

iPads, hand held electronics ... Legal for statistics, not allowed for coaching purposes. Penalty = Technical Foul.

**LOOK FOR AND ENFORCE HEADBAND, WRISTBAND, COMPRESSION SLEEVE, T-SHIRT, UNIFORM, TEAM AND MANUFACTURER'S LOGO RULES.** We may not like them but it is a rule and we are expected to enforce the rules.

Court markings

- Coaches boxes properly marked ... one coach's box line 14 feet from the end line and the other coach's box line 14 feet from the first.
- 3<sup>rd</sup> marked lane space must be marked ... 3 feet wide (may not extend not all the way up to the foul line extended)!
- **X** in front of scorer's table

Either you, or have AD's mark the court properly & if they don't and you don't want to do it ... If coaching boxes are not properly marked coaches are not permitted to stand to coach!  
... If court is not properly marked don't start the game until it is!

Newark HS only has one line on each coaching box (I guess it can't be called a box with only one line). We had them place tape on the floor.

Brandywine HS (sometimes) has teams sit on the opposite side of the court (to the right as you walk in the gym). No coaching boxes. AD said he puts tape down. Be sure he does.

Moyer Academy gym ... There is no visible clock in the gym and we had to use a stopwatch to keep time.

DSD ... nice new gym ... coaching boxes not properly marked.

Apoquinimick Boy's ... Varsity Officials get to the court asap after JV game ... pregame dunking.

Pencader ... No Center Line through center circle & coaching boxes not marked ... AD said he would put down tape for each game ... make sure he does. No possession arrow at table ... AD is working to get one ... have them make and use a paper if they don't have the arrow device.

Check court markings, headbands, wristbands, compression sleeves, uniform legality, equipment legality during warm-ups.

Team players must remain standing during 30-second time-outs.  
No cheerleaders or other on-court entertainment during 30-second time-outs

4 team warnings ... tapping the ball away after made goal or free throw  
... huddling that delays free throw administration (either team)  
... causing delay in starting play after a time out b/c the court isn't ready  
... defense reaching through the boundary line on throw-ins (no contact)

Mercy Rule ... 35 or more, 4<sup>th</sup> quarter, only when home school is Delaware DIIA team!

A held ball does not occur until **both opponents have their hands so firmly on the ball that the ball control may not be obtained without rough play occurring**. Do not grant either team a time-out until it is clear that **one** of the players has clearly established **player control**. Don't anticipate rough play or a tie-up ... we must WAIT until the ball becomes tied up!

End line throw-ins by the offense, under their basket = HAND (not toss or bounce) the ball to the thrower-in.

**Reaching through the plane** ... (defense) ... assuming no other team warnings have been given ...  
first time = delay of game warning (team warning) ... second (and subsequent) time = **team** technical.  
Reaching through the boundary plane (defense) and fouling the thrower-in = intentional foul,  
assessed to the **player**.

Reaching through the boundary plane (defense) and contacting the ball = technical foul,  
assessed to the **player**.

**A-1 is dribbling the ball near the sideline, loses control of the ball, ball bounces inbounds as momentum causes the dribbler to go out of bounds. The player who was out of bounds may return to the court (only one foot necessary to be inbounds) and be the first to touch the ball.**

If you know the rule, get it right but if you are not 100% sure of the rule, do not overturn a ruling your partner makes. We should know the rules but sometimes have brain farts or simply do not know.

Work your butt off to get yourself into the best position to rule on the play you are observing ... Officials make 90+% correct rulings when we are in the proper position and less than 70% correct rulings when we are not in the proper position! This means that sometimes we must leave the aerobic mode and approach that anerobic mode of exercise (aka sucking wind!), at least for brief periods of time.

**Don't say "IT LOOKED LIKE" Don't say "I THOUGHT" ... DON'T GUESS!!!**

Team A is awarded a throw-in on the end line under their basket. The Lead official hands the ball to A-1 for the throw-in (team control **FOR PURPOSES OF FOULS ONLY!!**). A-1 throws a pass in-bounds. A-2 jumps from the frontcourt, catches the pass, and lands in the backcourt. Official rules a no-call. Good Official, proper ruling! Same thing as throw-in to start any quarter, backcourt exception applies.

Arm compression sleeves ....

- **Worn for medical reasons, verify with head coach (legal uniform/equipment, worn properly),**  
**no doctor's note necessary.**
- **Black, white, beige, or a single solid school color.**
- **The same color for each team member.**
- **One school or manufacturer's logo, not to exceed 2¼ square inches.**

... Note ... while compression sleeves must be the same color for each and every team member who wears one (or two), they do not have to match headbands and wristbands!

**Counts ... be sure your counts are not fast ... don't anticipate!**

**3 seconds**

**5 seconds throw-in and closely guarded**

**10 seconds back court**

**Don't delay starting** 5 seconds closely guarded counts. Change arms on closely guarded counts as necessary ... don't penalize good defense!

Insurance ... The details of our insurance can be accessed at the NFHS site via these steps:

1. Go to NFHS website ... [www.nfhs.org](http://www.nfhs.org)
2. Under the block entitled NFHS for...select **OFFICIALS**.
3. On the Officials page, click on **Officials Association Membership Benefits**.
4. On the next screen, scroll down until you see **Insurance Coverage**, click on those words.
5. Next screen, click on **NFHS Officials Association** – this gives you the basic coverage.
6. On the left hand side bar, click on **Additional Insurance** and then click on **Supplemental Accident and Game Fee Plan** to see details of the insurance we purchase for each official unless they have insurance from their primary Board.

Dissinger Reed      Contact : Max Biggerstaff      Phone: 1-800-386-9183

**Team Control on throw-ins ... FOR FOUL PURPOSES AND SITUATIONS ONLY!!**

**Be sure NOT to expand this concept to other rules governing throw-in scenarios.**

**iPads, hand held  
electronics ... Legal for  
statistics, not allowed for  
coaching purposes.  
Penalty = Technical Foul.**

**LOOK FOR AND ENFORCE  
HEADBAND, WRISTBAND,  
COMPRESSION SLEEVE, T-  
SHIRT, UNIFORM, TEAM  
AND MANUFACTURER'S  
LOGO RULES. We may  
not like them but it is a  
rule and we are expected  
to enforce the rules.**

## Court markings

- Coaches boxes properly marked ... one coach's box line 14 feet from the end line and the other coach's box line 14 feet from the first.
- 3<sup>rd</sup> marked lane space must be marked ... 3 feet wide (may not extend not all the way up to the foul line extended)!
- **X** in front of scorer's table

Either you, or have AD's mark the court properly & if they don't and you don't want to do it:

... If coaching boxes are not properly marked coaches are not permitted to stand to coach!

... If court is not properly marked don't start the game until it is!

**Newark HS** only  
has one line on  
each coaching box  
(I guess it can't  
be called a box  
with only one  
line). We had  
them place tape  
on the floor.

# **Brandywine HS**

(sometimes) has teams sit on the opposite side of the court (to the right as you walk in the gym). No coaching boxes. Again, tape must be used. **AD says he puts tape down. Be sure he does!**

Moyer Academy gym ...  
There is no visible clock  
in the gym and we had  
to use a stopwatch to  
keep time.

DSD - nice new gym ...  
coaching boxes not  
properly marked.

# **Pencader ...**

No marked coaching boxes & No Center Line going through the circle ... No possession arrow at table – if nothing better have them draw an arrow on paper!

*Have the AD put down tape ... boxes, center line & get or draw an arrow!*

**Appoquinimick Boys**  
**... Varsity Officials**  
**please arrive on court**  
**asap after JV game ...**  
**pregame dunking**

Check court markings,  
headbands, wristbands,  
compression sleeves,  
uniform legality,  
equipment legality  
during warm-ups.

Team players must remain standing during 30-second time-outs.

No cheerleaders (or other on-court entertainment) during 30-second time-outs.

4 team warnings:

... tapping the ball away after made goal or free throw

... huddling that delays free throw administration (either team)

... causing a delay in starting play after a time out b/c the court isn't ready

... defense reaching through the boundary line on throw-ins (no contact)

**Reaching through the plane**  
(defense) ... assuming no other  
team warnings have been given  
... first time = delay of game  
warning (**team** warning)  
... second (and subsequent)  
time = **team** technical.

Reaching through the  
boundary plane (defense) and  
fouling the thrower-in =  
intentional foul, charged to the  
**player**.

Reaching through the  
boundary plane (defense) and  
contacting the ball = technical  
foul, charged to the **player**.

**Mercy Rule ... 35 or more, 4<sup>th</sup> quarter, only when home school is Delaware DIAA team!**

**A held ball does not occur until both opponents have their hands so firmly on the ball that the ball control may not be obtained without rough play occurring.**

Do not grant either team a time-out until it is **obvious** that **one** of the players has clearly established **player control**. Don't anticipate rough play or a tie-up and whistle early ... **WAIT** 'til the ball becomes tied up!

End line throw-ins by the offense, their end of the court = **HAND** (not toss or bounce) the ball to the thrower-in.

Pay attention to detail ... it'll make the big picture smaller and the smaller picture easier to manage!

**A-1 is dribbling the ball near the sideline, loses control of the ball, ball bounces inbounds, momentum carries A-1 out of bounds, A-1 may return to the court (one foot necessary) and be the first to touch the ball!**

**If you know the rule,  
get it right but if you  
are not 100% sure of  
the rule, DO NOT  
overturn a ruling your  
partner makes. We  
should know the rules  
but sometimes have  
brain farts, forget, or  
simply do not know.  
Don't guess ... it's a  
credibility thing!!**

**Work your butt off to get yourself into the best position to rule on the play you are observing ... We make 90+% correct rulings when we are in the proper position and less than 70% correct rulings when we are not in the proper position! ...**

**This means that sometimes we must leave our comfort zone (aerobic mode) and approach that anerobic mode of exercise (aka sucking wind!), at least for brief periods of time.**

***Don't say "it looked like or "I THOUGHT"***

***DON'T GUESS!!!***

Team A is awarded a throw-in on the end line under their basket. The Lead official hands the ball to A-1 for the throw-in (team control **FOR PURPOSES OF FOULS ONLY!!**). A-1 throws a pass in-bounds. A-2 jumps from the frontcourt, catches the pass, and lands in the backcourt. Official rules a no-call. **Good Official, proper ruling! Same thing as throw-in to start any quarter, backcourt exception applies.**

Arm compression sleeves ....

- Worn for medical reasons, verify with head coach pregame (legal uniform/equipment, worn properly), no doctor's note necessary.**
- Black, white, beige, or a single solid school color.**

- Same color for each team member.**
- One school or manufacturer's logo, not to exceed 2¼ square inches.**

*... Note ... while compression sleeves must be the same color for each and every team member who wears one (or two), they do not have to match headbands and wristbands!*

**Counts ... be sure your  
counts are not fast ...  
don't anticipate!**

**A bit slower to be sure!!**

**3 seconds**

**5 seconds throw-in and  
closely guarded**

**10 seconds back court**

**Don't delay starting  
5 seconds closely guarded  
counts. Change arms on  
closely guarded counts as  
necessary ... don't penalize  
good defense and look  
sharp with counts.**