



Pennsylvania Interscholastic Athletic Association, Inc.

# 2023-24 Basketball

# Preseason Bulletin

Rules, Revisions, and Interpretations

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## 2023-24 BASKETBALL RULE CHANGES

**2-1-3 NOTE (NEW):** Requires the shot clock operator to sit at the scorer's and timer's table, if using a shot clock.

**3-4-5:** Clarifies that teammates must all wear like-colored uniform bottoms but may wear multiple styles.

**3-5-6:** Allows undershirts worn under visiting team jerseys to be black or the single solid color similar to the torso of the jersey. All teammates wearing undershirts must wear the same solid color.

**4-8-1:** Eliminates the one-and-one for common fouls beginning with the seventh team foul in the half and establishes the bonus as two free throws awarded for a common foul beginning with the team's fifth foul in each quarter and resets the fouls at the end of each quarter.

**4-36, 6-4-3, 7-5-2 thru 4, 9-1 PENALTY 3, 9-4 PENALTY, 9-5 PENALTY, 9-6 PENALTY, 9-8 PENALTY, 9-9 PENALTY, 9-12 PENALTIES 3 & 4, 9-13 PENALTY:** Establishes four throw-in spots (the nearest 28-foot mark along each sideline or the nearest spot 3-feet outside the lane line on the end line) when a team is retaining or gaining team control in its frontcourt due to a violation, a common foul prior to the bonus, or other stoppages in play other than an out of bounds.

**7-6-6:** Allows the official administering a throw-in to the wrong team to correct the mistake before the first dead ball after the ball becomes live unless there is a change of possession.

**9-3-3:** Establishes that a player may step out of bounds without penalty unless they are the first player to touch the ball after returning to the court or if they left the court to avoid a violation.

## 2023-24 COMMENTS ON THE RULE CHANGES

**2-1-3 NOTE (NEW):** As a result of the increased use of large video boards that allow timers to utilize tablets to control the clock from anywhere in the facility and the increase in schools utilizing the shot clock, it became necessary to include language requiring the shot clock operator, if used, to sit at the scorer's and timer's table. Officials need to have easy access to the scorer, timer and the shot clock operator during contests.

**3-4-5:** Clarifying the requirements for uniform bottoms makes it easier for coaches and athletic directors to address the individual needs of their student-athletes when ordering uniforms. Teammates must all wear like-colored uniform bottoms but may wear multiple styles. This clarification allows for an athlete to wear a skirt or pants of the same color as the athlete's teammates without contacting the state association for a uniform accommodation.

**3-5-6:** Allowing undershirts worn under visiting team jerseys to be black or the single solid color similar to the torso of the jersey will assist schools with hard to match colors easily comply with the rules. Schools can now allow teammates to wear black undershirts and avoid searching for solid shirts that match the visiting team jersey. It is important to note that all teammates wearing undershirts must wear the same solid color.

**4-8-1:** Eliminating the one-and-one, shooting two free throws after a team's fifth foul in a quarter and resetting the fouls after each quarter has the potential to provide a better flow by allowing teams that run into early foul trouble the opportunity to self-correct their style of play at the outset of both the second and fourth quarters. Second, by eliminating the one-and-one, the number of opportunities for correctable errors that result from awarding an unmerited free throw or failing to award a merited free throw are significantly reduced. Finally, the guarantee of two free throws eliminates the physical play that has often been associated with rebounding action on the first free throw.

**4-36, 6-4-3, 7-5-2 thru 4, 9-1 PENALTY 3, 9-4 PENALTY, 9-5 PENALTY, 9-6 PENALTY, 9-8 PENALTY, 9-9 PENALTY, 9-12 PENALTIES 3 & 4, 9-13 PENALTY:** Establishing four throw-in spots (the nearest 28-foot mark along each sideline or the nearest spot 3-feet outside the lane line on the end line) when a team gains or retains possession in its frontcourt due to a violation, a common foul prior to the bonus or any stoppage other than an out-of-bounds eliminates much of the judgment for an official about where exactly the throw-in spot should be located and allows teams to develop throw-in plays both offensively and defensively from four pre-determined locations.

**7-6-6:** Allowing the official administering a throw-in to the wrong team to correct the mistake before the first dead ball after the ball becomes live unless there is a change of possession provides an appropriate amount of time to correct a mistake. Previously, the mistake had to be corrected before the ball was put into play.

**9-3-3:** Establishing that a player may step out of bounds without penalty unless they are the first player to touch the ball after returning to the court or if they left the court to avoid a violation allows the game to continue without stoppage when the player's actions did not create an advantage. When an advantage is gained by a player purposely leaving the court and being the first one to touch the ball or leaving the court to avoid a violation, an advantage is gained, and a violation has occurred.

## MAJOR EDITORIAL CHANGES

- 2-1-1
- 4-3-2
- 4-19-13
- Shot Clock Guidelines - **PIAA HAS NOT ADOPTED**

## POINTS OF EMPHASIS

### Uniforms, Equipment and Apparel

The NFHS regularly receives questions regarding the legality of uniforms, equipment and apparel. It is imperative that not only officials understand the rules governing uniforms and equipment, but coaches and players as well. Uniform jerseys must comply with the rules listed in 3-4, 3-5 and 3-6. The rules are concise and clear regarding what is and is not permissible on the jersey. An NFHS basketball uniform guide was created to illustrate the proper uniform design graphically. That document and an animated presentation can be found on the NFHS website.

#### Uniforms

- A. Requests to make an exception to Rule 3-4, Uniforms (e.g., Pink Out night, Retro/Throw Back night, Military Appreciation night) must be submitted to the state association before the event for approval. Uniform requirements MAY NOT be altered by mutual agreement between schools or coaches.
- B. As has been the rule in the past, uniform bottoms do not have to match the torso of the uniform; however, with the adoption of Rule 3-4-5, uniform bottoms must be like-colored among teammates. To provide clarity, the following examples are provided:
  - Teammates may wear multiple styles of uniform bottoms, which may include shorts, skirts or pants.
  - The color of the uniform bottoms are not required to be the same as the uniform top; however, the bottoms must be a consistent color among teammates. The bottom style may differ for every player, but the color must be the same. Example – A1 is wearing a white jersey and red shorts. A2 is wearing a white jersey and a red skirt. Legal, as long as the bottom is red for all five players.
- C. Rolling and/or tucking of uniform bottoms is permissible, as long as the compression tights/sleeves, if worn, are color compliant.

**2023-24 POINTS OF EMPHASIS CONTINUED****Uniforms, Equipment and Apparel Continued****Equipment and Apparel**

A. Undershirts, if worn, must adhere to the following:

- Home Team – Shall be white, shall be hemmed, and shall not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length.
  - Visiting Team – Shall be a single solid color similar to the torso of the jersey OR be solid black. The undershirt shall be hemmed and shall not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length.
- Team members may wear either a single solid color similar to the torso of the jersey or black, but not both.

Example – Visitor B1 wears a purple jersey and a black undershirt. Visitor B2 is wearing a purple jersey and purple undershirt. Illegal. Both undershirts are a legal color; however, teammates must wear the same color undershirt. This situation would be legal if all teammates wore a black undershirt or if all teammates wore a purple undershirt.

B. Arm sleeves, knee sleeves, lower leg sleeves, compression shorts and tights are permissible:

- Anything worn on the arm and/or leg is a sleeve, except a knee brace, and shall meet the color restrictions.
- The sleeves/tights and compression shorts shall be black, white, beige or the predominant color of the jersey, and the same color sleeves/tights shall be worn by teammates.
- All sleeves/tights and compression shorts shall be the same solid color and shall be the same solid color as any headband or wristband worn.

Coaches and school administrators must ensure that legal uniforms are being ordered and purchased from manufacturers/distributors.

If in doubt, PRIOR to purchasing uniforms, equipment or apparel, confirm legality with the local state association.

**Bench Decorum**

The rules committee is concerned about bench decorum rule violations by coaches and bench personnel. Only through enforcing existing rules will coaches and bench personnel exhibit appropriate and acceptable behaviors. Coaches are expected to remain in the coaching box. The extension of the coaching box six years ago was intended to allow coaches to communicate with their

**2023-24 POINTS OF EMPHASIS CONTINUED****Bench Decorum Continued**

players near the end line without violating the Coaching Box rule or creating a need to come onto the playing court.

Coaches who go beyond the 28-foot line, or more importantly, onto the playing court, gain a distinct advantage, which is not within the spirit and intent of the rules. Coaches are reminded that while the bench area expands during a time-out, the bench area does not extend beyond the 28-foot line. Coaches and other bench personnel may not move to the expanded bench area until the time-out begins to ensure bench personnel do not create inadvertent contact with opposing players still out on the playing court. Coaches who leave the expanded bench area to engage officials inappropriately are subject to a warning or a bench technical foul.

Misconduct by players, coaches and bench personnel is not permitted. There is continued support for officials to use all the tools at their disposal. These tools include promptly issuing an administrative warning for misconduct by coaches and bench personnel or assessing a technical foul if warranted. Players' taunting, baiting, finger-pointing, trash-talking, and using inappropriate gestures have increased during the past several seasons. Specifically, trendy hand gestures and body language meant to demean, and single-out opponents is not a reflection of good sporting behavior and has no place in the interscholastic setting. Players and coaches are permitted to celebrate an individual or team accomplishment, but they cannot direct that celebration toward their opponent. Also, players and coaches are not allowed to disrespectfully or inappropriately address and/or gesture at an official after a ruling is made on the court.

Player and coach behavior, which in the official's judgment is determined to be a taunt of an opponent or a disrespectful act toward an official, shall be penalized by assessing a technical foul.

Assistant coaches are not authorized to approach the scorer's table at any time. The head coach is permitted to go to the scorer's table to request a 60-second time-out to confer with personnel regarding a correctable error or to prevent or rectify a timing or scoring mistake/ error or an alternating possession mistake.

**Throw-Ins – Proper Locations**

Proper inbound spots contribute to the overall flow and fairness of the game. When the ball is inbounded from the correct location, it ensures that the offense and defense have an equal chance to contest the possession. It prevents teams from gaining an unfair advantage by manipulating the inbound spot, which could disrupt the balance of the game. Coaches design specific plays and offensive/defensive strategies based on where the ball will be put in play. It is, therefore, essential for game officials to be diligent in administering the ball at the proper throw-in location.

**2023-24 POINTS OF EMPHASIS CONTINUED****Throw-Ins – Proper Locations Continued**

With the adoption of Rules 7-5-2 through 7-5-4 coaches, players and officials are reminded of the following rules governing throw-in locations:

- A. Anytime a team causes the ball to go out of bounds in either the frontcourt or the backcourt, the throw-in occurs from the spot where the ball went out of bounds.
- B. When a violation by either team, a foul before the bonus by either team or dead ball (i.e., an inadvertent whistle or a held ball) occurs that will result in a throw-in, officials must ask themselves three questions: Where did the violation/foul occur? Is the throw-in team in its frontcourt or backcourt? Where was the ball when the interruption occurred?
  1. If the throw-in is to be in the team's frontcourt, it shall be at either the nearest 28-foot mark along each sideline or the nearest spot 3 feet outside the lane line and the end line. (Diagram 5)
  2. If the throw-in is to be in the team's backcourt, the throw-in shall be at the designated spot nearest to where the foul, violation or other stoppage in play occurred.

**End-of-Game Protocols**

As a game nears the end of playing time, officials need to remind each other of the game-ending procedures to prevent potential issues. Oftentimes, late game time-outs will provide the best opportunities to:

- A. Confirm the following with the scorer:
  1. Accuracy of the official scorebook;
  2. The number of time-outs remaining for each team (inform the head coach if the team has used its last time-out);
  3. The number of team fouls and impact on the bonus.
- B. Remind the timer of the following:
  1. Watch the officials for the clock-start and clock-stop signals;
  2. Be prepared to assist in aiding the officials regarding whether a last-second shot was released prior to the end of time, especially if the gym is loud and the officials cannot hear the final horn.
- C. Officials should discuss the following:
  1. Last-second shot responsibility (trail official 2-person, center/trail 3-person);
  2. Unless the ball is tapped, no try can be attempted on a throw-in or free throw with three-tenths (.3) of a second or less remaining;
  3. Intentional/flagrant fouls are two shots and a designated spot throw-in, as discussed during the pre-game conference;
  4. If a foul occurs as the game-ending horn sounds and the score can be tied or the game won by the ensuing free throws, the official must administer the free throws. If the free throws will not change the outcome, the free throws will not be attempted.
- D. If the score is tied at the end of regulation time, inform each team and the table officials of the overtime procedures (length of overtime period, additional 60-second time-out, etc.).
- E. Following the game-ending horn, the referee should confirm with the scorer that everything is correct, then leave the floor with their partner(s). In situations when the score is separated by three points or less, it may be necessary to verbally confirm with the scorer. In games where the margin of victory is larger, a visual signal such as a thumbs-up will suffice. Be confident that everything is correct, as the officials' jurisdiction ends when they leave the visual confines of the playing court.

## 2023-24 PIAA ADOPTIONS AND MODIFICATIONS

- Adopt the 2023-24 NFHS Basketball Rules Book
- Adopt Rule 5-5 NOTE, running clock, at all levels (varsity, junior varsity, or otherwise (of competition, upon completion of the first half, if one team gains a **30-point differential** over its opponent, the clock shall be stopped only when an official's timeout is taken, a charged time-out is granted, a period ends, or during administration of free throws.

### ENFORCEMENT OF RULES AND USE OF SIGNALS/MECHANICS

All officials must pay particular attention to the enforcement of playing rules as they are written and also the use of approved signals and mechanics, especially as they relate to ejections. Failure to enforce the rules as written and/or failing to use approved signals and mechanics makes it difficult for PIAA to support officials when an ejection occurs.

| <b>TECHNICAL-FOUL PENALTY SUMMARY</b>   |                                   |  |                            |
|---|-----------------------------------|--|----------------------------|
| <b>Type Foul</b>  | <b>Charged To</b>                 | <b>Counts Toward</b>                                   | <b>Head Coach Assessed</b> |
| <b>Administrative:</b><br>Providing rosters; starters; numbers; changes, additions, etc.; team not ready to start half, TV monitor, electronic communication; not occupying assigned bench; more than five players; excess time-out; violation after team warning for delay; all players not returning at same time after time-out or intermission (10-1)     | Team                              | Team-foul Count  |                            |
| <b>Substitutes:</b><br>Entering court; no report; not beckoned (10-3)   | Substitute                        | 1. 2 Technicals<br>2. 5 Personal<br>3. Team-foul count |                            |
| <b>Players:</b><br>*Changing number without reporting; face-guarding; delaying return; grasping basket, dunking a dead ball; slapping backboard; delaying game; unsporting act/ conduct; goaltending on free throw; reaching through plane to touch or dislodge ball; contact opponent during dead ball; use of tobacco; removing jersey/pants; *fight (10-4) | Player                            | 1. 2 Technicals<br>2. 5 Personal<br>3. Team-foul count |                            |
| <b>Bench personnel:</b><br>Unsporting act/conduct; enter court without permission; use tobacco; removing jersey/pants; grasping basket or dunking; *fight; *leave bench during fight or possible fight (10-5)   | Substitute/<br>Bench<br>Personnel | 1. 2 Technicals<br>2. 5 Personal<br>3. Team-foul count | Indirect                   |
| <b>Disqualified player on bench:</b><br>Unsporting act/conduct  | Substitute/<br>Bench<br>Personnel | Team-foul count  | Indirect                   |
| <b>Assistant Coach:</b><br>Unsporting act/conduct (10-5)  | Assistant<br>Coach                | 2 techs toward<br>ejection<br>Team-foul count          | Indirect                   |
| <b>Head coach:</b><br>Unsporting act/conduct; off bench/outside box; not replacing player as required in 15 seconds; playing a disqualified player; illegal jersey/pants/number; team members leaving court/bench for unauthorized reason (10-6).   | Head<br>Coach                     | 2 directs toward<br>ejection<br>Team-foul count        | Direct                     |

\* **Reminder - any single flagrant act results in disqualification**  
**A single flagrant foul, the second direct technical foul or the third technical foul (any combination of direct or indirect) charged to the head coach results in ejection to the team's locker room or outside the building.**

## CONCUSSION MANAGEMENT PROTOCOLS

Concussion Management continues to be a very important point of emphasis in every interscholastic sporting activity. Any athlete who exhibits signs, symptoms, or behaviors consistent with a concussion (such as a loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by the appropriate health-care professional.

When sending an athlete out of a contest, the official should advise the head coach that the player is being removed from competition due to the athlete exhibiting concussion like symptoms.

Neither officials, nor coaches, are expected to “diagnose” a concussion, as that is the responsibility of an appropriate health-care professional. The game official is not responsible for the sideline evaluation or management of the athlete after he or she is removed from play.

The responsibility of further evaluating and managing the symptomatic athlete falls upon the head coach, appropriate health-care professional or other individual designated by the school administrators.

The official does not need written permission for an athlete to return nor does the official need to verify the credentials of the appropriate health-care professional.

If a player returns to the competition the official should just monitor them in the same manner prior to them being sent out originally.

Those wishing to learn more on this topic can register and attend a course sponsored by NFHS by using this link: <https://nfhslearn.com/courses/concussion-in-sports-2>

### COMMON SIGNS AND SYMPTOMS OF CONCUSSION INCLUDE:

- Appears dazed or stunned
- Is confused about assignment or position
- Forgets an instruction
- Is unsure of game, score or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness (even briefly)
- Shows mood, behavior or personality changes
- Can't recall events prior to hit or fall
- Can't recall events after hit or fall
- Headaches or “pressure” in head
- Nausea or vomiting
- Balance problems or dizziness
- Double or blurry vision
- Sensitivity to light
- Sensitivity to noise
- Feeling sluggish, hazy, foggy or groggy
- Concentration or memory problems
- Confusion
- Does not “feel right” or is “feeling down”

**BASKETBALL RULES FUNDAMENTALS**

1. While the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.
2. Neither a team nor any player is ever in control during a dead ball, jump ball, or when the ball is in flight during a try or tap for a goal.
3. A goal is made when a live ball enters the basket from above and remains in or passes through unless canceled by a throw-in violation or a player-control foul.
4. The jump ball, the throw-in and the free throw are the only methods of getting a dead ball live.
5. Neither the dribble nor traveling rule applies during the jump ball, throw-in or free throw.
6. It is not possible for a player to travel during a dribble.
7. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.
8. There are three types of violations and each has its own penalty.
9. A ball in flight has the same relationship to frontcourt or backcourt, or inbounds or out of bounds, as when it last touched a person or the floor.
10. Personal fouls always involve illegal contact and occur during a live ball, except for fouls committed by an airborne shooter or on an airborne shooter.
11. The penalty for a single flagrant personal or flagrant technical foul is two free throws and disqualification, plus awarding the ball to the opponents for a throw-in.
12. Penalties for fouls are administered in the order in which they occur.
13. A live-ball foul by the offense (team in control or last in control if the ball is loose), or the expiration of time for a quarter or extra period, causes the ball to become dead immediately, unless the ball is in flight during a try or tap for field goal. The ball also becomes dead when a player-control foul occurs.
14. The first or only free-throw violation by the offense causes the ball to become dead immediately.
15. A double personal foul involves only personal fouls and only two opponents; no free throws are awarded and the ball is put in play at the point of interruption. A double technical foul involves only technical fouls and only two opponents; no free throws are awarded, and the ball is put in play at the point of interruption.
16. The official's whistle seldom causes the ball to become dead (it is already dead).
17. "Continuous motion" applies both to tries and taps for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins when the habitual trying or tapping movement starts and ends when the ball is clearly in flight.
18. Whether the clock is running or is stopped has no influence on the counting of a field goal.
19. A ball which touches the front face or edges of the backboard is treated the same as touching the floor inbounds, except that when the ball touches the thrower's backboard, it does not constitute a part of a dribble.
20. If the ball goes through the basket before or after a player-control foul, the goal **must** not be counted.



# OFFICIAL NFHS BASKETBALL SIGNALS

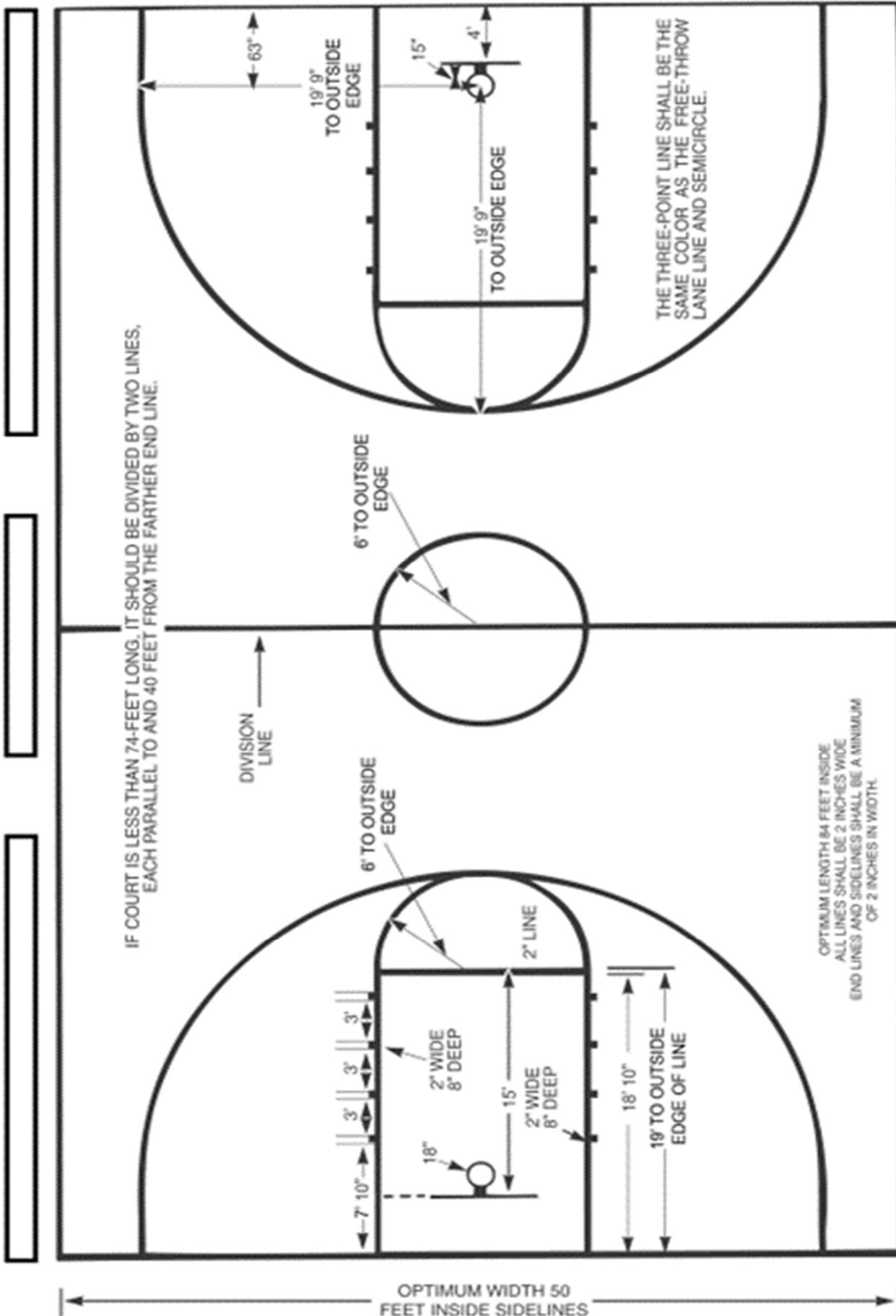
|                             |   |                                   |                                 |                                    |   |              |                       |
|-----------------------------|---|-----------------------------------|---------------------------------|------------------------------------|---|--------------|-----------------------|
| Starting and stopping clock | Start clock 1   | Stop clock 2                      | Stop clock for jump/hold ball 3 | Stop clock for foul 4              | Stop clock for foul (optional bird dog) 5 | Information  | Directional signal 6  |
|                             | Throw-in designation 7 and free-throw designated spot violation | Move along end-line on throw-in 8 | Visible counts 9                | Beckoning substitutes 10           | 60-second time-out 11                     |              | 30-second time-out 12 |
| Shooting/scoring            | Tipped ball 14  | No score 15                       | Goal Counts 16                  | Points scored 17                   | 3-Point attempt score 18                  | 3-Point made | Bonus free throw 19   |
|                             |   |                                   |                                 | Use 1 or 2 fingers after signal 16 |   |              |                       |

PlayPic® PlayPics courtesy of Referee magazine.

|                  |                       |                           |                              |                         |                     |                     |                        |
|------------------|-----------------------|---------------------------|------------------------------|-------------------------|---------------------|---------------------|------------------------|
| Shooting/scoring | Signal free throw 20  | Delayed lane violation 21 | Traveling violation 22       | Illegal use of hands 31 | Hand check 32       | Holding 33          |                        |
|                  | Violations            |                           |                              |                         |                     |                     |                        |
| Violations       | Illegal dribble 23    | Palming carry 24          | Back court violation 25      | 3-Second violation 26   | Blocking 34         | Pushing charging 35 | Player/Team control 36 |
|                  |                       |                           |                              |                         | Fouls               |                     |                        |
|                  | 5-Second violation 27 | 10-Second violation 28    | Excessive swinging elbows 29 | Kicking 30              | Intentional foul 37 | Double foul 38      | Technical foul 39      |

PlayPic® PlayPics courtesy of Referee magazine.

(See Rule 1-13 for location and size of optional coaching box)



Left End Shows Rectangular Backboard 72-inches Wide

Right End Shows Fan Backboard 54-inches Wide

**MINIMUM OF 3 FEET**  
Preferably 10 feet of unobstructed space outside. If impossible to provide 3 feet, a narrow broken 1-inch line should be marked inside the court parallel with and 3 feet inside the boundary.

## CANCELLATION OF AN OFFICIAL'S CONTRACT BY A PIAA MEMBER SCHOOL

If a PIAA member school violates or cancels a contract with an official, the District Committee or the Board of Directors, in their respective jurisdictions, may require a school so violating or so canceling to pay to the offended official the fee or fees for the Contest or Contests which have been provided in the official contract. Failure of a PIAA member school to live up to the terms of the contract shall be considered a violation of the Constitution and By-Laws of PIAA.

**Comment:** It has been brought to our attention on numerous occasions that officials have lost assignments or games because a school or assignor has "double booked" the contest. Officials are reminded that unless there is a written contract executed between the parties, they have no claim to any type of reimbursement from the offending school(s). Many schools have made a "good faith" effort to the officials to get them an additional assignment in the future or offer a scrimmage to pick up the lost fees. However, officially, without a written, signed, properly executed contract between the official(s) and the school(s), there is no recourse for the officials. In this day of technology it is not very hard for assignors, or schools, to execute these contracts. This is part of an assignor's responsibility. Officials should request contracts from their assignors or schools for both parties protection.

## Have you been on the PIAA Officials Website?

[www.piaa.org/officials](http://www.piaa.org/officials)

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## ELECTRONIC EQUIPMENT

Rule 10-1-3 states that a Team Technical Foul shall be charged if a team uses a megaphone or any electronic device, or electronic equipment for voice communication with players on the court or if electronic audio and/or electronic devices are used to review a decision of contest officials.

**\*\*With the advent of electronic devices the questioning of officials calls at courtside through the use of these devices cannot be tolerated.\*\***

## OFFICIALS' UNIFORM

1. The PIAA Official's Emblem must be worn on the upper left sleeve of the official's standard shirt when officiating in all PIAA sponsored games.
2. All PIAA-registered officials must wear identical uniforms during a contest.
3. Required uniform for basketball officials:
  - Shirt - Alternating black and white 1-inch vertically striped, short-sleeved shirt which may have a collar or may be v-neck as long as all contest officials are dressed alike. A PIAA patch must be worn on the left shoulder.
  - Slacks - Black full length trousers.
  - Belt - Black, if worn.
  - Socks - Black.
  - Shoes - Solid Black or Predominantly Black with some white, cleaned, and shined.
  - Lanyard - Black.
  - Whistle - Black.

PIAA recommends the use of a black, plastic FOX-40 whistle with a black lanyard. If jackets are worn before the game, they must be black in color and identical in style.

College jackets or jackets from any organization other than PIAA or local basketball chapters may not be worn. The wearing of jewelry (except wedding bands and medical-alert bracelets) and wrist watches (except as a required timing device) is prohibited. Smoking and/or tobacco chewing is prohibited.

PIAA sports' officials may display an American flag (maximum size 2 by 3 inches) on the right sleeve of their uniform shirt approximately three inches down from the shoulder seam. This will be the same position the PIAA official patch is displayed on the left sleeve.

PIAA Basketball officials may use a pink whistle only for games that are designated as "cancer benefit" games by PIAA member schools. Officials are not permitted to wear the whistle for an entire month or week but only for designated games. This does not include a pink lanyard or any other items.

### BENCH PERSONNEL

Bench personnel are all individuals who are part of or affiliated with a team, including, but not limited to: substitutes, coaches, manager(s), statistician(s), and trainers. During an intermission, all team members are bench personnel for the purposes of penalizing unsporting behavior.

A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. A player becomes bench personnel after his/her substitute becomes a player or after notification of the coach following his/her disqualification.

### OFFICIALS' MANUAL

All officials should become aware of the contents of the Officials' Manual which can be found by [clicking here](#).

This manual provides valuable information concerning many aspects of officiating as they relate to PIAA policies and procedures.



## TIMEOUTS

Three 60-second time-outs and two 30-second time-outs may be charged to each team during a regulation game. Each team is entitled to one additional 60-second time-out during each extra period. Unused time-outs accumulate and may be used at any time.

Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any extra period at the expense of a technical foul for each. (team technical)

A successive time-out is one which is granted to either team before the clock has started following the previous time-out. Successive time-out shall not be granted after expiration of playing time for the fourth quarter or any extra period.

**Situation #1:** Players are lined up for the jump ball to begin the game. Coach of team A doesn't like what he sees and requests a time-out.

**Ruling:** Request is denied.

**Comment:** Time-outs cannot be used until the ball becomes live to start the game.

**Situation #2:** A1 is shooting a technical foul to begin the game because an opponent dunked the ball during warm-ups. After the second free-throw, team B's coach requests a time-out.

**Ruling:** The request is granted.

**Comment:** The ball became live to start the game when the ball was at the disposal of A1 for the first free throw.

**Situation #3:** Team A is out of time-outs during regulation play but late in the 4th quarter, a player from team A requests a time-out while the ball is dead.

**Ruling:** The time-out is granted.

**Comment:** Hopefully, the team was instructed that they had no more time-outs left in regulation play. They can still be granted an additional time-out at the expense of a technical foul.

**Situation #4:** The game was tied at the end of the fourth quarter and team A used all five of their time-outs. As the horn sounds to begin the overtime, team A coach requests a time-out.

**Ruling:** The request is denied.

**Comment:** A team cannot use the additional time-out they received for the overtime until the ball becomes live to start the overtime. However, if they accumulated time-outs from the regulation game, they could use one during the intermission.

**Situation #5:** Player A1 attempts a try which is unsuccessful and is fouled as time expires to end the 4th quarter. Since the ball left the shooter's hand before the horn sounded, A1 will receive two free throws. The score is A-49 and B-50. The coach of team B calls a time-out to freeze the shooter. After the time-out, A1 makes the first free throw to tie the game, 50-50. Coach of team B requests another time-out to freeze the shooter once again.

**Ruling:** The time-out is denied.

**Comment:** Successive time-outs are not permitted when time has expired to end the 4th quarter or any overtime period.

## GRANTING TIMEOUTS

Timeout occurs and the clock, if running, shall be stopped when an official grants a player's/head coach's oral or visual request for a time-out. The request may be granted only when the ball is in control or at the disposal of a player of his/her team; the ball is dead, unless replacement of a disqualified, or injured player(s), or a player directed to leave the game is pending, and a substitute(s) is available and required.

**Situation #1:** A1 fouls B1. It is A1's 5th foul. The coach of team A requests a time-out.

**Ruling:** The request is denied.

**Comment:** A1's replacement must be beckoned in before the request for a time-out is granted.

**Situation #2:** The second horn is sounded to end a time-out. The administering official blows his/her whistle, gives the appropriate signal and places the ball at the disposal of team A for a throw-in. Team B's coach call a time-out.

**Ruling:** The request is denied.

**Comment:** Once the ball is at the disposal of team A, only team A may call a time-out.

**Situation #3:** A1 is dribbling the ball in his/her front court when the ball strikes his/her foot and is rolling toward the out-of-bounds line. He/she requests a time-out to prevent the ball from going out-of-bounds.

**Ruling:** The request is denied.

**Comment:** Even though there is team control during an interrupted dribble, you must have player control to be granted a time-out.

**Situation #4:** The ball is loose and two opponents are scrambling to gain control. Team B's coach requests a time-out.

**Ruling:** The request is denied.

**Comment:** The officials must be certain that the ball is in control of one individual before granting that individual's team a time-out.

**Situation #5:** Team A's coach requested and was granted a time-out during the second quarter. When the second horn sounds to end the time-out and before the ball is placed at the disposal of the team making the throw-in, team B's coach requests a time-out.

**Ruling:** The request is granted.

**Comment:** Successive time-outs may be granted at any time except when the time expires to end the 4th quarter or any overtime period.

**PIAA BY-LAWS - DISQUALIFICATIONS: ARTICLE XIII, SECTION 8****Section 8. Disqualification From Next Contest(s). General Rule. Preamble**

Sportsmanship is a core principle in interscholastic athletics. Actions which are unethical and/or intended to demean, embarrass, intimidate or injure opposing contestants, Teams, spectators and/or officials are considered unsportsmanlike and will not be tolerated since they are contrary to the purposes of PIAA and convey lessons incompatible with the reasons why high school sports exist.

A. Mandatory Disqualification. One Game Suspension. Any Coach, team personnel and/or contestant who is disqualified from a Scrimmage, Interschool Practice, and/or Contest by a state high school association-recognized and/or registered official in that sport for unsportsmanlike conduct or flagrant misconduct is disqualified from Coaching and/or participating for the remainder of the day and in all Contests on the next Contest day of the same level (varsity, junior varsity, or otherwise) of competition from which the Coach and/or contestant was previously disqualified. For a Coach, participation in the next Contest includes any contact by the Coach with members of the Team, including other Coaches, between the time that the Team arrives at the Contest site and the conclusion of the last Contest of the day. The Principal must direct the Coach not to attend all of the Contest(s).

B. Supplemental Disqualification. Two Game Suspension. Any Coach, team personnel and/or contestant who, is ejected from a Scrimmage, Interschool Practice, and/or Contest by a state high school association recognized and/or registered official and a component of the ejection is any of the following actions: confronting an official, coach, or contestant; physically contacting an official, coach, or contestant; directing foul or vulgar language/gestures toward an official, coach, contestant or spectator(s); using ethnic or racially insensitive comments: will be disqualified from coaching and/or participating for the remainder of the day and for the next two (2) Contests including all Contests on the next two (2) Contest days of the same level (varsity, junior varsity, or otherwise) of competition from which the Coach, team personnel and/or contestant was previously disqualified. For the purposes of this provision, the jurisdiction of the official(s) to apply and enforce this rule begins upon the official's arrival at the Contest site and ends when the official (or the last of the team of officials) leaves the Contest site. The Contest site is defined as premises on which the competition surface is located and includes the entirety of the premises and parking areas.

When the Supplemental Disqualification implicates a contestant, and in addition to the two (2) Contests disqualification, the contestant may not return to competition representing the contestant's school until the contestant completes the NFHS Sportsmanship program at NFHSLearn (online) and provides a certification of completion of this program to the student's Principal and the Principal submits the certification to the PIAA District Sport Chairman. A Coach and/or Team personnel disqualified under this provision may not return to competition representing the Coach's/Team personnel's school until the Coach/Team personnel complete the NFHS Sportsmanship program and Teaching and Modeling Behavior program at NFHSLearn (online) and provides a certification of completion of these two programs to the Coach's/Team personnel's Principal and the Principal submits the certification to the PIAA District Sport Chairman.

A disqualification under this provision supersedes a disqualification under A. above. A PIAA District Committee may, at its discretion, convene a hearing to address any and all disqualifications and may provide additional penalties as warranted by the circumstances.

***NOTE: What this means for officials is that any disqualification that previously only applied to contests now apply to scrimmages as well. Officials ejecting persons from scrimmages must now submit the DQ form for these additional instances also.***

**EXAMPLES OF DISQUALIFICATION PROVISION OF ARTICLE XIII, SECTION 8**

The Supplemental Ejection is not designed for violations of "Rules of the Game" The one game sit out penalty still remains for those actions that do not fit the Supplemental Ejection policy. PIAA Board of Directors has given officials an additional tool to use, if warranted, to curb bad behavior. This could aid in the recruitment and retention of officials. Officials should not concern themselves with the penalty. School administration will handle that.

**A few examples:**

- **Situation:** After the basketball game has concluded and the officials are in the locker room, varsity head coach Jones begins to bang on the door and use profanity toward the officials.
  - **Ruling:** The coach's actions would merit a Supplemental Disqualification. The crew chief must file the Supplemental Disqualification report within 24 hours on Coach Jones who must sit out the next two varsity contests. The crew chief must also make contact with Coach Jones' athletic director immediately or immediately after leaving the contest site to inform them that the Supplemental Disqualification was issued on Coach Jones.
- **Situation:** During a junior varsity soccer game a player from team ABC commits a handball violation in the box.
  - **Ruling:** The referee properly issues a red card and escorts the player to the sideline. The referee also informs the coach of the reason for ejection. The referee must file the Disqualification Report within 24 hours and the player must sit out the next junior varsity contest.. This is a standard one game sit out disqualification penalty.
- **Situation:** In the third inning of a baseball game the head coach disagrees with a safe/out call and charges onto the field while yelling profanities at the umpire.
  - **Ruling:** The umpire must eject the head coach and inform them that they are being assessed a Supplemental Disqualification. The crew chief must file the Supplemental Disqualification report within 24 hours on Coach Smith who must sit out the next two junior varsity contests.
- **Situation:** During the boys varsity soccer match, Player A1 is taken down with a legal tackle by Player B1. Player A1 feels that a foul should have been called and jumps from the ground and yells at the nearest official saying, "Hey Ref, you suck."
  - **Ruling:** The official must show the red card and eject Player A1. The official must then inform Player A1's head coach of the ejection and the fact that it is a Supplemental Disqualification due to the foul language directed at the official. The ejecting official must file the Supplemental Disqualification report within 24 hours on the player who must sit out the next two varsity contests.
- **Situation:** After the volleyball match has concluded and the officials are walking through the school lobby to get to their cars a parent confronts the officials and uses profanity toward them.
  - **Ruling:** The officials must not engage the parent in discussion and should continue to their vehicle, if possible. Upon reaching their vehicles the crew chief must immediately contact the host school's athletic director and inform them of what occurred. The officials do not retain jurisdiction under the Supplemental Disqualification in this instance. It does not apply to fans, only coaches and contestants. School athletic administrators must take action to prevent this type of occurrence in the future.
- **Situation:** After the varsity football game has ended and the officials are gathering at the 40 yard line to proceed to the locker room, the head coach rushes on to the field and confronts the crew about calls made that evening. The coach while using foul and abusive language contacts one of the officials.
  - **Ruling:** The crew chief must inform the head coach that he is being assessed a Supplemental Disqualification for his actions. The crew chief must file the Supplemental Disqualification report within 24 hours on the head coach who must sit out the next two varsity contests.

**Final Point:**

- **Question:** On the new 2 game DQ is it going to be the officials' decision if it's a 2 game DQ or the PIAA's after reviewing the report?
  - **Answer:** As with the previous 1 game DQ, it is always the decision of the official to eject but the actions of the player or coach will be the deciding factor whether the Supplemental DQ is used.
- The official really has no decision to make. If the actions are what is listed in the Supplemental Disqualification then the penalty is 2 games, the decision will be made for them by the actions of the offender.
- The official will not have the ability to choose between the two different disqualifications. The choice will be made for them.

## 2023-24 PIAA BASKETBALL SCHEDULE

|   |               |
|---|---------------|
| First Practice Date .....               | November 17   |
| First Inter-School/Scrimmage Date ..... | November 24   |
| First Regular Season Play Date .....    | December 1    |
| Last Regular Season Contest Date .....  | February 24   |
| District Championship Deadline .....    | March 2       |
| PIAA Basketball Championships:          |               |
| First Round .....                       | March 8 & 9   |
| Second Round .....                      | March 12 & 13 |
| Quarterfinals .....                     | March 15 & 16 |
| Semi-Finals .....                       | March 18 & 19 |

### PIAA Basketball Championship Finals

|                                 |                    |
|---------------------------------|--------------------|
| GIANT Center, Hershey, PA ..... | Thursday, March 21 |
| Championship Schedule:          |                    |
| 2A Girls' Championship .....    | 12:00 pm           |
| 1A Boys' Championship .....     | 2:00 pm            |
| 3A Girls' Championship .....    | 6:00 pm            |
| 4A Boys' Championship .....     | 8:00 pm            |
| GIANT Center, Hershey, PA ..... | Friday, March 22   |
| Championship Schedule:          |                    |
| 1A Girls' Championship .....    | 12:00 pm           |
| 2A Boys' Championship .....     | 2:00 pm            |
| 6A Girls' Championship .....    | 6:00 pm            |
| 5A Boys' Championship .....     | 8:00 pm            |
| GIANT Center, Hershey, PA ..... | Saturday, March 23 |
| Championship Schedule:          |                    |
| 4A Girls' Championship .....    | 12:00 pm           |
| 3A Boys' Championship .....     | 2:00 pm            |
| 5A Girls' Championship .....    | 6:00 pm            |
| 6A Boys' Championship .....     | 8:00 pm            |

|                                    |             |                       |  |
|------------------------------------|-------------|-----------------------|--|
| <b>DISTRICT RULES INTERPRETERS</b> | DISTRICT 1  | William R. Hopton     | <a href="mailto:billhopton@aol.com">billhopton@aol.com</a>                           |
|                                    | DISTRICT 2  | J Bruce Weinstock     | <a href="mailto:bweinstock@4kmc.com">bweinstock@4kmc.com</a>                         |
|                                    | DISTRICT 3  | Craig S. Bradley      | <a href="mailto:cbgolf62@aol.com">cbgolf62@aol.com</a>                               |
|                                    | DISTRICT 4  | Martin G. Maurer, Jr. | <a href="mailto:k3lpx@comcast.net">k3lpx@comcast.net</a>                             |
|                                    | DISTRICT 5  | Sam Zambanini, Jr.    | <a href="mailto:Samuel.zambanini@ctasd.org">Samuel.zambanini@ctasd.org</a>           |
|                                    | DISTRICT 6  | Chris Rickens         | <a href="mailto:cchrisref@verizon.net">cchrisref@verizon.net</a>                     |
|                                    | DISTRICT 7  | Paul E. Skirtich      | <a href="mailto:paul.skirtich@usdoj.gov">paul.skirtich@usdoj.gov</a>                 |
|                                    | DISTRICT 8  | Daniel L. Robinson    | <a href="mailto:dan.robinson@allegHENYcounty.us">dan.robinson@allegHENYcounty.us</a> |
|                                    | DISTRICT 9  | William D. Howard     | <a href="mailto:referee3@frontiernet.net">referee3@frontiernet.net</a>               |
|                                    | DISTRICT 10 | Timothy F. LaVan      | <a href="mailto:tlavan@mail.ocasd.org">tlavan@mail.ocasd.org</a>                     |
|                                    | DISTRICT 11 | Rodney Strobl, II     | <a href="mailto:rhstrobl@rcn.com">rhstrobl@rcn.com</a>                               |
|                                    | DISTRICT 12 | James P. Moore Sr.    | <a href="mailto:jimmoore122@comcast.net">jimmoore122@comcast.net</a>                 |

## PIAA SPORTSMANSHIP MESSAGE

**\*\*This message shall be read to the head coach and captains prior to each contest officiated by a registered PIAA official. This message shall be enforced by contest officials and its enforcement shall include a strict and swift enforcement when un-sportsmanlike actions involve demeaning remarks or actions that may be related to the racial or ethnic background of any party.\*\***



***PIAA requires all registered sports' officials to enforce the sportsmanship rules for coaches and contestants. Actions meant to demean opposing contestants, teams, spectators, and officials are not in the highest ideals of interscholastic education and will not be tolerated. Let today's contest reflect mutual respect. Coaches please certify to the contest official(s) that your contestants are legally equipped and uniformed according to NFHS rules and PIAA adoptions, or will be at the kick off. Good luck in today's contest.***

The proper procedure is head coaches and captains MUST attend the pre-game reading of the sportsmanship message. Coaches must certify to the contest officials their team is legally equipped and in compliance with NFHS Soccer Rules. The reading of this message will have the coaches verbally confirm aloud their teams' adherence to compliance with equipment and safety rules. This confirmation is not only the adherence to contest rules, but also assists in alleviating the legal liability concerns for the officials if the teams subsequently violate the proper equipment provisions of the contest rules.

## SPORTS MEDICINE COMMITTEE RECOMENDATIONS

The PIAA Sports Medicine Committee recommends that each registered sports official have an annual physical examination and practice good health habits. Being physically fit and conveying an appropriate, positive image through proper health and nutrition habits will greatly assist all officials in keeping up with the game. After all, the game, the schools, players, coaches, spectators and fellow officials deserve no less. As importantly, officials owe good health habits to themselves and their families if for nothing more, than the health of it. If officials have any chronic health condition, officials are requested to share this information with on site medical personnel at their contest(s).

## PIAA BY-LAWS—ARTICLE XV; SECTION 5 RECOMMENDATION OF WRITTEN CONTRACT

PIAA member schools should enter into written (paper or electronic) contracts with the officials retained by the schools or assigned by an assignor to officiate regular season contests. The terms of such contracts must not violate the PIAA Constitution and By-Laws, Policies and Procedures and Rules and Regulations. Registered sports officials are independent contractors and therefore, are NOT employees of PIAA, the school, or the assignor.

