

To: High School Head Coaches and Registered Basketball Officials
From: Kyle Doperalski, Assistant Executive Director

The high school basketball season is over a week old. Here are some observations from games we've seen in person and video that has been sent in.

- [Faking Being Fouled](#) – when a player simulates being fouled or makes theatrical or exaggerated movements when there is no illegal contact or embellishes the impact of incidental contact.
 - If FBF is [ruled against offense](#), blown dead [immediately](#).
 - If it is the offense's first team warning, the offense throws it in at the PIO which is one of the four predetermined spots if in the front court. The ball doesn't automatically go to the defense.
 - If FBF is ruled as the ball is in the air and the shot goes in, the game continues with a throw in for the opposing team after the warning is recorded in the book
 - If FBF is ruled as the ball is in the air and the shot misses, the possession arrow determines which team is awarded possession.
 - If FBF is [ruled against the defense](#), make the signal and withhold the whistle until the ball becomes dead or the offending team (defense) gains possession. At either of those moments, that is when the whistle sounds and the FBF infraction is reported to the table.
 - Any FBF technical foul is a team technical foul which counts toward the bonus. It does not count as a personal foul on a player or an indirect to the coach.
 - What to do if you have FBF
 - 1st infraction is a team warning
 - 2nd infraction is a team technical foul
 - Two free throws and the ball out of bounds at half court
 - 3rd infraction and beyond
 - Two free throws and the ball out of bounds at half court
 - Repeat from last week – watch this 15 minute [video](#) that gives some really good detail.
 - If there is contact, a common foul can be ruled.
- On opening night, we had two varsity games that ended the same way and the officiating crews in both games didn't apply the exception to rule 5-6 correctly. Both games had the score tied when the buzzer sounded to end the fourth quarter. A technical foul was called after the buzzer sounded before the officials left the visual confines of the bench. In both games, free throws were shot as part of the fourth quarter and in both games at least one free throw was made, and the game was declared over. The games should have gone into overtime and started overtime with free throws.
 - Neither the officials nor coaches knew the correct application in the moment in either game.
- Going to overtime? There was a varsity game last week that was tied when the final buzzer went off. The scorer then realized the book didn't match the scoreboard. One team was awarded a one-point win. This is a good reminder for the referee to ensure the book matches the scoreboard at the end of each period. It is also a good reminder for coaches to have someone keeping a book. The losing team did not have a book kept.
- Games with shot clocks: For games with a shot clock, the alternate-timing device is the stopwatch. The shot clock operator uses the stopwatch and works with the PA Announcer to administer the shot clock. When there are 10 seconds left in the shot clock period, the PA announcer announces the word "ten." With five seconds left, the PA Announcer counts down from five to zero.
 - If only one shot clock is working, if coaches agree, the game can continue with a shot clock at one end and the back up PA system being used at the other.
 - Not using the shot clock for schools that opted into the one-year pilot trial is not an option. If the shot clocks aren't working, the back up PA system needs to be used.

- The one-year pilot trial is only at the varsity level. Shot clocks should never be used at the sub-varsity level.
- Purple, Crimson/Blue or Black/Gold? The only color undershirt a home may wear is white. The road team may wear black or a color similar to the torso of the jerseys. Undershirts shall match those of their teammates. Sleeves, headbands, wristbands shall match those of their teammates.
- 3-3-6 vs. 3-3-7: Each table should have a stopwatch or countdown timing mechanism. I attended a game where a player had blood and the officials appropriate stopped play. When pointing to the table to start the :20 interval, the table had no clue what to do much less have a stopwatch ready. Referees, this should be part of your pregame discussion with the table.
 - Remember a coach may request a timeout at the end of the :20 in 3-3-7 (blood) to keep the player in the game.
 - In 3-3-6 (no blood), a timeout must be requested before the :20 interval to keep the player in the game.
- If a player plays in more than six quarters on the same night, it is not a technical foul. Please report that information to us and we will work with the school to withhold the player from the next night of games.

Situation practice: The buzzer to end the fourth quarter sounds with Team A winning 57-56 and a postgame technical foul is called against Team A before the officials leave the visual confines of the court.

Ruling: Team B shoots two free throws with the lane cleared as part of the fourth quarter. If the score is not tied and the results of the free throws would tie or win the game, the free throws are administered as part of the fourth quarter. This can only happen if the margin at the final buzzer is one or two points.

Note: This is different than the scenario above in the fact the margin is one or two points when time expires in the fourth quarter. In the scenario higher in the announcement, the score is tied which is a different application than if the margin is one or two points.