

2 PERSON COURT COVERAGE



2021-2022 NYSGBOA HS Pre-Game

POINTS OF EMPHASIS

- Enforce rules as Written
- Traveling
- Post Play/Three Seconds
- Contact on and by the BH/D
- Verticality
- Rebounding
- **Free Throw Coverage**
- ❖ Physicality of 'box out' on free thrower
- ❖ Players outside 3-pt line/free throw line extended entering prior to ball striking ring, flange or backboard
- Bench Decorum/Sportsmanship

NEW RULES (2021-2022)

- **Players & Substitutes (3-6.1.i.1)**
A replaced player may enter the game at the next opportunity to substitute when the opponents commit a foul or violation before the game clock has properly started
- **Player & Substitutes (3-6.2.b)**
During a free throw for personal fouls, a substitute may enter before the first attempt in the sequence or after the final attempt has been successfully converted
- **Player & Substitutes (3-6.2.d)**
Permits substitutes to enter prior to ball becoming live when must be replaced.

- **Penalty (10-12.3 PEN & 10-12.4 PEN)**

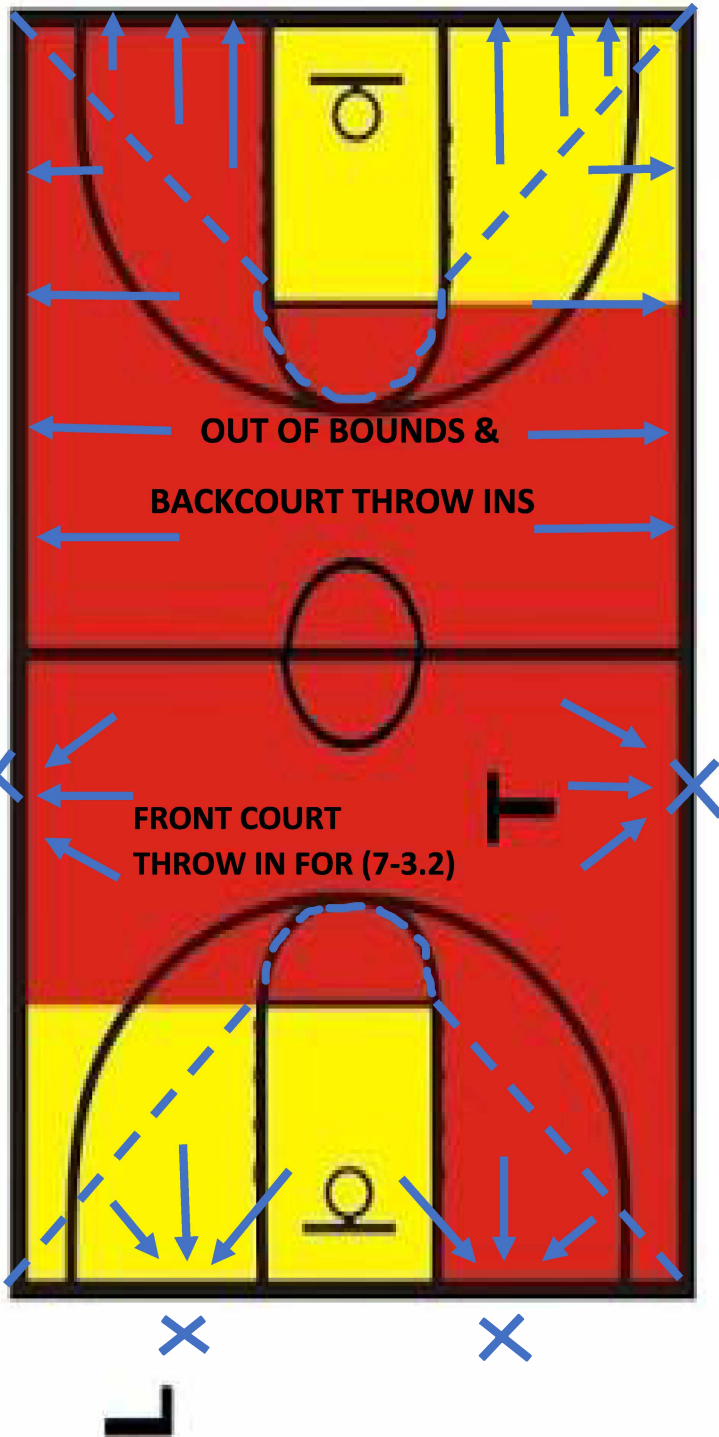
The penalty for *player/substitute* and *bench* technical fouls is to award two (2) free throws to any member of the offended team, and following the free throws, the offended team is awarded the ball for a throw-in at the division line opposite the table.

THIS DOES NOT APPLY TO ADMINISTRATIVE TECHS

- **Ejections (4-13.2.d)**
An automatic ejection results when a player or team member has committed one technical foul and one intentional foul
- **Out of Bounds & Throw-In (7-3.2)**

During team control, when the defense commits either a violation of Rule 9-6 or a single personal foul in the offensive frontcourt, the throw-in spot will be the nearest 28-foot throw-in spot or the nearest lower defensive block mark (3' outside the free throw lane line on the end line)

****NYS Modification:** Under Rule 9-6. When an intentionally kicked or fisted ball occurs with 14 seconds or less remaining, the shot clock should be set to 15 seconds. If a single personal foul is committed under this rule, the shot clock should always be reset to 30 seconds



REVIEW MECHANICS: DISQUALIFICATION, SIGNAL "STAYING HERE, RUNNING THE ENDLINE, ROP, AND 3 POINT SHOT IN LEADS PRIMARY



GAME MANAGEMENT

- Captains – 14:30
- Ask captains about uniforms undershirts/logos/undergarments
- Book – No later than 12:00
- Coaches @ 1:30
- ❖ Consistency - all plays
- ❖ Eye Contact
- ❖ Primary Coverage Area (PCA)
- ❖ Get angles
- ❖ Call obvious / Cadence whistle in dual coverage
- ❖ **Start / Develop / Finish / Decide;** See the play *begin, develop and end; **RSBQ**- Rhythm / Balance / Speed / Quickness*
- ❖ Coaches interactions: statements / questions

SUBSTITUTES

- 15 sec to replace disqualified player
- 20 sec to replace injured player

BACKCOURT (2-11.7) -10 sec/NO

RESET

- Held ball (remain offense)
- Out of Bounds Defense knocks
- Team in control Time Out
- T (Administrative) on team w/ball control

UNIFORM

Jersey/shorts violations-**Administrative Tech**



Undershirt/knee sleeve/leg sleeve/tights-player can't play until corrected.

DURING A THROW IN

- Defense reaches over-**Warning**
- After warning Defense reaches over-**Player/Sub Technical**
- Defense reaches over & contacts ball for 1st time-**Player/Sub Tech & Warning to Team**
- Defense reaches over & contacts player-**Intentional Foul**

TECHNICAL FOULS

- **Administrative**-Violation of rules
- **Player/Substitute**-misconduct, delaying the game (reaching over boundary, interfering w/ball)
- **Bench**-conduct of coach & personnel on bench, removing score book

INTENTIONAL FOULS Player-contact foul, excessively hard, contact away from ball, no attempt to play ball

DISQUALIFYING FOULS

Contact or non-contact

- Fight or players leaving bench
- Flagrantly contact opponent
- Disrespectfully contact official

INTENTIONAL FOUL ON SHOOTER:

2 Point Try Unsuccessful-2 FT & Poss.

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2 Point Try Successful-2 FT & Poss.

3 Point Try Unsuccessful-3 FT & Poss.

3 Point Try Successful-2 FT & Poss.

Offended Team awarded the ball division line opposite the table

OPTION TO ADVANCE

- ❖ 59.9 seconds or less in 4th Q or overtime
- ❖ Team has ball backcourt
- ❖ Team calls Timeout
- ❖ Official asks coach if they wish to advance
- ❖ Coach tells official what side of the court
- ❖ Coach can use it as many times as they want if they have the TO's

KNOW THE EXCEPTIONS

After team advances no option if:

- ❖ Correct Score/time mistake
- ❖ Inadvertent whistle
- ❖ Held ball goes to offense
- ❖ Administrative tech to offense
- ❖ Lost or displaced lens

Timeout Format (5-14.9)

- Timeout Format: 4 Full (60 sec) / 2 – 30 seconds. One add'l 30 sec for each overtime

Extra Periods (5.8.2)

- 4 minutes for overtime all fouls and timeouts carry over

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