

2021-2022 BASKETBALL NEWSLETTER

Newsletter #10 – January 24 , 2022

TRAVELING – POINT OF EMPHASIS

While traveling is a point of emphasis this year, there has been no rule change, just a point of emphasis. Rule 4-44 is the

- When one foot is lifted, the other is the pivot foot.
- A player, who catches the ball while moving or dribbling, may stop, and establish a pivot foot.
- If both feet are off the floor and the player lands, simultaneously on both feet, either foot may be the pivot foot.
- If both feet are off the floor and the player lands on one foot followed by the other, the first foot to touch is the pivot foot.
- If both feet are off the floor and the player lands on one foot, the player may jump off the foot and simultaneously land on both. Neither foot can be a pivot foot in this case.

SPORTSMANSHIP

#StartsWithMe



After coming to a stop and establishing a pivot foot, the pivot foot may be lifted, but not returned to the floor, before the ball is released on a pass or try for goal.

I encourage officials to watch video of plays to determine when there is a travel and when a move is legal.

GAMES NOT PLAYED-COVID SITUATIONS

Games that are not played due to a team being quarantined do not count as a win or loss. They are considered no game played. They do not count as a forfeit. Seeding for postseason is based on a percentage of games played, so if a team is not able to complete a 20-game schedule, the number of wins will be divided by the number of games played.

In regular season tournaments the team able to play should be advanced in the bracket, but that is not a forfeit win.

The team not able to play would move to the consolation side of the bracket, but it does not count as a loss.

FORFEITURE POLICY – BB Manual pg. 22

If a regular season game (including invitational tournaments) is not played due to a team/school not having enough players to field a legal team, and both schools agree that a make up date cannot be determined, the game will count as a forfeit and win in postseason for the team who was willing and able to play. The game would count as a loss for the postseason seeding for the team lacking players. **The forfeiting school must notify the KSHSAA and indicate the reason for the forfeit. A letter will be sent to both schools indicating the game should be recorded as a forfeit.**

SITUATION OF THE WEEK

Following A1's successful goal, B2 is holding the ball out of bounds for team B's non-designated spot throw-in along the endline in team B's backcourt. While B2 is still holding the ball, B3 cuts for the ball and is held by A4. A4 is whistled for the foul. When B3 was fouled, B3 was located (a) near the endline in team B's backcourt, or (b) in team B's backcourt near the division line. Team B is not in the bonus. Where is the resulting throw-in and what kind of throw-in shall occur?

RUNNING CLOCK OPTION

The KSHSAA Executive Board approved for grades 7-12 the use of the “Running Clock Option” by league adoption or by agreement of school principals (AD’s) in advance of the contest. The running clock may be used in the 4th quarter only when a 30-point differential is reached. Beginning with the start of the fourth quarter, any time the score differential reaches a 30-point margin, the clock shall continue to run except with stopped per NFHS playing rules. The running clock can’t be used earlier than the 4th quarter in a contest unless there is an emergency and both administrators have agreed to the change.

LENGTH OF QUARTERS

The length of quarters for all levels of High School games is 8 minutes. The length of quarters for middle school is 6 minutes. Quarters can’t be lengthened because a team doesn’t have enough players to complete a full game. The maximum length of a quarter is 8 minutes for high school and 6 minutes for middle school. A student may play in up to six quarters a night – but quarters can be no longer than 8 minutes.

It has been reported that some schools due to not having enough players to play 4 quarters have asked if they can play 20-minute halves or play 10-minute quarters. Both of these examples are violations of KSHSAA policy.

MECHANICS

When the whistle is blown, all eyes turn to the strips. Your mechanics at the site of the foul tell everyone what occurred and should be presented in a calm controlled manner. Slow down, give the preliminary signal at the site of the foul or violation. Then tell your partners and everyone else what is going to happen as a result of the foul or violation. These simple steps will help the game go much smoother.

SITUATION RULING

Since team B’s throw-in was following a goal by Team A, team B may make that throw-in anywhere along the endline. Since B3 was fouled prior to team B being in the bonus, team B shall receive a throw-in for the foul. In (a) since B3 was located near the endline where team B was making the non-designated spot throw-in, team B’s throw-in shall be on that endline, and team B shall retain the privilege to make that throw-in anywhere along the endline. In (b) since B3 was located in team A’s backcourt near the division line, team B shall have a throw-in along the sideline in team B’s backcourt near the division line. (7-4-6, 7-5-4, 7-5-7b)