



2009-10 OSAA Basketball Plan



GENERAL BASKETBALL INFORMATION

1. SEASON DATES:

November 9	Practice Starts
November 30	First Contest Date
February 20	3A, 2A, 1A Boys and Girls Cutoff Date
February 23	1A Girls First Rounds
February 24	1A Boys First Rounds
February 26	3A, 2A Girls First Rounds; 1A Girls Second Rounds
February 27	6A, 5A, 4A Boys and Girls Cutoff Date
February 27	3A, 2A Boys First Rounds; 5A, 1A Boys Second Rounds
March 2	6A, 5A, 4A Girls First Rounds
March 3	6A, 5A, 4A Boys First Rounds
March 5	6A, 5A, 4A Girls Second Rounds
March 6	6A, 5A, 4A Boys Second Rounds
March 3-6	3A, 2A, 1A Girls Quarterfinals-Finals
March 4-6	3A, 2A, 1A Boys Quarterfinals-Finals
March 10-13	6A, 5A, 4A Girls Quarterfinals-Finals
March 11-13	6A, 5A, 4A Boys Quarterfinals-Finals

2. STATE CHAMPIONSHIPS INFORMATION:

- a. **Athletic Directors, Coaches and Spectators:** Detailed information regarding the 2010 Basketball State Championships will be posted on the OSAA website (www.osaa.org/basketball) on Wednesday, February 3. It is essential that participating teams and individuals access this information prior to the state championships. Included will be information regarding ticket prices, parking, maps, souvenir merchandise, etc.
- b. **Event Management Information:** Beginning Wednesday, February 3, schools that host state championship games must download Event Management Information from the OSAA website (www.osaa.org/basketball). Included will be information regarding expenses, admission policies, game management & ticket report, ticket booth signs, PA script, etc.

3. STATE CHAMPIONSHIP LOCATIONS AND TIMES:

- a. **6A, 5A, 4A and 1A (Rounds 1, 2); 3A and 2A (Round 1):** Refer to brackets for locations and home team designation. Game times are by mutual agreement of both schools participating. If schools cannot mutually agree, the OSAA will make the final decision.
- b. **FINALS:**
 - 6A – Rose Garden, One Center Court, Portland, OR 97227
 - 5A – University of Oregon, McArthur Court, Eugene OR 97403
 - 4A – Oregon State University, Gill Coliseum, Corvallis, OR 97330
 - 3A – Willamette University, Sparks Center, 900 State Street, Salem, OR 97301
 - 2A – Pendleton Convention Center, 1601 Westgate, Pendleton, OR 97801
 - 1A – Baker High School, 2500 E Street, Baker City, OR 97814

4. QUALIFICATION FOR STATE CHAMPIONSHIPS:

a. **6A**

- 1) PIL – Three teams.
- 2) Metro – Four teams.
- 3) Mt. Hood – Five teams.
- 4) Three Rivers – Four teams.
- 5) Pacific – Four teams.
- 6) Southwest – Four teams.
- 7) Central Valley – Four teams.

b. **5A**

- 1) PIL – Three boys, two girls teams.
- 2) Northwest Oregon – Four teams.
- 3) Mid-Willamette – Four teams.
- 4) Midwestern – Three teams.
- 5) Southern Sky – Three girls, two boys teams.
- 6) Intermountain – Four teams.

c. **4A**

- 1) Cowapa – Three teams.
- 2) Capital – Three teams.
- 3) Far West – Three teams.
- 4) Val-Co – Three boys, two girls teams.
- 5) Sky-Em – Three teams.
- 6) Skyline – Three teams.
- 7) Greater Oregon – Two boys, three girls teams.

d. **3A**

- 1) Lewis & Clark – Four boys, three girls teams.
- 2) West Valley – Three teams.
- 3) PacWest – Three teams.
- 4) Sunset Six – Four girls, three boys teams.
- 5) Eastern Oregon – Three teams.

e. **2A**

- 1) Northwest – Four girls, three boys teams.
- 2) Mountain View – Three teams.
- 3) Tri-River – Four boys, three girls teams.
- 4) Southern Cascade – Three teams.
- 5) Blue Mountain – Three teams.

f. **1A**

- 1) The Valley 10 – Three teams.
- 2) Casco – Three teams.
- 3) Mountain West – Three teams.
- 4) Skyline – Three teams.
- 5) Mountain Valley – Three teams.
- 6) Big Sky – Three teams.
- 7) Old Oregon – Three teams.
- 8) High Desert – Three teams.

5. STATE CHAMPIONSHIPS – TEAM SIZE: *(OSAA Handbook, Executive Board Policies)*

Replacement of players applies to each game. A player replaced on the roster may be reinstated to the roster in subsequent games. Maximum in uniform: **6A – 14; All other classifications – 12.** This policy applies for all games, first round through championship finals.

Penalties for excessive team size: Suiting up or playing too many players shall be considered a gross act of unsportsmanlike conduct punishable by fines, forfeiture and/or other penalties as determined by the OSAA Executive Board.

6. OFFICIAL BALL ADOPTION:

Girls: Wilson Evolution B0586
Boys: Wilson Evolution B0516

7. **AWARDS:**

- a. **Trophies** – Trophies will be presented to the champion through sixth place teams in all classifications.
- b. **Medals** – Medals will be presented to the champion and second place teams in each classification. In addition, each member of the U.S. Bank / Les Schwab Tires All-Tournament first and second teams will receive a medal.

NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS **2009-2010 BASKETBALL RULES**

Order a 2009-2010 NFHS Basketball Rule Book at www.osaa.org/forms/09-10rulesbookorderform.xls or contact the OSAA (503.682.6722) for more information.

For more information about NFHS Basketball Rules visit www.nfhs.org/rules-basketball.htm.

1. **2009-2010 NFHS RULES REVISIONS:**

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|----------------|--|
| 2-2-1
New | NOTE
A state association may permit game or replay officials to use a replay monitor during state championship series contests to determine if a try for goal at the expiration of time in the fourth quarter or any overtime period (0:00 on the game clock) should be counted, and if so, determine if it is a two- or a three-point goal. <u>The OSAA will not allow the use of replay monitors due to facility restrictions at some State Championship venues.</u> |
| 1-14;
5-6-2 | When a red light behind the backboard or an LED light on the backboard is present, it is permitted to signal the expiration of time in the quarter/extra period. If no red/LED light is present, the audible timer's signal will continue to signal the expiration of time. |

2007-08 Major Editorial Changes

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| 1-13-3;
5-12-5 | Clarified that the imaginary rectangle designates the area to be used for time-outs. |
| 2-12-5
New | A note was added to clarify when the 20-second interval begins to replace an injured player. |
| 3-7 | Clarified that any item, in the referee's judgment, that constitutes a safety concern is not permitted. |
| 9-1-3d | Clarified that a player leaves a marked lane space when he or she contacts any part of the court outside the marked lane space (36 inches by 36 inches). |
| 9-1-3g | Clarified that a player occupying a marked lane space must have one foot positioned near the outer edge of the free-throw lane line with the other foot positioned anywhere within the designated 36 inch lane space. |

2. **POINTS OF EMPHASIS:**

- a. **Traveling.** The traveling rule has not changed; however, the committee is still concerned that the rule is not being properly enforced. Consequently, offensive players are gaining a tremendous advantage. Areas of specific concern are: the spin move, the step-through move, the jump stop, perimeter shooters taking an extra "hop" prior to releasing the try and ball handlers lifting the pivot foot prior to releasing the ball on the dribble. The key to determining the legality of those moves is to first find the pivot foot. Then, if the player moves a foot or the feet in any direction in excess of prescribed limits, a traveling violation has occurred. Officials must know the rule, find the pivot foot and improve call accuracy; coaches must demand that players execute this skill properly, especially in practice; players must continue to develop this basic skill and practice performing legal moves.

Guidelines for Teaching and Officiating

- 1) Determine the pivot foot immediately.
 - 2) At the start of the dribble, the ball must be released before the pivot foot is lifted.
 - 3) After the dribble has ended, the player may lift pivot foot, but must release the ball on a pass or shot before the pivot foot returns to floor.
 - 4) A player may never take two steps while in possession of the ball.
- b. **Closely Guarded.** Well-officiated, closely-guarded situations provide for better balance between offense and defense. When the closely-guarded rules are not followed, there is a significant advantage for the offense. The following areas are to be emphasized:
- 1) **Rule basics.** A closely-guarded situation occurs when a player in control of the ball in his or her team's frontcourt, is guarded by an opponent who is within 6 feet of the player who is holding or dribbling the ball; the defensive player must obtain a legal guarding position. A player shall not hold the ball for five seconds or dribble the ball for five seconds while closely guarded in his or her frontcourt. A player can legally hold the ball while closely guarded for four seconds, dribble the ball for four seconds and hold the ball again for four seconds before violating.
 - 2) **Measuring 6 feet.** Officials must define and have a clear image of the 6-foot guarding distance necessary. Too frequently, officials require the defensive player to be within 3 to 4 feet prior to the count being initiated. Good visual examples of this distance can be found on the court as: the distance between the free-throw line and the top of the semi-circle; from the division line to the jump circle; two adjacent marked lane spaces. Failure to properly judge the 6-foot distance and require the defender to be within 3 or 4 feet of the dribbler before beginning the count puts the defensive player in an unfair position.
 - 3) **Ending the count.** A closely-guarded count ends when no defensive player is within 6 feet. The count also stops when a closely guarded player: completes a dribble anywhere in the team's own frontcourt; starts a dribble in the team's own frontcourt and ends it anywhere in the frontcourt (a new five-second count will start if the player holds the ball); loses possession of the ball for any reason in the team's own frontcourt; or has his or her dribble interrupted. If a closely-guarded player beats the defender(s) by getting head and shoulders past the defensive player, the count has ended.
 - 4) **Multiple defenders.** The count should continue even if there is a defensive switch, provided the 6-foot distance is maintained. There is no requirement for the defensive player to remain the same during the count as long as the offensive player is closely guarded throughout.
 - 5) **Counting mechanics.** The official begins a visible count when the 6-foot distance is established and must switch arms when going directly from one counting situation to another.
- c. **Three-Seconds.** When a team is in control of the ball in its frontcourt, a player of that team may not remain in the lane for three seconds. The lane is bounded by the end line and the farther edge of the free-throw line – and includes the lane lines.
- 1) **Team control.** In order to understand the administration of the rule, it is necessary to know when team control exists. Team control exists: during player control, holding and dribbling inbound; during a pass between teammates; during an interrupted dribble. Team control continues until: the ball is in flight during a try for goal; an opponent secures control; the ball becomes dead. Team control does not exist during the tapping of a rebound or when the ball is loose following a try. There is no team control during a throw-in. The three-second restriction is not in effect when there is no team control, and is terminated the instant team control ends.
 - 2) **Exception.** Allowance is made and the count is momentarily stopped when a restricted player has the ball and dribbles or makes a move to try for goal. However, the previous count is resumed if the player does not continue and try for goal. Some may feel that exception complicates the rule, but it is necessary in order to balance the offense and defense. The most obvious misinterpretation of this rule is when the restricted player has a two-second count when he or she begins the move to try for goal, but is stopped or the ball is batted loose. The player involved, while in the lane, attempts to regain possession and instead of continuing the count, the official erroneously stops it entirely. If the player starts a move to the basket and the ball is jarred loose, the previous count is resumed and results in a violation if it reaches three seconds. The purpose of the rule is circumvented if a violation is not called when this occurs.

- 3) **Screener.** Another situation that is occurring more frequently, and which is often not properly called, is when an offensive player sets a screen in the lane and remains there for more than three seconds. The responsible official must make sure that offensive players are not occupying restricted positions for more than the permitted time. The offensive player gains an unwarranted advantage if he or she can “camp out” in the lane, either as a potential shooter or as a screener.
 - 4) **Rough post play.** When the three-second rule is properly enforced, rough post play is likely reduced. Post defenders cannot be expected to defend and deny an opponent in the lane indefinitely. When an offensive post player “camps out” in the lane, defenders tend to get frustrated and become more physical. Calling this infraction when it occurs goes a long way to decreasing rough post play – an area that has been emphasized for many years.
- d. **Block/Charge.** The obtaining and maintaining of a legal guarding position on a person with and without the ball has been a point of emphasis over the years, but yet, remains one of the most difficult plays to coach and officiate.
- 1) **The basics.** To correctly understand the guarding rule, the following points are critical:
 - a) To obtain an initial guarding position on a player with the ball, the defender must get to the spot first without contact, have both feet touching the floor, and initially face the opponent.
 - b) Once the initial guarding position has been obtained, the defender may move laterally or at an angle or backwards in order to maintain a legal guarding position. Keep in mind that when a defender obtains an initial position with both feet touching the floor and facing his/her opponent, the defender need not be stationary but may continue to move in order to stay in front of the person with the ball.
 - c) Once the defender obtains a legal guarding position, the defender may raise his/her hands in a normal stance or may jump vertically within his/her vertical plane.
 - d) A defender may turn or duck to absorb the shock of imminent contact.
 - e) A player is never permitted to move into the path of an opponent after the opponent has jumped into the air.
 - f) A player who extends an arm, shoulder, hip or leg into the path of an opponent and causes contact is not considered to be in a legal guarding position.
 - 2) **Guarding a player with the ball.** Points to remember when a defender is guarding a player with the ball:
 - a) Time and distance are of no consequence. If the defender gets to the spot first and is in a legal guarding position, the onus is on the person with the ball.
 - b) A defender is never permitted to move into an opponent and thus cause contact.
 - c) If a player with the ball gets his/her shoulders past the front of the torso of the defender and contact occurs, the defender has blocked and a foul must be called. In order for the defender to re-obtain a legal guarding position, all “guarding a person with the ball” criteria must be met.
 - d) When an offensive player receives a long pass with his/her back turned and places one foot on the floor and crashes into a legally set defender, it is a player-control foul. It seems many officials are calling this a traveling violation, which is incorrect.
 - 3) **Guarding a player without the ball.** Time and distance are the key factors. The distance allowed depends on the speed in which the offensive player is moving, with the distance never to exceed two strides, regardless of how fast he or she is moving. Once the defender has met the criteria of both feet touching the court and initially facing the opponent, the defender has obtained a legal guarding position and may move the same as if he/she were guarding a player with the ball.

- e. **Free-Throw Administration.** Over the years, NFHS rules committees have been concerned with an increase in rough play during free throws. There have been several rules changes and Points of Emphasis during this time to address these concerns. Last year, a change was made to move all players up one lane space, leaving the two lane spaces closest to the end line vacant. The change attempted to reduce rough play during free-throw situations, while maintaining acceptable defensive rebounding percentages. The following areas are still of concern and are being emphasized:
- 1) **Lane-space requirements.** The first marked lane spaces on each side of the lane, above and adjacent to the neutral-zone marks, shall be occupied by opponents of the free thrower. No teammate of the free thrower shall occupy either of these marked lane spaces. If the offense desires the second spaces, it may have them. If the defense desires the third spaces, it may have them. If a player entitled to the second or third space does not occupy that space, an opponent may be in the space (within the number limitations, four defense and two offense). All officials are responsible for ensuring players are in their proper spaces. The administering official (Lead) should check each space for proper alignment before bouncing the ball to the shooter. If these requirements are not met, see 9-1-9 Penalty.
 - 2) **Rough play.** Coaches must not teach players to “lock up” arms along the lane line, nor drive players farther under the basket with brute force. Offensive players in the second position must not be permitted to displace or push the defensive player in the first lane position. In addition, defensive players in the last position should not be permitted to displace the free-throw shooter. Fouls must be called for illegal contact and displacement on free throws, just as they would be for illegal rebounding activity off of any try.
 - 3) **Disconcertion.** With the space closest to the shooter now occupied, disconcertion is a concern. Of particular concern is when the free throw will become dead (first of two or first two of three). Defensive players often employ tactics which serve no other purpose than to disconcert the shooter during free throws (“boxing out” the free thrower off the free-throw line, waving arms, yelling instructions to teammates, etc.).
 - 4) **Other violations.** Players are attempting to gain a rebounding advantage by violating the free-throw restrictions and entering the lane early. No player shall enter, leave or touch the court outside the marked lane space (3 feet by 3 feet). Officials must review and enforce the rules regarding offensive and defensive free-throw violations.
 - 5) **Officials’ positions.** Officials must be positioned appropriately to administer free-throw situations properly. In a crew of three, the Lead official should be approximately 4 feet to the nearer lane line and well off the end line for all free throws. The center should be halfway between the nearer free-throw lane and the sideline, at approximately the free-throw line extended – a step up or down to get the best angle to observe the opposite two top spaces and the free throw shooter. The Trail official should be at approximately the 28-foot mark and just inside the tableside boundary line – not at or near the division line!

Requests for basketball rule interpretations or explanations should be directed to the OSAA. The NFHS will assist in answering rules questions from the state associations whenever called upon.

OSAA BASKETBALL POLICIES

1. **OSAA ADOPTED RULES AND INTERPRETATIONS:** The NFHS 2009-2010 Basketball Rules Book will be used with the following clarifications:
2. **PARTICIPATION LIMITATIONS:** (OSAA Handbook, Participation Limitations)
 - a. **Team:** A school team shall not play more than 24 games at each level of competition exclusive of varsity district playoffs and state championships.
 - b. **Individual:** A student shall not participate in more than five quarters per day and in not more than 24 games per season, exclusive of varsity district playoffs and state championships. Overtime periods shall be considered an extension of the previous quarter, and participation for any length of time in a

quarter shall constitute a quarter. For the purposes of this rule, participation during the same day in five quarters shall be considered participation in one game. A student may participate in only one jamboree.

- c. **Jamboree:** A school may participate in only one jamboree at each level of competition. A jamboree shall include at least three teams, and shall not be counted as a contest. Jamborees may be held only on the first playing date and for 30 days thereafter. A jamboree shall be limited to not more than a total of 24 minutes (three or more teams) and to not more than one contest against any school.
- d. **Five Quarter Rule.**
 - 1) If a student participates in a total of five quarters on one day in three different games (one quarter freshman, two quarters junior varsity, two quarters varsity), the student is charged with participation in one game. However, if the same student participated in five quarters on three separate days (one quarter freshman on Monday, two quarters junior varsity on Tuesday, two quarters varsity on Wednesday), that student is charged with three games. If a student appears in more than five quarters on one day, the game in which the student exceeds the limit is forfeited.
 - 2) Exception. Individuals may participate in two games in one day at the same level.
- e. **Adding a Fifth Quarter.** A fifth quarter may be played at the freshman level, or at the junior varsity level if there is no freshman team, providing both schools agree and the officials agree. The extra quarter is intended to provide an opportunity for those students whose play was limited in the regular contest. In no case shall a student exceed the five-quarter limit

3. INTERRUPTED CONTESTS: (OSAA Handbook, Executive Board Policies) Contest shall be continued from point of interruption unless the teams mutually agree otherwise or there are athletic district rules that apply.

4. CONTESTS – SPORTSMANSHIP – CROWD CONTROL: (OSAA Handbook, Rules)

- a. **Sportsmanship Responsibility:** The high school principal, coach and other responsible officials of each member school shall take all reasonable measures to insure that the school's students and supporters maintain a sportsmanlike attitude toward all events so that events may be conducted without unreasonable danger or disorder. All cheers, comments and actions shall be in direct support of one's team. No cheers, comments or actions shall be directed at one's opponent or at contest officials. Derogatory and/or unsportsmanlike language is not allowed. No player may be singled out by number, name or position with negative comments of any kind.

When a petition is filed alleging violation of this Rule 3-2, the Executive Director may, at his/her discretion and with concurrence of any two Executive Board members, postpone any pending event which the Executive Director has reason to believe cannot be conducted without an unreasonable danger of disorder. All such protests shall be referred to the Executive Board, which shall proceed as provided in Rule 4. In addition to any other action the Executive Board may take regarding a protest alleging a violation of this Rule 3-2, the Executive Board shall have the power to cancel or re-schedule the event involved, or to impose conditions on conducting it.

- b. **Sportsmanship Violations / Penalties:** When the students, staff or supporters of any member school engage in unsportsmanlike conduct, disorder or infliction of damage to persons or property in connection with any festival, meet, contest or tournament sponsored by this Association, the Executive Board may treat such acts as a violation by the school of the Rules of the Association. Any school whose students, supporters, rooters or partisans take part in riots, fights, pilfering, painting or any other unsportsmanlike conduct shall be subject to penalty.
- c. **Sportsmanship – Criticism of School Representatives or Officials**
 - 1) It shall be considered an act of unsportsmanlike conduct if school representatives (coaches, administrators, player or other school personnel) make comments to the media that criticize or disparage the officiating of any contest. Whether or not a violation occurred and the appropriate penalty shall be determined by the school which employs the school representative.
 - 2) It shall be considered an act of unsportsmanlike conduct if officials or commissioners make comments to the media that criticize or disparage school representatives. Whether or not a

violation occurred and the appropriate penalty shall be determined by the Local Association to which the official or commissioner belongs. (Fall 2007)

5. SPECTATOR CONDUCT AT OSAA EVENTS: *(OSAA Handbook, Rules)*

In addition to the general expectations included in the OSAA Constitution, Rule 3, that school officials "...shall take all reasonable measures to ensure that the school's students and supporters maintain a sportsmanlike attitude toward all events..." the following specific expectations regarding spectator conduct at all OSAA sanctioned events, including regular and post season competition, are provided: (Revised Fall 2008)

- a. Spectators are not permitted to have signs or banners (larger than 8 ½ by 11 inches), confetti, balloons or glass containers. Spectators are required to wear shirts.
- b. Spectators are not permitted to have artificial noisemakers. Some examples of artificial noisemakers are Thunder Stix, cowbells, clappers and air horns.
- c. Spectators shall not be permitted to use vulgar/offensive or racially/culturally insensitive language. Spectators shall not be permitted to engage in any racially / culturally insensitive action. (Revised Fall 2008)
- d. All cheers, comments and actions shall be in direct support of one's team. No cheers, comments or actions shall be directed at one's opponent or at contest officials. Some examples of inappropriate conduct or actions that are not permitted are: turning backs, holding up newspapers or jeering at cheerleaders during opposing team introductions; disrespecting players by name, number or position; negative cheers or chants; throwing objects on the floor. (Revised Fall 2008)
- e. Spectators who fail to comply with Association or site management spectator conduct expectations may be expelled from the contest. (Revised Fall 2008)

6. COURT MARKINGS: NFHS Basketball Rules require a clearly marked, center court dividing line, and coach's box. Officials have been instructed to suspend the game until proper court markings are in place. Please review Rule 1, Section 3 Article 2 and Rule 1, Section 13 and clearly mark your basketball court(s) as directed under these rules. If no coach's box is marked at home or visitor benches, both coaches must coach without the coach's box.