPLANATION



This is how to handle the three blarge scenarios:

- 1) There is no try involved when the double foul occurs:
  - The official whose PCA the play originated in can report the two fouls using the double foul signal (or you can conceivably each report the foul you called) and go to the POI, which is Team A's ball at the closest of the four frontcourt throw-in spots.

IAABO Rules Guide 11:11; NFHS 4-19-8:



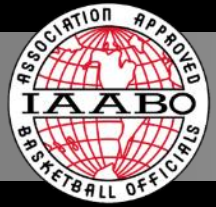
# A PLAY EXPLANATION



2) There is a successful try when the double foul occurs:

- Count the goal. The official whose PCA the play originated in can report the two fouls using the double foul signal (or you can conceivably each report the foul you called) and go to the POI, which is Team B's ball on the endline, able to run.

IAABO Rules Guide 11:11; NFHS 4-19-8, Case 4.19.8 SIT C:



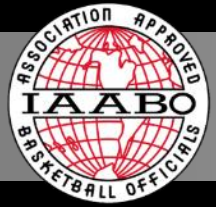
# A PLAY EXPLANATION



3) The try is unsuccessful when the double foul occurs:

- The official whose PCA the play originated in can report the two fouls using the double foul signal (or you can conceivably each report the foul you called) and go to the POI, which is the team entitled to the possession arrow since there was no team control when the double foul occurred.

IAABO Rules Guide 11:11; NFHS 4-19-8, Case 4.19.8 SIT C:



# MY USUAL REMINDERS



Always have a good Pregame.

Trust your partner.

Don't be a ball watcher.

Work your PCA searching for competitive matchups.

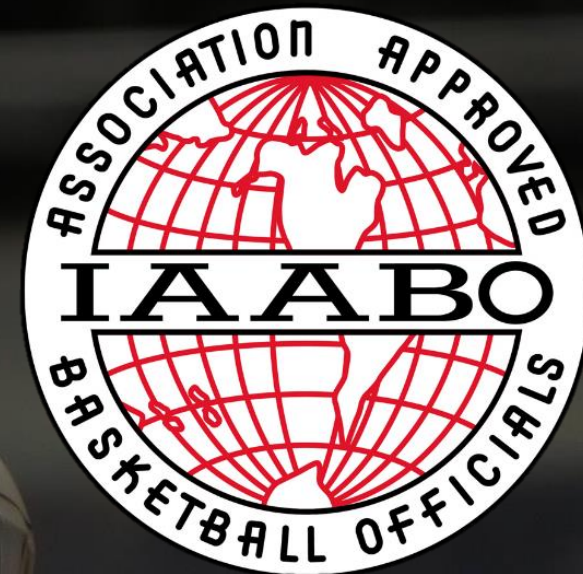
Work every game like it's a championship game because...

Most games are being streamed live and you never know who's watching or posting to YouTube, Facebook, X (Twitter), Bluesky, or Snapchat.

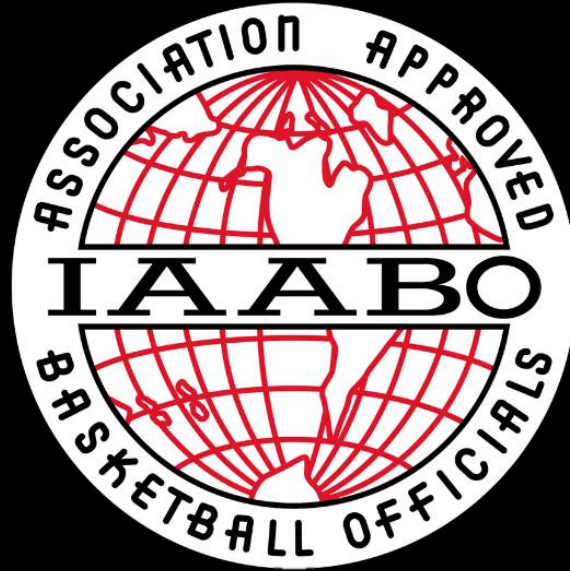


**WHAT QUESTIONS DO YOU HAVE?**

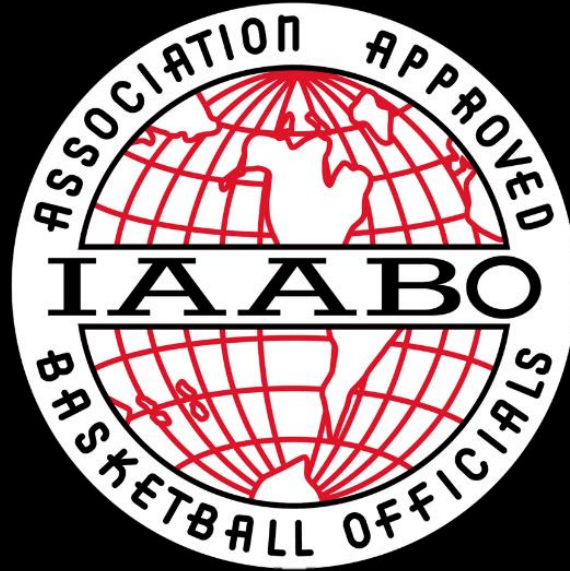
*One rule, one interpretation*



**Crew of Three  
Mechanics**



**STUDY THE CREW OF THREE MANUAL, THE THIRD SECTION IN OUR NEW IAABO HANDBOOK.**



**STRAIGHT-LINE VS. OPEN LOOK**



# STRAIGHT-LINED VS. OPEN LOOK

Being in the correct position is critical to making accurate rulings.



If this is your view on the floor, then you are “straight-lined” or have what is called a “closed look” of the play.

This is **NOT** a good position to observe and rule on contact between the two players.

In this situation, when you position-adjust to get an open look at the play, you should move to your right.



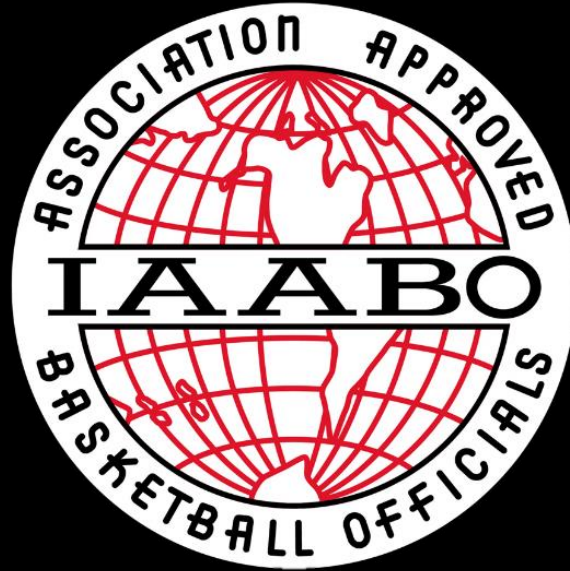
# STRAIGHT-LINED VS. OPEN LOOK

Being in the correct position is critical to making accurate rulings.

If this is your view on the floor, then you have an  
“open look” between players.



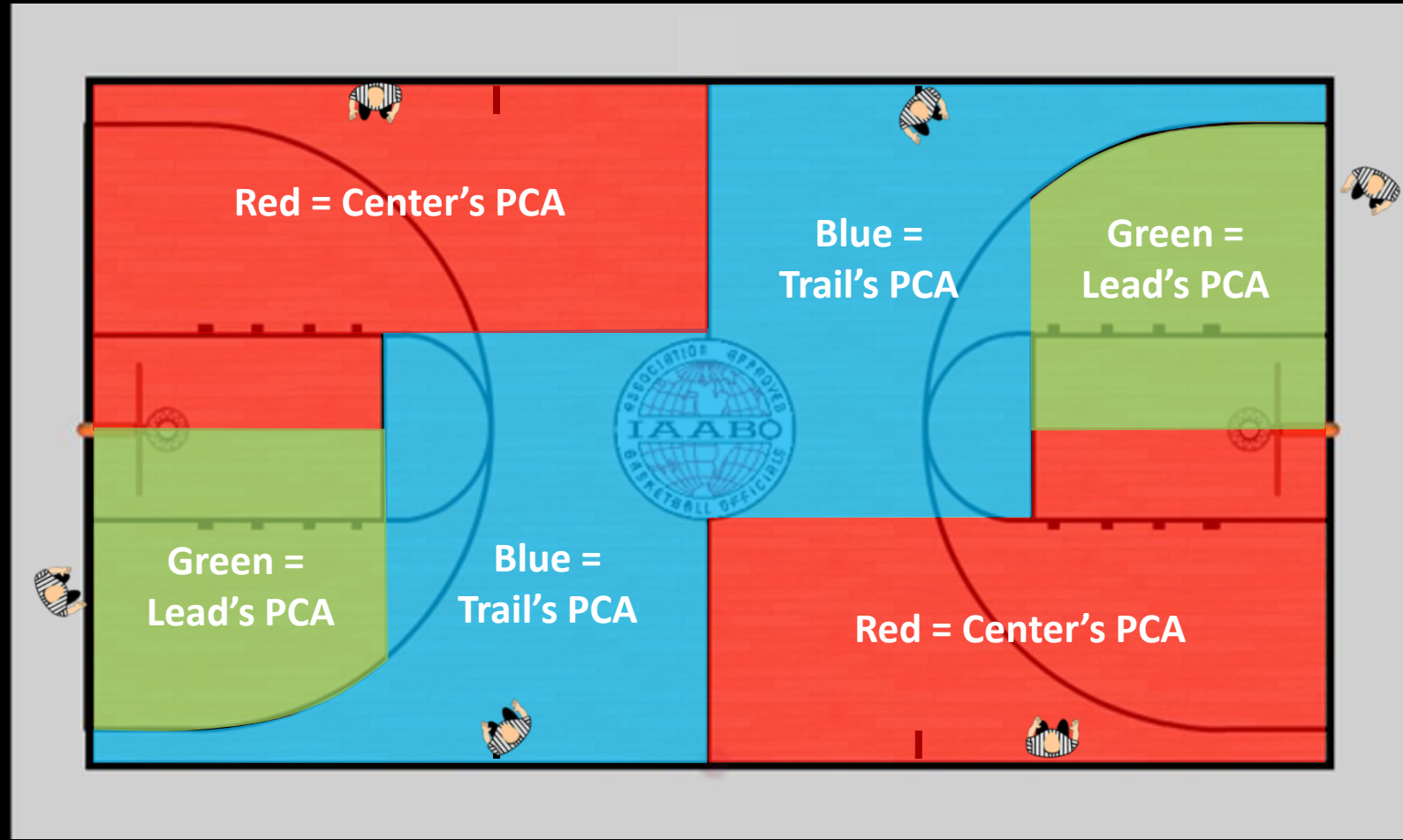
This is a good position to observe and rule on contact between the two players.



# **BASIC POSITIONING AND COVERAGE RESPONSIBILITIES**



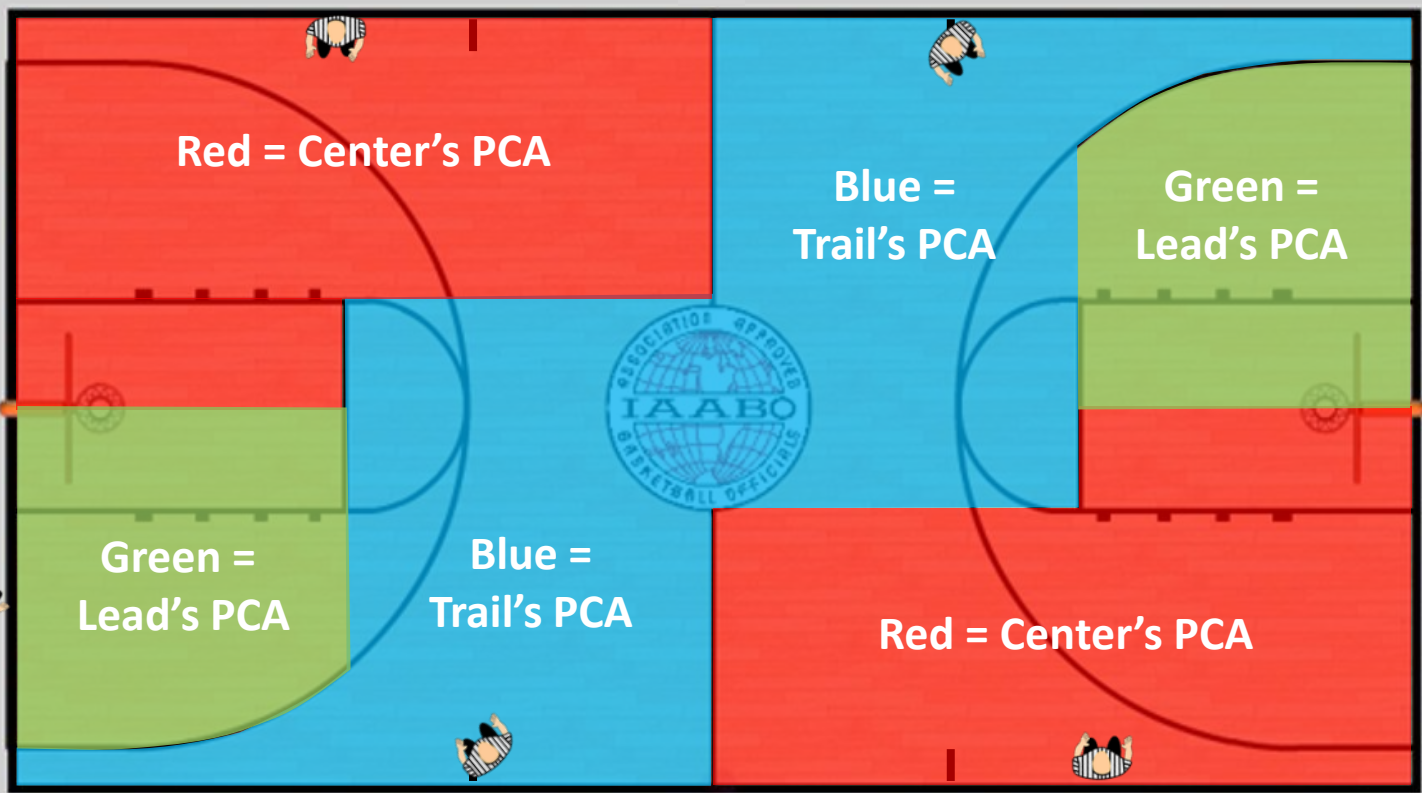
# PRIMARY COVERAGE AREAS (PCAs)



Be familiar with the 3-person PCA's and always be looking for competitive matchups in your PCA, ball or no ball.



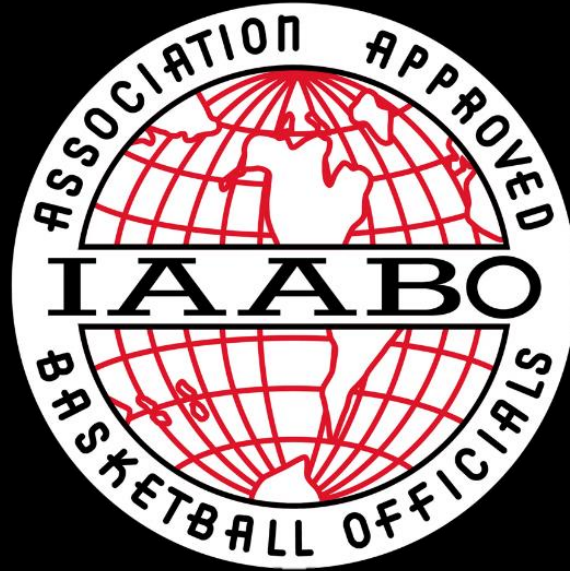
# PRIMARY COVERAGE AREAS (PCAs)



To help with high on-ball screens and other screens

To help with excess competitive matchups

At times a play may necessitate a crew member to expand his or her field of vision beyond the designated PCA.



# JUMP BALL PROCEDURES



# WARM UP LOCATIONS

- The Referee is at the division line opposite the table.
  - U1 observes the home team.
  - U2 observes the visiting team.
- It is ok to switch U1 and U2 to switch spots so both have an opportunity to observe both teams.

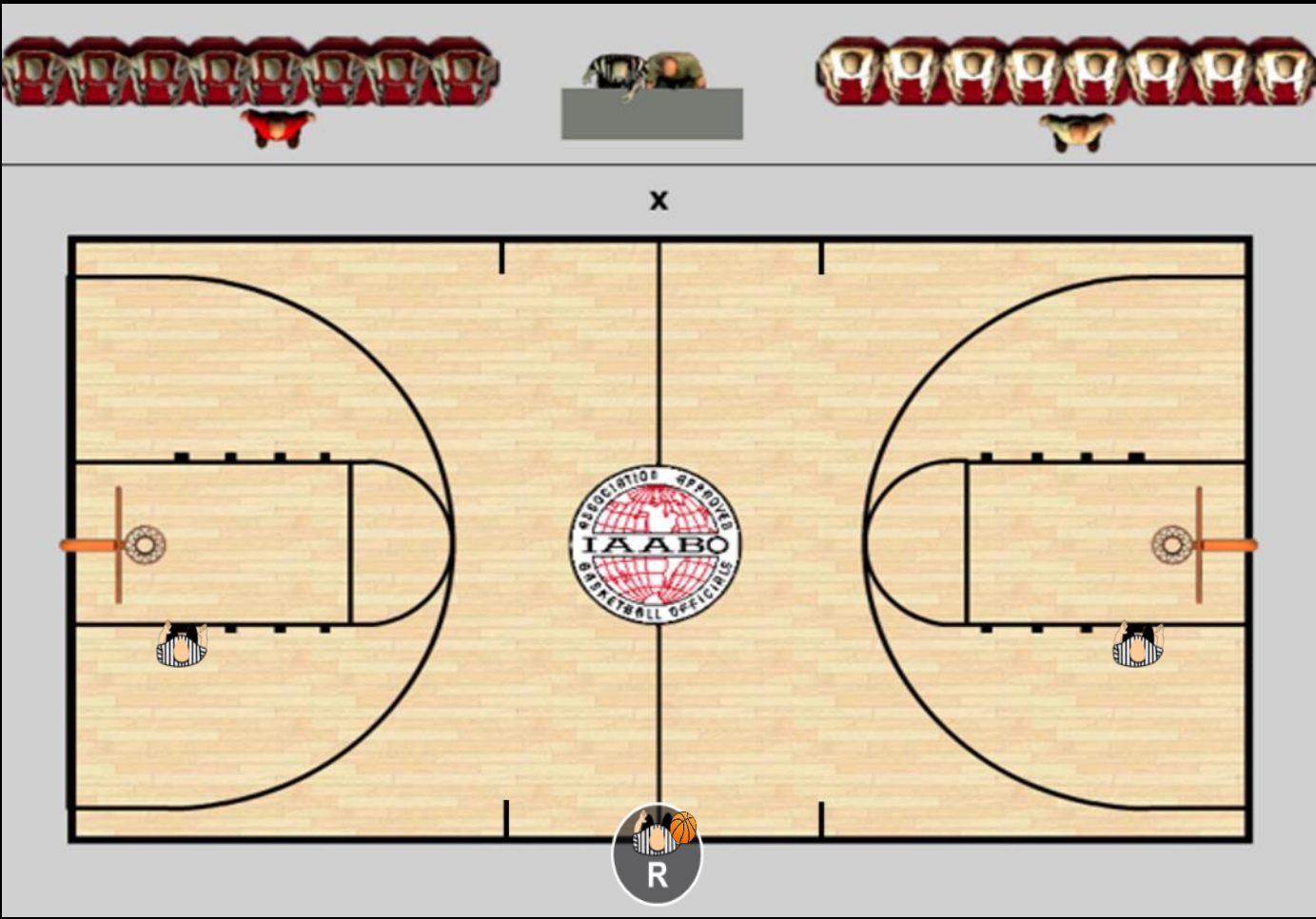


# BEGINNING OF THE GAME

- After announcements and before teams break their final pregame huddle, the Referee goes to the division line opposite the table.
- U1 goes to the block opposite the table to the R's left.
- U2 goes to the block opposite the table to R's right.
- When teams break their huddles, then move to the jump ball positions.
  - U1 goes tableside to the 28' line.
  - U2 goes opposite the table to the 28' line.



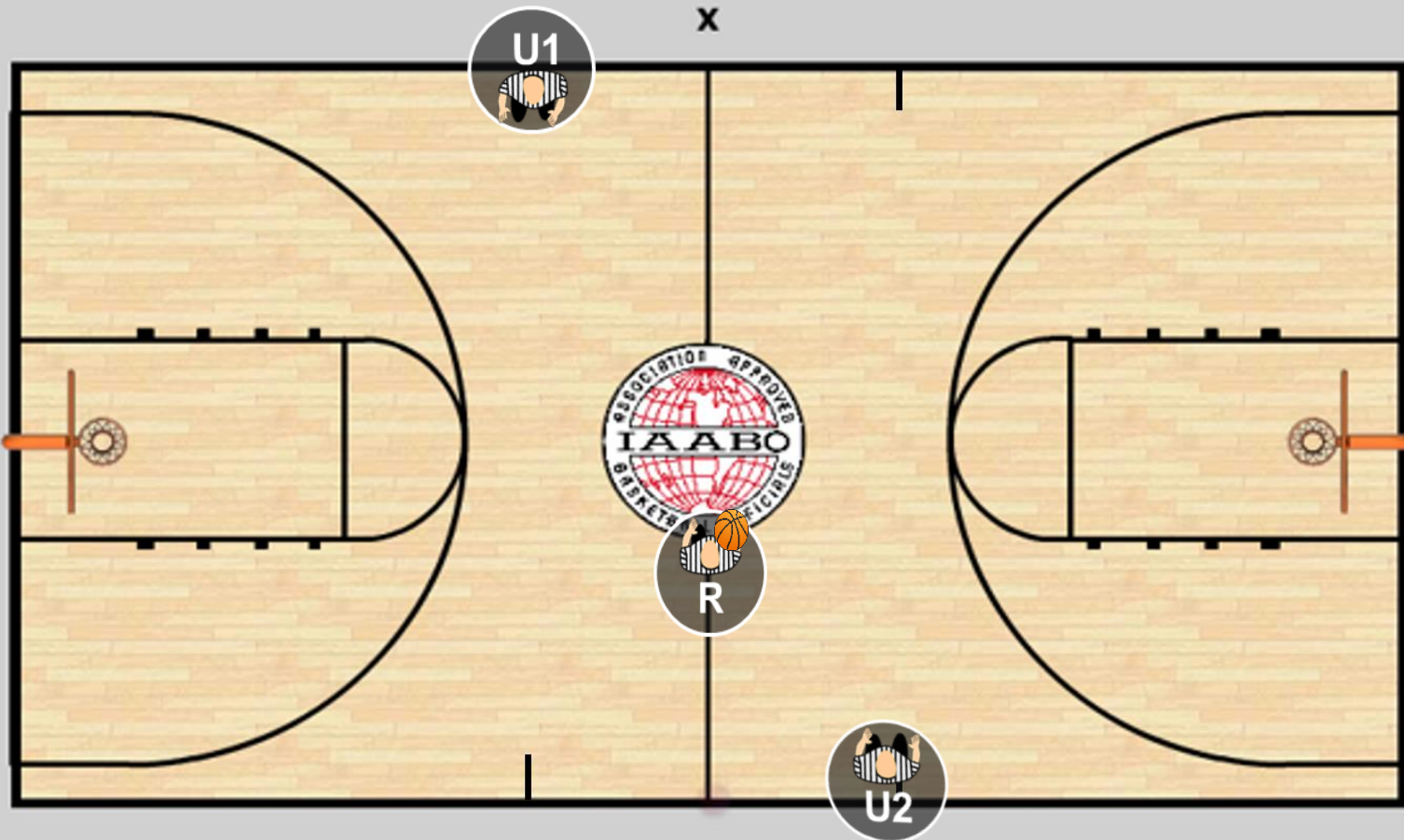
# BEGINNING OF THE GAME



**Referee** (or designee) shall take a position at the division line, ready to toss.

**Umpires 1 and 2** shall take a position on the first free throw lane space mark on opposite side.

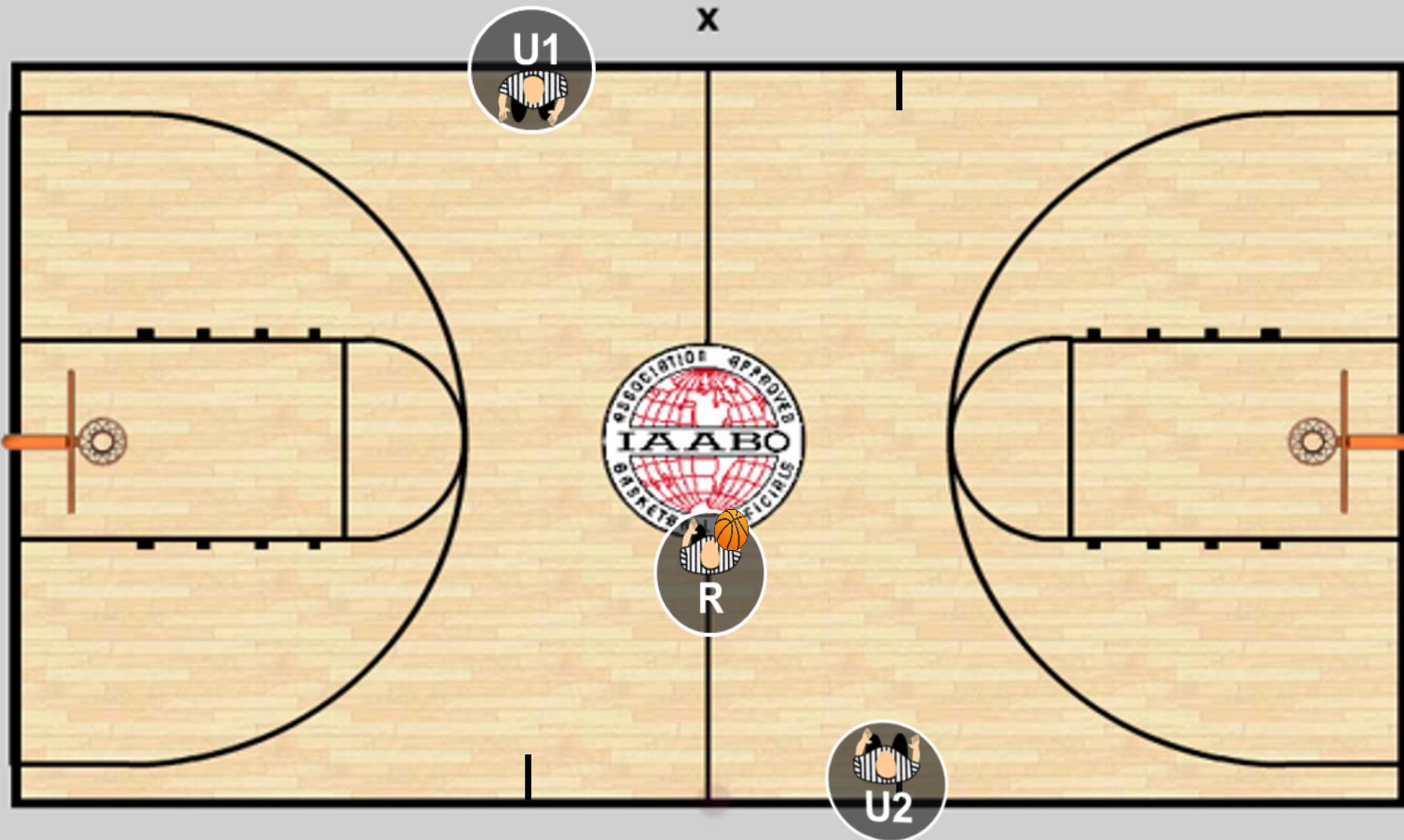
# JUMP BALL STARTING POSITION



## Referee (or designee)

- Checks Table
- Checks readiness of partners
- Checks readiness of TEAMS
- Indicates directions
- Blows whistle
- Executes toss
- Checks arrow is set properly

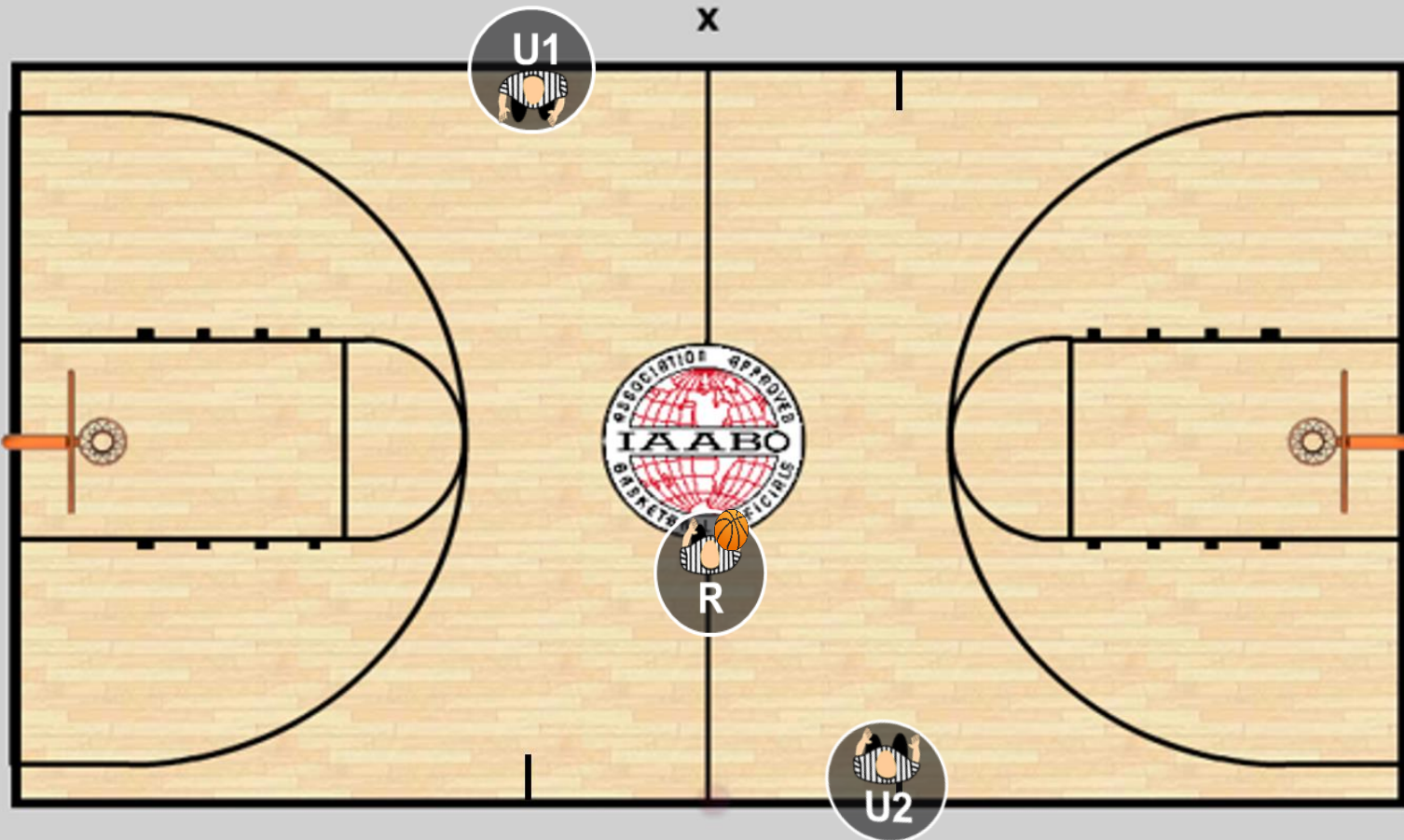
# JUMP BALL STARTING POSITION



## U-1

- Positioned tableside (to R's left)
- Checks table readiness
- Confirms # of home players
- Confirms readiness with R
- Rules on toss
- Rules on jumpers
- Signals to start clock

# JUMP BALL STARTING POSITION



## U-2

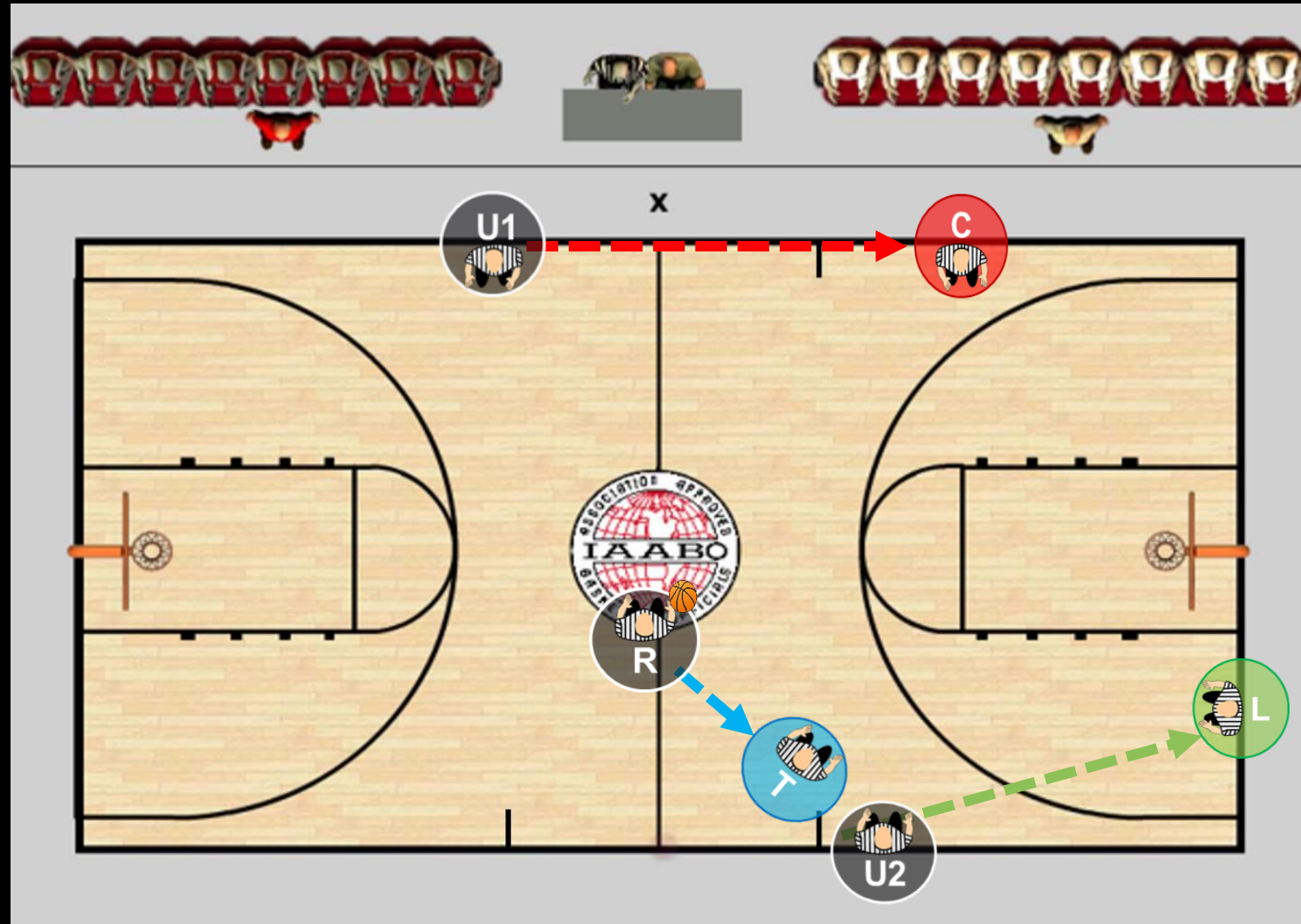
- Positioned opposite Table
- Confirms # of visiting players
- Confirms readiness with R
- Responsible for 8 non-jumpers

## Ball Clears to Tosser's Right

U2 becomes **Lead**  
on opposite side.

U1 becomes **Center** tableside.

Tosser continues to hold initial  
jump ball position until  
players clear (**check the arrow**)  
and then becomes **Trail**  
on opposite side.

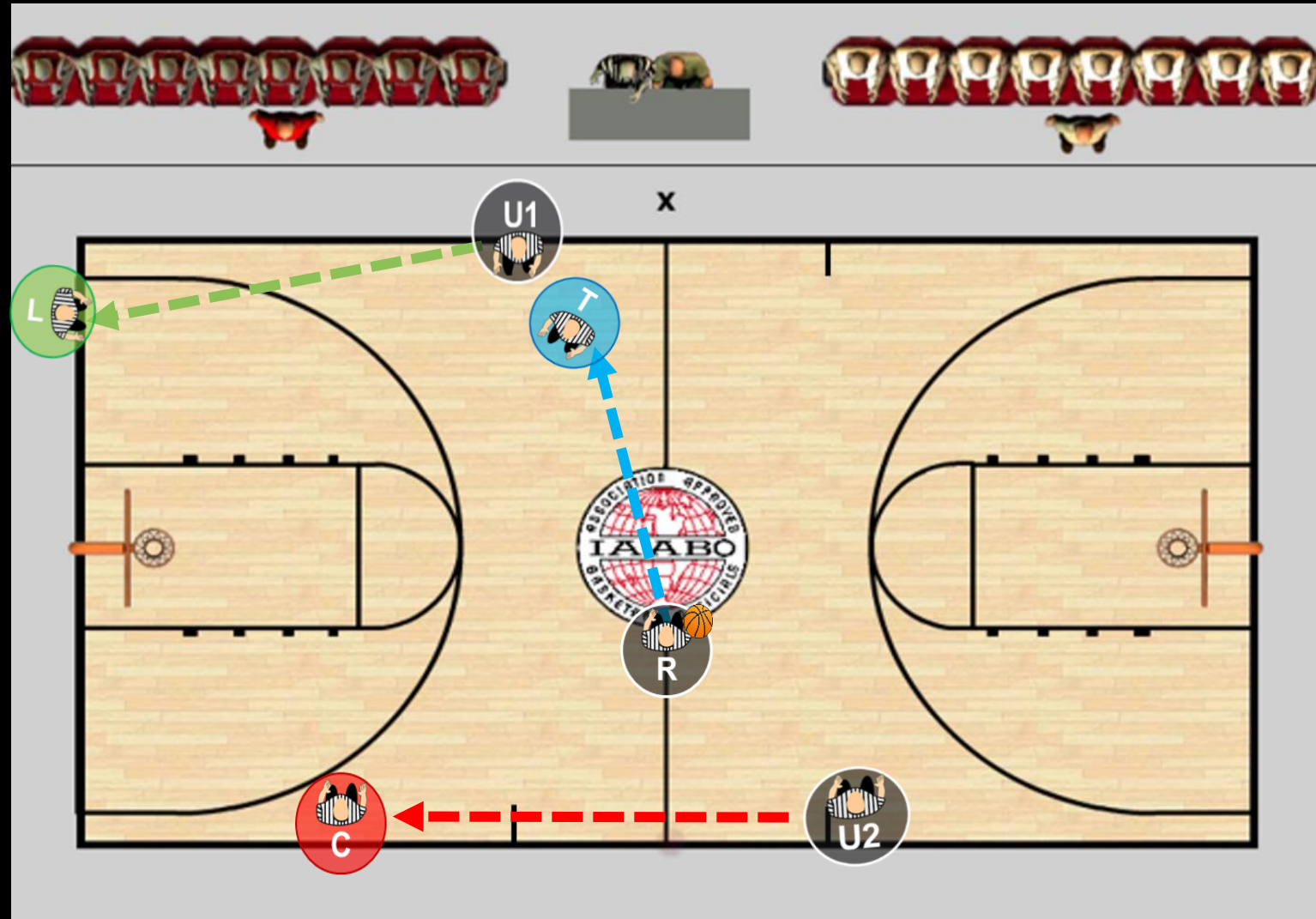


## Ball Clears to Tossers' Left

U1 becomes **Lead** tableside.

U2 becomes **Center**  
on opposite side.

Tosser continues to hold initial  
jump ball position (**check the  
arrow**) until players clear and  
then becomes **Trail** tableside.





# TIMEOUT SPOTS

- The official responsible for the throw-in goes to the throw-in spot.
- For 30-second timeouts, the other two officials go to the top of the key.
- For 60-second timeouts, the other two officials go to the blocks opposite the table.
  - At the warning horn, the two officials NOT responsible for the throw-in go to the closest team and tell them first horn.
  - Stay to get them out on time.



# BASIC ROTATION KEYS - LEAD

- All 3 officials must be **aware** of the location of the ball, the players, and your partners.
  - most rotations will be initiated by the Lead.
- when the ball goes to the Center's side of the court, if there is a competitive matchup on the block, go there to referee the post players.
- when the ball goes to the Center's side of the court, if there is a competitive matchup on the block in front of you, referee them.
  - When the players start to move ball side, follow them and officiate them as they cross the lane.



# BASIC ROTATION KEYS - CENTER

- if the ball comes to your side, anticipate the Lead rotating to your side and the Trail rotating up to Center.
- When the Trail arrives across from you, then back out to Trail.
- When the ball goes through the hoop, stay put and analyze the defense so you are prepared to help in pressing situations.
- If there is a trap up by the division line and sideline on the Center's side, the Center should initiate a rotation to go up and referee that play.



# BASIC ROTATION KEYS - TRAIL

- when the ball goes to the Center's side of the court, sneak a peek at the Lead and be prepared for the Lead to rotate to ball side.
  - When the Lead goes, rotate up into the Center.
  - When the ball goes through the hoop, stay put and analyze the defense so you are prepared to help in pressing situations.



# BASIC SWITCHING KEYS

- the calling official always goes opposite the table to be either the Center (all free throws or depending on where the ball will be put in play) or the Trail (depending on where the ball will be put in play).
- If you make the call and are not the Center or Trail opposite the scorer's table, switch with the Center or Trail opposite the scorer's table.
  - Depending on where the ball will be put in play determines if you become the Center or Trail after calling a foul.



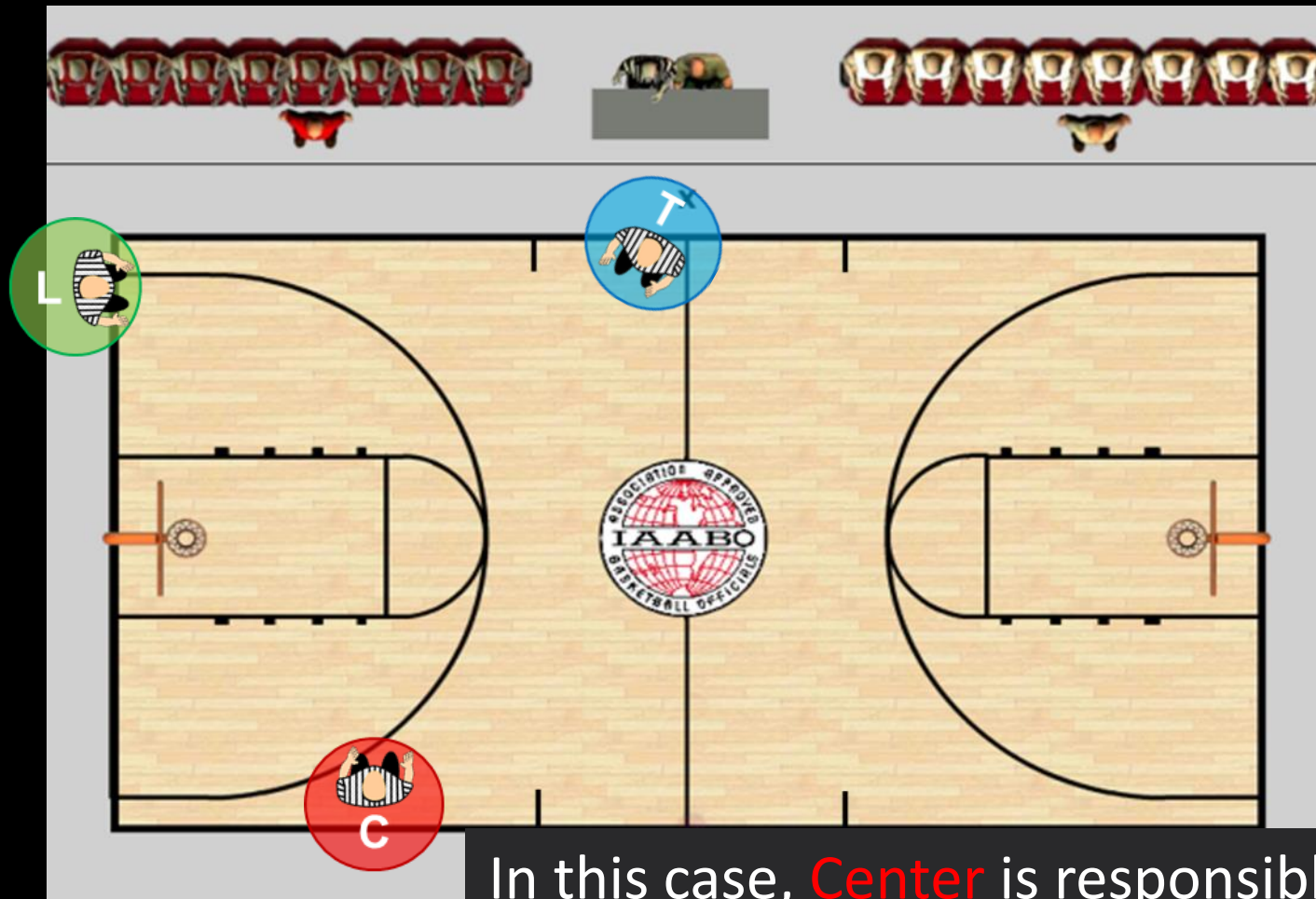
# LAST-SECOND SHOTS

- Whomever is opposite the scorer's table has the last shot.
- It could be the Center or the Trail being opposite the scorer's table.
- The location of the ball determines whether is the Center or the Trail who becomes responsible for the last-second shot.
  - Place a hand on your chest to let your partners know you have the last-second shot.



# LAST SECOND TRY FOR GOAL

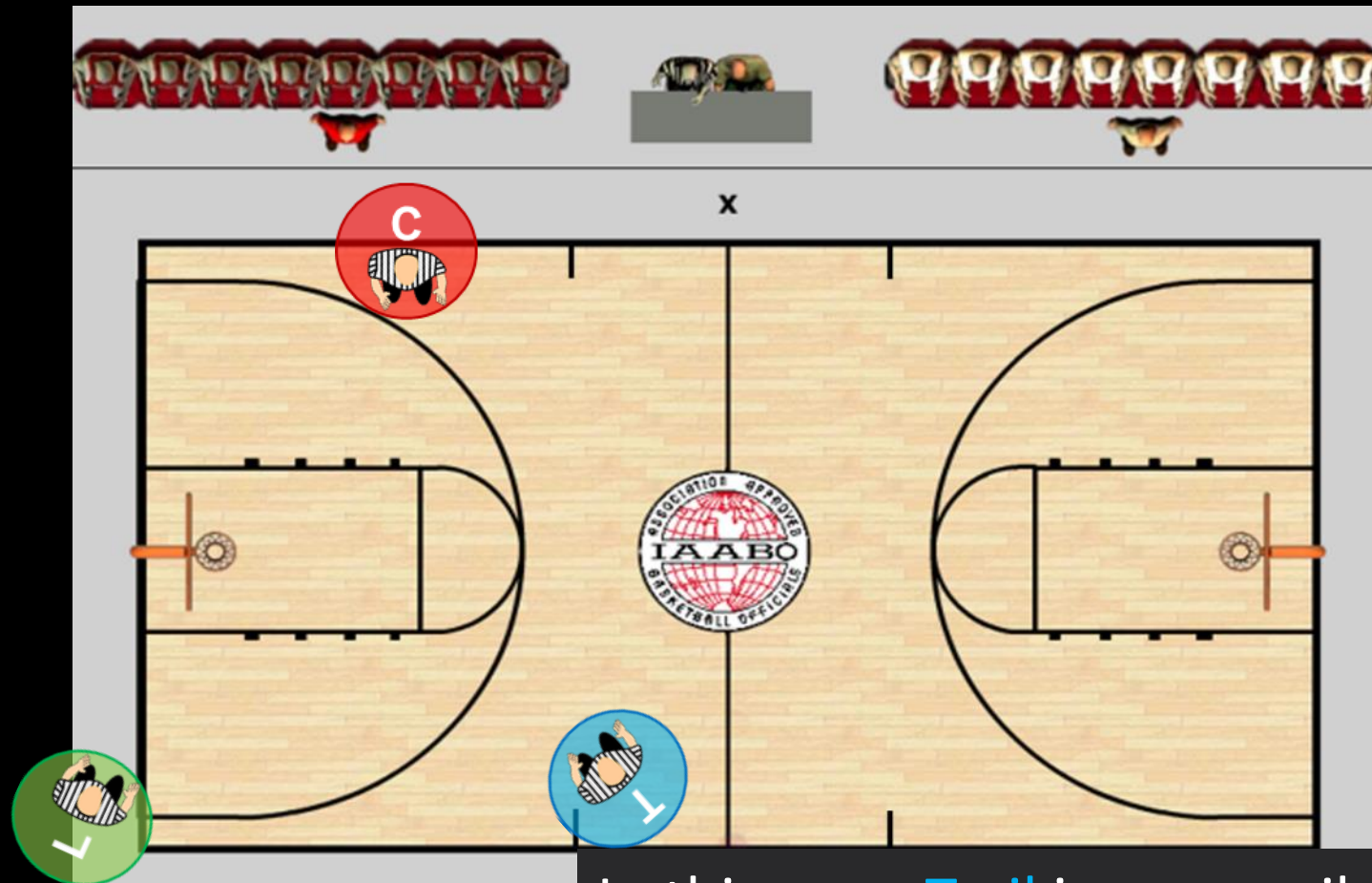
The **Center** or **Trail** official opposite the scorer's table is responsible for the last second try.





# LAST SECOND TRY FOR GOAL

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



In this case, **Trail** is responsible for last second try.



# LAST SECOND TRY FOR GOAL

The official responsible for the last second try should acknowledge responsibility to his or her partners by placing a hand on his/her chest.



# THROW-IN

The “nearest spot” is the spot out-of-bounds nearest to where the foul, violation, time-out or other stoppage of play occurred.

