

National Federation of State  
High School Associations



# Basketball

## Officials Manual

2007-09



# FOREWORD

This basketball official's manual is based on procedures adopted for use by groups associated with the National Federation of State High School Associations (NFHS). While the basic mechanics are similar, certain details must be flexible enough to accommodate conditions in each state and to permit improvement through experimentation. Hopefully, each state association can subscribe to and support the philosophies and procedures that are outlined in this manual.

## MAJOR BASKETBALL MANUAL REVISIONS 2007-08 and 2008-09

- 2.2.1.B**      The referee may designate the official to administer the jump ball to  
**3.2.1.B**      start the game or overtime.
- 2.4.3.C.2**      Crew of Two Only: Change the time-out and intermission positions so  
**2.4.3.C.7**      that the administering official will stand where play will be resumed and the non-  
                         administering official will stand, facing the table, on the division line (on the circle  
                         nearest the table for a 30-second time-out and on the circle farthest from the table for  
                         a 60-second time-out or intermission).
- 2.4.3.C.3**      During a time-out or intermission, the administering official may set  
**3.4.3.C.3**      the ball down on the floor where play will be resumed if movement is necessary away  
                         from the spot to communicate with the table/partner(s).

This manual is the result of a study of many local group procedures and suggestions by many veteran officials. Every official should study this manual and learn the basics of the mechanics that have been adopted. Only the major changes have been shaded.


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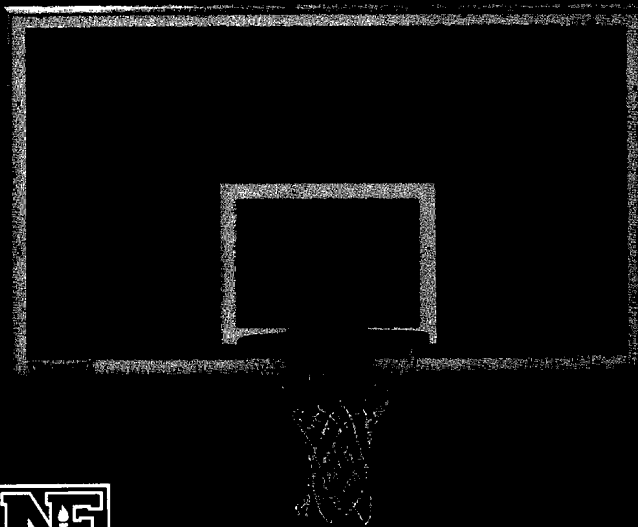
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2007-09  
NFHS  
**BASKETBALL  
OFFICIALS MANUAL**



**ROBERT F. KANABY, Publisher**  
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**NFHS Publications**

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# INTRODUCTION

## 0.0 2007-09 MECHANICS CHANGES

- 2.2.1.B** The referee may designate the official to administer the jump ball to start the game or overtime.
- 3.2.1.B**
- 2.4.3.C.2** Crew of Two Only: Change the time-out and intermission positions so that the administering official will stand where play will be resumed and the non-administering official will stand, facing the table, on the division line (on the circle nearest the table for a 30-second time-out and on the circle farthest from the table for a 60-second time-out or intermission).
- 2.4.3.C.7**
- 2.4.3.C.3** During a time-out or intermission, the administering official may set the ball down on the floor where play will be resumed if movement is necessary away from the spot to communicate with the table/partner(s).
- 3.4.3.C.3**

## 0.1 2007-09 MECHANICS POINTS OF EMPHASIS

**0.1.1 Correct Throw-in Spots:** The concept is very simple, yet many times it is blatantly ignored or manipulated by officials. The spot of the violation or foul determines the ensuing throw-in spot (when free throws are not to follow). This rule must be adhered to by officials.

The throw-in is on the end line at the nearest spot when the stoppage of play occurs inside the key, the free-throw semi-circle or the area below a line that goes from the outer edge of the free-throw line to the intersection of the sideline and end line on each side of the court. However, never administer a throw-in within the lane-line extended. Stoppages of play outside that area result in throw-ins along the sideline nearest the stoppage of play. See Diagram 46.

For a variety of poor reasons, officials may put the ball in play at a spot that minimizes crew movement. This type of manipulation can have a negative impact on a team or, on a coach's game strategy. It also makes an immediate negative impression if an evaluator happens to be in the stands.

**0.1.2 Ball-side Officiating (Crew of Two):** Many two-person veterans are a bit uneasy with the thought of going ball side because it leaves the Lead's sideline uncovered. However, the ball-side movement is a calculated tradeoff and the result is better post-play coverage, a continual point of emphasis. Moving ball side improves the Lead's view of low-post action. The Lead is in a better position to see the play clearly (in the off-ball side, the Lead looks through bodies and may have to guess) and the Lead is closer to the play, which helps sell the call or no-call. Perception is important and if you look like you're closer to the play and in good position, your ruling has a better chance of being accepted.

The Lead goes ball side when it is obvious post play is about to occur. That usually means that the wing player with the ball is near or below the free-throw line extended and an offensive post player is in a position to catch an entry pass. When the Lead official believes that play may happen, he/she should move from the close down position to the opposite lane-line area to better officiate the post play.

If the ball swings back to the wing or swings opposite the post player, the Lead moves back to the original position and picks up coverage. The Trail official must be cognizant of where the Lead is at all times (without looking directly at him/her) and pick up off-ball coverage of the other players when necessary. Proper coverage requires good eye contact and a “feel” for where your partner is looking. See Section 2.3.3.

**0.1.3 Move to Improve:** Officials must work hard at understanding, then obtaining, proper angles. An official’s line of sight must provide an opportunity to view a developing play or part of a play. Seeing completely through the play is essential, which means one’s vision must be unobstructed by the players directly involved in the play and others near the play.

An official’s angle and constant adjustments are as continuous as a play in motion. In both two-person and three-person mechanics, officials must strive and move to improve angles and distance from the play.

Movement should be purposeful. A step or two in the right direction may open up a whole new viewing experience, free from obstruction. A step in the wrong direction may screen you from critical game action.

Trail (and Center) movement allows the Lead to watch players off ball, the critical component in combating physical play. Rough play has been a point of emphasis throughout the last decade. When the Trail moves off the sideline to cover plays, the lead can focus on the lane area, where most rough play occurs.

The Lead also moves along the end line to improve angles. There are usually at least four and sometimes six or eight players in the lane battling for position. Lead movement is critical to watching low-post action; it is paramount to game control.

Proper movements on rebounding action are also important. Trail (and Center) officials must close down on rebounding action because ignoring it and backing away leads to increased physical play and too much action for the lead to cover. Lead must work for the angle to see the action that develops when a ball is tipped or a rebound caroms out wide.

**0.1.4 Dead-ball Officiating and Communication:** The dead-ball period after a foul, violation or time-out is critical for officials. The impact of dead-ball officiating will affect live-ball game action.

Being a good dead-ball official means a variety of things, including watching players and reporting and signaling effectively during a dead ball. After a foul or violation, it is imperative that officials perform the following duties:

- A. Observe:** Keep all players within your field of vision. If you are the non-calling official, penetrate into the crowd slightly to let all players know you are watching. Use your voice if necessary. Don't chase the ball; going after the ball leaves players unattended.
- B. Time-outs:** Communicate with your partner(s). If a time-out has been taken, indicate the spot of the ball before reporting the time-out. Get together if necessary to discuss a potential problem or action and put the ball down at the spot of the inbound or free throw if you must leave that spot. Work with the table at that point to alleviate any questions or concerns before the ball becomes live.
- C. Free Throws:** Watch players on opposite lane lines as the Lead and Trail (or Center). The officials look opposite because it is easier to see players stepping toward you and violating than it is to see them step away from you, especially when other players are blocking your view. Adjust your angles to properly cover the free-throw action. The Trail is also responsible for all players outside of the three-point arc. Be especially wary of trouble players in that area as it is an ideal time for a confrontation or altercation to occur while the ball is dead. Officiate the ensuing rebounding action and make certain to penalize any illegal maneuvers. Do not allow rough play to start during free-throw rebounding action.

**0.1.5 Lead Count (Crew of Three):** When the ball drops below the free-throw line extended on the Lead's side of the court, the Lead's main responsibility is to watch the post players on the low block. When the ball is moved into the low block and a new closely-guarded count should begin, the Lead signals the count. Too often, the Trail official begins a new count when the Lead official is still responsible. Change hands when necessary if the ball is dribbled and then picked up. If the ball is passed back outside the three-point arc, the Trail will then assume responsibility for any new count that begins.



## ***PART 1 OFFICIATING PRINCIPLES***

### **1.0 CODE OF CONDUCT**

**1.0.1:** Officials shall master both the rules of the game and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.

**1.0.2:** Officials shall work with each other and their state associations in a constructive and cooperative manner.

**1.0.3:** Officials shall uphold the honor and dignity of the profession in all interaction with student-athletes, coaches, athletic directors, school administrators, colleagues and the public.

**1.0.4:** Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.

**1.0.5:** Officials shall be punctual and professional in the fulfillment of all contractual obligations.

**1.0.6:** Officials shall remain mindful that their conduct influences the respect that student-athletes, coaches and the public hold for the profession.

**1.0.7:** Officials shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions or situations that appear unreasonably hazardous.

**1.0.8:** Officials shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during the course of competition.

### **1.1 BASKETBALL OFFICIATING PHILOSOPHY**

**1.1.1 Purpose of Rules:** The philosophy of the basketball rules is to allow two teams to play so that neither team has an unfair advantage. The role of officials is to enforce the rules. Mechanics are the necessary tool that place officials in the proper position to enforce the rules. This manual is written with those purposes in mind. The philosophy that should be followed is that the rules book and manual are the constant to which everyone has access. The official should enforce the rules as written and follow the manual as written.

**1.1.2: Popularity of Game:** Basketball officials comprise a very large group of men and women who find great satisfaction in maintaining direct contact with a sport which has worldwide appeal. Basketball is the most popular sport sponsored by state associations who are members of the NFHS. Well over 17,600 state association member schools have boys and girls varsity basketball teams. Also, most schools have a junior varsity team for both boys and girls, and in addition, many have separate teams for sophomores and freshmen. Nearly 1,000,000 boys and girls compete on interschool basketball teams.

**1.1.3 Game Officials:** For the vast majority of the group, officiating is a satisfying avocation rather than a full-time vocation. Professional, responsible and energetic men and women, who enjoy the activity and the relationships establish and maintained, make up this group. The ability of the schools to make the work attractive enough to continue to command the interest of such people with the personality, sincerity and good judgment, is a very important factor in the administration of a school athletic program. To be of maximum service, these individuals must be fully informed of the purposes and policies of the schools as exemplified in the work of the conference, league and statewide organizations. This is facilitated through the registration, promotion and training programs practiced in the majority of states.

**1.1.4 Rules Knowledge:** Good officiating is partially dependent on a thorough knowledge of the basketball rules and of all related materials that are published each year. Most of the decisions on the floor must be made so quickly that they come by reflex. The only way the proper reflexes can be perfected is through continual study of all possible situations so that fundamentals and correct interpretations are always clearly in mind. For such study, the following aids are helpful: rules book, case book, simplified and illustrated rules, handbook, preseason guides, Part I and II examinations, officiating mechanics exam, interpretations. PowerPoints, video, discussion at state-sponsored and local meetings, and periodic releases by the state association office.

**1.1.5 Language:** The language of basketball must be fully understood. Such as: bonus free throw, common foul, double foul, fumble, multiple throw and many other terms as found in the definitions. The technical meaning of "team in control" and understanding of technicalities such as when "continuous-motion" provisions apply are essential. The same thing applies to a clear and definite understanding of exactly when the ball becomes dead and when an act such as a dribble or a free throw ends. Otherwise, many of the statements concerning rules provisions are meaningless. All of the technical terms are a part of the basketball language. No one will have success in mastering the rules without learning to "speak and understand the language." The definitions portion (Rule 4) of the NFHS Basketball Rules Book should be thoroughly studied.

**1.1.6 Signals:** Proper NFHS signals, as outlined in this manual and the rules book, are to be used exclusively. Signaling is an essential aspect of officiating and, through its use, decisions and information are relayed to players, coaches and spectators. These official signals are dignified, informative and meaningful. Poorly executed and unorthodox signals only tend to confuse. The manner in which a signal is given determines, to some degree, its acceptance by those associated with the game. Precisely executed clear signals establish the understanding that the officials are in complete charge with the game properly under their control.

**1.1.7 Proper Court Coverage:** A good system of mechanics is required to

ensure the officials will be at the proper place on the court at all times. The movements must be such that the official is constantly in position to observe any action which falls under his/her jurisdiction. An official not in the proper position on the court has committed the "unpardonable sin" of officiating. The official must be proficient in good officiating mechanics.

**1.1.8 Officiating Fees:** Game fees should be agreed upon through friendly negotiations between officials in a given area and those who administer the school program. Attempts to dictate specified fees for any wide area or wide variety of schools or organizations have met with little success and have created problems in some cases. Fortunately for officials and for those who are responsible for administering the school athletic program, there is a healthy overlap of men and women who are interested in both groups. This makes it possible to arrive jointly at a fair fee for a particular area and for a given level of play or size of school. As independent contractors, officials are responsible for reporting and paying all appropriate taxes. Questions should be directed to your tax consultant.

**1.1.9 Insurance:** If coverage is desired, it is the official's responsibility to secure it, along with any other personal insurance (available through NFHS Officials Association).

**1.1.10 Players' Welfare:** Officials should be alert constantly to the possibility of player injury. Injured players should be attended to as outlined in the rules. In all situations, the welfare of an injured player has the highest priority.

## 1.2 PERSONAL CHARACTERISTICS

**1.2.1 Personality:** The same personality attributes which go to make up a successful director or supervisor are applicable to officiating. Conscientious attention to detail, alertness, firmness and quick reactions are items which must be cultivated. An apologetic attitude while making decisions creates lack of confidence.

**1.2.2 Cooperation:** Each official must give full cooperation to coworkers and to the assistant officials. Officials are not limited to calling fouls or violations in their own area of the court. Each official should call obvious fouls wherever they occur and be prepared to help the other official at all times.

**1.2.3 Conditioning:** Basketball requires a well-conditioned body and an alert mind. A physical examination should be taken at the start of each season and after any illness which might occur during a season. Unless an official is in good physical condition, reaction time and the ability to concentrate in making decisions will be less than satisfactory. Hustle and energy have no substitutes. An official must cultivate the habit of moving quickly and being in position to observe all of the action in any doubtful situation. One extreme is wild, purposeless running. The other is "standing on a dime" and making decisions at long range.

**1.2.4 Tact:** Tactfulness is a talent that will pay dividends in officiating. A diplomatic manner will often prevent ill will and resentment. Tactfulness encourages a

cooperative attitude on the part of players, coaches and spectators. Use of it goes a long way in creating a willingness to accept decisions.

**1.2.5 Courteousness:** Politeness is the lubricant for good human relations. Sometimes officials are afraid that politeness implies softness or “politicking.” This is far from the truth. A polite person can be very strict and exacting. Cheerfulness and optimism tend to bring out the same qualities in players.

**1.2.6 Fair and Impartial:** A good official will be courteous, but will avoid “visiting” with players during the game. Carelessly placing an arm on a player’s shoulder or around his/her waist tends to destroy respect. Loafing in the coach’s office or carrying on long conversations with the coach before, during or after the game may give the appearance of favoritism. If conditions warrant a conference, both coaches should be involved. A player should be addressed by number rather than by name. In addressing the captain of a team, do so by title. The quickest way to lose respect of coaches and players is to get the reputation of being a “homer.” All actions should reflect strict and total impartiality.

**1.2.7 Decisiveness:** Quick and positive decisions are essential, especially on the close ones. Timidity or hesitation causes a lack of confidence. Self-confidence can be developed. Many decisions can be questioned no matter how they are called. Hesitation in making a decision tends to make everyone waver. The practice of making speedy decisions must be habitual. However, officials should not be hasty when there is a question at the table regarding scoring, timing, disqualification, fouls, the alternating-possession arrow, etc. Take time to try and prevent any mistake or error from being made.

**1.2.8 Teamwork:** Allegiance to fellow officials implies an active, intelligent desire to carry out the intent of the rules by a well-coordinated team. Each official must be willing to share the responsibility and must avoid attempts to shift the blame. Do not negatively comment about a game worked by another official and never criticize a fellow official when you are a “fan.”

**1.2.9 Thick-Skinned:** An official cannot be overly sensitive about criticism. If the official has a chip on the shoulder, a surly attitude or a short temper, officiating will be difficult. Most spectator comments during a heated contest should not be taken seriously. It is often a rebellion against authority in general, rather than against an individual in particular. In nearly all cases, critical comments are forgotten after there has been time for reflection. Everyone connected with a team is somewhat biased and prejudiced in favor of any advantageous call and against any adverse decision.

**1.2.10 Go Unnoticed:** It is not desirable to “show-off” in making a call. The official should remain in the background. It is not the officiating, but the game that is the attraction. An official should not be overbearing, but should not tolerate disrespect from any player. The official should not attempt to “coach” players.

**1.2.11 Calmness:** Arguments with a player, coach or team representative do not settle anything. After a game, if a coach asks what happened on a certain play, your explanation should be the extent of the conversation. It is unprofitable to try to convince the coach he/she is wrong. An easy way to end the conversation is to say, "Well, Coach, if it happened the way you say it did, I just missed it." Never argue with a player or coach and never lose your temper.

**1.2.12 Prevention:** An official must anticipate when trouble is brewing. The presence of an official in whom the players have confidence will prevent most of these situations. Being in a position to observe any questionable contact will go a long way toward preventing such contact. When a player attempts to bait an opponent, it is a circumstance that requires immediate attention before it gets out of hand. In some borderline cases, the official can get best results by calling the matter to the attention of the team captain so that the captain can handle the unnatural conduct. The captain should be made to understand that he/she can stop the problem without penalty. The only way the official can stop it is to penalize.

**1.2.13 Maintain Control:** Clean, fast play is a credit to any team. However, attempts to draw fouls or to go the limit on crowding and disconcerting an opponent have no place in the game. The officials must not tolerate it. Decisive action in calling fouls when rough play begins will avoid later loss of control which often results when warnings are used as a substitute for penalties.

**1.2.14 Integrity:** An official's word is his/her bond. If you accept a game, be there – on time. If there is some good reason for cancellation, confer with the contest manager and present the facts honestly. Let the manager make the offer to release you if he/she desires to do so.

**1.2.15 Courage:** A courageous official will be quick to call violations and/or fouls when they occur. Do this consistently without regard to the score, position on the floor, whom it may hurt or how it may affect future relations with the school or coach. Regardless of pressure from fans, coaches or players, the official must go "straight down the middle" and have the courage to call them as they occur. Your honesty must be above reproach or you would not be an official in the first place. It takes real courage to resist pressure and intimidation. To a large extent, the personal reputation of an official will be built on this.

**1.2.16 Cardinal Principles:** The following items are specific goals and personal attributes that every good official will strive to attain and accepted procedures which should be followed:

- A. Have an understanding of the rules and approved mechanics.
- B. Be on time. Do not cause the contest manager to worry.
- C. Be prepared physically and mentally.
- D. Wear the prescribed uniform in good condition.
- E. Carefully check scoring and timing facilities before each half and at intervals during each half.

- F. Maintain good posture while on the floor and administer your duties in a businesslike manner.
- G. Be professional with fellow officials.
- H. Know the official signals and give them promptly and decisively. Never use unauthorized signals.
- I. Be pleasant but firm and alert.
- J. Do not fraternize with coaches or fans before, during or after the game.
- K. Attempt to maintain poise and calmness at all times.
- L. Do not smoke or use tobacco on or in the vicinity of the court.
- M. Do not consume alcoholic beverages at any time on the day of and prior to a contest.
- N. Do not make any report that might be used by a future opponent as a scouting report.
- O. Do not wear jewelry during the game.

### **1.3 PREPARATION FOR OFFICIATING**

**1.3.1 Licensing/Registering:** The first step for an official who desires to work high school games is to become licensed with his/her own state high school association. No interschool game should be scheduled until this has been done. Licensing assures that the official will receive all needed supplies and full information as to interpretations and policies in the given state.

**1.3.2 Rules Study:** Complete knowledge of the rules is essential. There is no substitute for rules study. The rules should be reviewed well before the opening of the season, and this study should be continued up to the final game. Knowing all phases of the rules at the end of the season is no guarantee that it will carry over to the next season. Discussion of situations in small groups is effective. Writing the comprehensive tests in the material provided by each state association is excellent training in analysis and in the building of confidence. Even the most complicated situations can be separated-into basic rules statements to eliminate argument and doubt.

**1.3.3 Proper Mechanics:** Good officiating mechanics and techniques will be promoted by frequent study of this official's manual. Knowing and maintaining correct positions on the court is important in administering the rules.

**1.3.4 Attend Meetings:** Rules interpretation meetings and officials' clinics sponsored by a state association or by local officials' groups should be attended regularly. Much can also be gained from informal meetings of small groups of officials living in a given area. Rulings for controversial situations that may arise should be requested from the state association office. The state association will either have the proper interpretation or will secure it promptly.

**1.3.5 Experience:** A beginning official must gain officiating experience. For this purpose, the official should not hesitate to accept intramural level games or recreation league games without too much concern about the fee.

**1.3.6 Advancement:** Most officials strive to advance. Either the official improves and advances or he/she goes backward. If the state association has a promotion plan, efforts should be made to move constantly toward the highest rating.

**1.3.7 Obtaining a Schedule:** An officiating schedule is to an official as patients are to a physician. Much like a doctor, an official does not “drum up” business. Under no conditions should an official ever “solicit” games. However, unless the state association’s policies are to the contrary, a beginning official or one new in a community might properly send to coaches, athletic directors or league offices a postal card or form letter stating in brief the official’s name, address, telephone number, experience and qualifications. Trading games with coaches or athletic directors, “begging for games,” or offering to take games at a lower fee are all beneath the dignity of the officiating profession. Working up a schedule is one of those situations where the “job seeks the individual.”

**1.3.8 Contracts:** Contracts for games should be in writing to avoid any misunderstanding as to terms or dates. Many state and local associations provide printed contract forms. Use of these assures orderliness and avoids misunderstandings as to dates, fees and conditions. Every attempt should be made to have something in writing. Be prompt and businesslike in answering requests and in making reports. Confirm a date in writing. About a week before the contest, send a card or note to the contest manager so he/she will know you will be there. Mention the time of the game. If a driver or companion is to accompany you, give this information.

**1.3.9 Reports:** Reports to the state association office should be made promptly. If rating reports are used, send them. If there is any irregularity or unsporting act in connection with the game, your testimony is needed by those who are responsible for maintaining athletic competition as a respected part of a good school program. Deviation from the time schedule, in proper policing of the court, in sanitation or in treatment of guests are evidence of poor administration. Remedial action is possible only when the proper authorities have all the necessary information.

## 1.4 BASKETBALL RULES FUNDAMENTALS

**1.4.1:** Rules fundamentals are clearly outlined in descriptive material. When these are thoroughly understood, the chance of making an error in decision on some infrequent and uncommon situation is greatly reduced. All of the rules are based on these few fundamentals. Mastery of them enables the official to base the ruling on logic rather than on memory of the proper ruling for each of the hundreds of situations that may arise. The basketball fundamentals are:

- A. 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.
- B. Neither a team nor any player is ever in control during a dead ball, jump ball

or throw-in, or when the ball is in flight during a try or tap for goal.

- C. 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.
- D. The jump ball, the throw-in and the free throw are the only methods of getting a dead ball live.
- E. Neither the dribble nor traveling rule operates during the jump ball, throw-in or free throw.
- F. It is not possible for a player to travel during a dribble.
- G. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.
- H. There are three types of violations, and each has its own penalty.
- I. 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.
- J. Personal fouls always involve illegal contact and occur during a live ball, except a common foul by or on an airborne shooter.
- K. 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.
- L. Penalties for fouls are administered in the order in which the fouls occurred.
- M. 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 goal. The ball also becomes dead when a player-control foul occurs.
- N. The first or only free-throw violation by the offense causes the ball to become dead immediately.
- O. 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.
- P. The official's whistle seldom causes the ball to become dead (it is already dead).
- Q. "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.
- R. Whether the clock is running or is stopped has no influence on the counting of a goal.
- S. A ball that 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.

- T. If the ball goes through the basket before or after a player-control foul, the goal shall not be counted.

### 1.5 UNIFORM AND EQUIPMENT

**1.5.1:** The uniform shall be clean and well kept. State association patches or emblems shall be worn as specified. The official uniform consists of the following:

- A. **Belt:** If worn, it shall be black.
- B. **Jacket:** Navy blue or black, all crew the same, if worn. Recommended for wear prior to game.
- C. **Shirt:** Standard black/white vertically striped:
  - 1. Short sleeves – approximately 8 inches in length; with black cuffs
  - 2. “V” neck shirt shall be worn and an undershirt should not be visible
  - 3. Worn inside pants
  - 4. Entire crew shall wear same design and style
- D. **Shoes:** Entirely black with black laces.
- E. **Socks:** Entirely black.
- F. **Pants:** Entirely black, with no flares.
- G. **Whistle:** Black lanyard – recommend black plastic; if metal, it shall have rubber cap – carry a spare.