

Good morning.....

Just a comment on a couple of the rules INTERPS from the NFHS from yesterday.....

SITUATION 3: The spirit group/cheerleaders move onto the playing court during a time-out. RULING: The referee shall remove the spirit group/cheerleaders from the court and inform the group's captain of the reason for removal. (1-20)

This occurs during a 30-second TO only. During a full TO, cheerleaders ARE permitted on the floor.

SITUATION 6: Team's school colors are blue and gold and the predominant color of the team's jerseys is white. Prior to the game, an official observes that several team members are wearing beige pre-wrap around the entire head and blue wristbands. RULING: The headband and wristbands do not meet the color requirements. The official should notify the coach that the headbands and wristbands must be removed because they do not meet the color requirements. NOTE: Pre-wrap when worn around the head is considered to be a headband and must meet the color requirements. Pre-wrap when worn around the hair, such as a ponytail, is a hair-control device. (3-5-4)

Beige headbands ARE permitted as long as every other accessory worn is beige as well.

Today's tip.....administration of technical fouls just before (or at) and after the horn sounds (and the ball becomes dead) to end a period.

Let's just get to a clip.....take a look [here](#) and think about how the technical foul is penalized. The administration of the technical is the SOLE point of the clip, so let's focus just on that!

OK, so we have a technical foul assessed before the horn sounds (just before it sounds, but before it nonetheless). So how is the technical foul penalty administered? In this particular case, the technical is part of the period that just ended. When the technical happens before the horns sounds (or before the ball becomes dead as in a shot still in the air as the horn sounds), the resulting free throws happen before the teams go to their benches for the timeout between quarters (or halftime). Since the horn sounded, ending the period, there is no throw-in resulting from the technical foul penalty. The technical was part of the period that just ended and all penalties associated with it (free-throws and any throw-in) must happen within that period. The next period would begin with an AP throw-in as normal.

WHAT IF the assessed technical was after the ball was dead to end a period? In this case, we have to follow rule 5-6-2 exception 4 as follows:

4. If a technical foul occurs after the ball has become dead to end a quarter or extra period, the next quarter or extra period is started by administering the free throws. This applies when the foul occurs after any quarter has ended, including the fourth quarter, provided there is to be an extra period. If there is no way to determine whether there will be an extra period until the free throws are administered, the free throws are attempted immediately, as if the foul had been part of the preceding quarter.

So what does this mean exactly? Let's look at the two cases here.

- 1) A technical foul is called at the end of regulation and the penalty free throws can either determine IF we go to OT or could determine a winner. In this case, we shoot the free throws for the technical foul as if they were part of the fourth quarter. The result of the free throws determines if OT is necessary. The same holds true at the end of any extra period.
- 2) If the technical is after the ball becomes dead after the end of the first, second or third periods, then we would administer the penalty free throws at the start of the next period AND the throw-in would go to the offended team (the team who shoots the free throws) to start the period with NO CHANGE to the AP arrow.

In any case, as with ALL technical fouls, at least two of the crew members in a three-person game need to talk and both crew members in a two-person game. We NEED to do this if for no other reason than to calm US down and make sure we resume play correctly.....going to the correct end to shoot and make a division line throw-in correctly. When emotions are high in a game, ours must be lower. It's great to be excited, but we cannot let our emotions get the best of us! Stay focused, relax, see the whole play and enjoy your game today!

Tim