

2016-17 NFHS Points of Emphasis

- 1.) Acknowledging and Granting Time-Out Criteria
- 2.) Technical Fouls
- 3.) Replacing a Disqualified Player
- 4.) Protecting the Free Thrower
- 5.) Post Play

Coverage Fundamentals

Rotation (Lead Initiates)

Look For a Reason, **Mirror Ball**, Immediate Shot/Drive/Skip-Pass (No), Outside-In (Post)

Trail Connection

28 Foot Line, Walk Plays to Rim, Diagonal Drives, Rebounding, Under Jump-Shooters, Side-Line Oriented, Eye Transitions On-Ball (Far Lane Line), Primary Defender To Rim, Dual/Secondary Discipline

Center Official

Free Throw Line Extended Curls/Spins/Pivots, Center Side Drive, Rebounding, 2 Referee Plays, Jump-Shooters, Dual/Secondary Discipline

Run The Game

Game Awareness

Bonus (7/10), Shooters, Inbound Spots, Fouls to Give, Time-Outs Remaining, Time/Score

Clocks

Game and Shot Clocks, Foul Effects, Score/No Score, Reset & Errors, 10 Seconds

Sportsmanship

Bench Decorum, Live Ball/Dead Ball, Taunts, Game Changers, Disrupters, **Three Part Test (Fit/Effective/Defendable)**

Communication

Players, **Coaches**, Partners (Make Each Other Look Good), Table Crew, Like-Minded Terminology

Professionalism

1) The Game, 2) My Crew, 3) Myself

Play-Calling

Marginal vs. Illegal Contact

Black & White vs. Grey Area Plays, Consequence of Whistle, Sequence Plays, Feel For Game

Verticality/Trajectory

Walk-Under, Point A to B Movement, Perimeter vs. Post, Trail Connect

Post Play/Three Seconds

First Illegal Act, FOM, Feet, Curls, Reaches, Locks, Clamps, Arm Extensions, New Guidelines Impedes, Reroutes, Holds, Displacement, Chucks, Inbound Plays

Freedom of Movement

Screening

Stationary Vs. Moving, Extension of Primaries, Multiple Components, Stop And/Or Change Direction, **Two Referee Plays**

Guard Play

Hand/ Body/ Forearm Checks/ Stayed Hand/ Hot Stove... Tactile Touch (Legal)

Legal Guarding

With Ball (Must "Beat") Moving Without Ball (Stop & Change), Drive (Becomes Airborne)

Continuous Motion

Team Officiating, Consistency, Upward Motion in Relation to Foul

General Guides

Don't Guess, Secondary Whistles = Strike, Start-Develop-Finish, **Does Play Help Game?**

Substitutions

Coach or Trainer (Injury)

When a Coach or Bench Personnel Come onto Playing Court (Immediate Sub or Time Out)

Injured Player FT's

(Bleeding/Flagrant/Common) Offended Coach Selects Substitute From Bench

Intentional Foul Criteria

Verbiage

Personal (Live Ball) or Technical (Dead Ball), May or May Not be Pre-Meditated, Not Based Solely on Severity of Act 2 or 3 FT's to the Offended Player, Offended Team Throw-In Spot of Foul (If Successful Always 2 Shots)

Penalty

Examples

Contact that Neutralizes an Opponents Obvious Advantageous Position, Contact Away from the Ball Not Involved in the Play, Contact that is Not a Legitimate Attempt to Play the Ball/Player (Specifically to Stop or Keep the Clock from Starting), Excessive Contact with an Opponent while Playing the Ball, Contact with a Thrower-In

Flagrant Foul Criteria

Verbiage

Personal (Live Ball) or Technical (Dead Ball), Of a Violent or Savage Nature

Penalty

2 or 3 FT's to the Offended Player, (If Successful Always 2 Shots)

Throw-In

Personal (Spot of Foul), Technical (Division Line, Opposite Table)

2016-17 NFHS Rule Changes

Sound a warning signal at 15 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game.

Undershirts shall be a single solid color similar to the torso of the jersey and shall be hemmed and not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length.

Removed the compression shorts rule; add compression shorts to Rule 3-5-3 which means compression shorts now must meet the guidelines outlined in this rule.

Players occupying the marked FT lane line spaces may not enter the FT semicircle until the ball touches the ring or until the FT ends.



Five Thoughts For Success

Referee The Defense, Don't Guess, Call The Obvious, Stay in Your Primary, Trust Your Partners