

**MAINE BASKETBALL**



**COUNCIL**

**Officials' Mechanics and Procedures Manual**

**2023-2024 SEASON**

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# MAINE RULES EXCEPTIONS

# RULES EXCEPTIONS



## Announcer (1-18):

The announcer shall be permitted to make announcements during the game (e.g. “Two minutes to go,” “That is the seventh team foul.”)

**Comment:** Announcers should be consistent in the information provided as well as the manner it is presented. If an official feels this guideline is not being honored, please report such to the Board Interpreter.

# RULES EXCEPTIONS



## Instant Replay Procedure (2-2-1 Exception):

EXCEPTION: A state association may permit game or replay officials to use a replay monitor during state championship series contests to determine if a scored 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-point or a three-point goal.



# RULES EXCEPTIONS



## Instant Replay Procedure (2-2-1 Exception):

The Maine Principals' Association has approved the use of video replay for post-season tournament basketball games at tournament venues (Portland Expo, Augusta Civic Center, Cross Insurance Arena, Cross Insurance Center) that have official video equipment and replay capabilities.

Game officials **will be required** to use the designated replay monitor when available to determine if a goal at the expiration of time in the fourth quarter or any overtime period should be counted or canceled when it would determine the outcome of the game.

When the officials go to the monitor, they may also determine if the try is a two-point or three-point goal.



# RULES EXCEPTIONS



## Instant Replay Procedure (2-2-1 Exception):

### Monitor Review Procedure:

#### 1. Pregame:

- The Referee will designate the official timepiece prior to the scheduled starting time of the game. (2-4-1) When a clock is located above the backboards in a facility, they will be designated as the official timepiece.
- When the Referee goes to the timer and scorer's table, they will discuss the instant replay procedure with the table officials and identify the location of the courtside review equipment.





# RULES EXCEPTIONS



## Instant Replay Procedure (2-2-1 Exception):

2. The scorer and timer should be prepared to assist the game officials in determining if a last-second try for goal should be counted or cancelled, using the following procedure:
  - a. The scorer is responsible for watching for the release of the try.
  - b. When the try is released, the scorer should verbally state “shot.”
  - c. The timer is responsible for determining when time has expired in the quarter/period by watching for LED lights or listening for the horn (in facilities that do not have LED lights).
  - d. The timer should be prepared to share this information if requested by the Referee.
  - e. If needed, the Referee will ask the timer, “where was the ball when time expired?” This information may be used by the Referee to make the ruling.

**NOTE: This procedure should be used by officials in situations when instant replay is not available.**

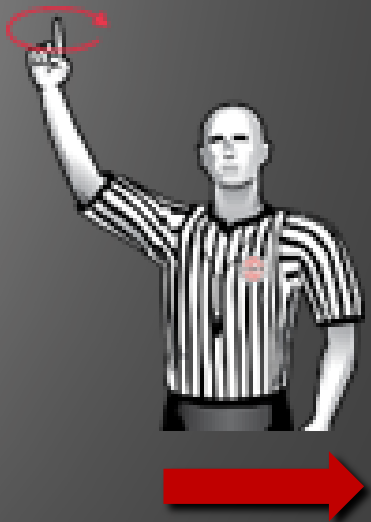


# RULES EXCEPTIONS



## Instant Replay Procedure (2-2-1 Exception):

3. **BEFORE** the replay is initiated, the game officials must signal if the goal should be counted or canceled.
  - The official responsible for the last-second try should signal to indicate their ruling.
  - If the covering official is unsure, the game officials may conference to arrive at the ruling.
  - The Referee may also consult with the table officials in making this determination (2-13).
4. The Referee sounds their whistle and displays the “replay review signal.”
5. The crew clears the court, moving teams back to their respective bench areas. The review may not be conducted until the court is clear.



# RULES EXCEPTIONS



## Instant Replay Procedure (2-2-1 Exception):

### 6. Review

The officials' responsibilities are as follows:

- a. The Referee informs the scorer that the play is under review.
- b. The Referee and the official who made the initial ruling (or U1 if the Referee made the initial ruling) go to the monitor.
- c. The other official stands at the midpoint between the scorer's table and center circle to monitor team activity.
- d. If needed, the two umpires may switch positions during the review.

### 7. Decision

- The officials must have indisputable evidence to change the ruling made on the court.



# RULES EXCEPTIONS



## Instant Replay Procedure (2-2-1 Exception):

### 8. Announcement

- Once the play has been reviewed and a decision has been reached, the Referee moves to the center circle, sounds their whistle, and signals to:
  - count the goal (using the three-point signal if necessary), or
  - cancel the goal.

9. If overtime is needed, use the proper overtime procedures.

10. If the game is over, leave the court together as a crew.

# RULES EXCEPTIONS



## Official Scorer (2-11-12):

The official scorer will not be required to wear a black-and-white vertically striped garment.

**Comment:** The court shall be marked with an “X” on the court in front of the scorer. It is permissible for the scorer to drape a black and white shirt over the scorers table for identification purposes. If an official encounters a situation where the scorer is not easily identifiable, please report such to the Board Interpreter.

# RULES EXCEPTIONS



## Timer's Duties (2-12-5):

**The timer must:**

Sound a warning signal to announce 15 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game and signal again at the end of the interval after being directed to do so by an official.



# RULES EXCEPTIONS



## Timer's Duties (2-12-5):

**NOTE:** The official must signal the timer to begin the 15-second interval for replacing a player directed to leave the game. The timer should inform the official when 15-seconds has elapsed. If the official rules the head coach is not in process of completing the substitution at the time, the official should direct the timer to sound the second horn and assess a direct technical foul to the team's head coach (10-6-2). If the timer sounds the second horn without having been directed to do so by an official, the official should not assess a penalty unless it is clear the head coach of the offending team is delaying the resumption of play by not completing the substitution process.

# RULES EXCEPTIONS



## Manufacturer's logos (3-5-5, 3-6):

If multiple manufacturer's logos are visible on the game uniform bottoms as a result of a "rolled" or "folded" waist band, the game pants/skirt **shall be considered legal**. The size of the logo is limited to 2¼ square inches to be considered legal.



# RULES EXCEPTIONS



## Grasping (10-4-3, 10-5-1):

A player must not: ...grasp either basket at any time during the game **except** to prevent injury.

\*All rules below assume the player does NOT grasp the ring to avoid injury to him/herself or another player beneath him/her.

- A player may not grasp the ring and break the ring loose from the flange.
- A player may not grasp the ring and hang.
- A player may not grasp the ring and pull him/herself up.
- A player may not grasp the ring to gain an advantage in playing defense or offense.
- A player **may** wrap their fingers around the ring (**grasp**) if none of the previous four situations have occurred.



# RULES EXCEPTIONS



**Penalty:** Player technical foul. If committed during an intermission, or prior to the game, an indirect technical would also be charged to the head coach and he/she would lose coaching box privileges.



# MAINE MANUAL EXCEPTIONS



**MAINE MANUAL EXCEPTIONS**  
**UNIFORM EXPECTATIONS**

# TEAM MEMBER – UNIFORM EXPECTATIONS



## Pre-Game on the Court:

A.5.b. Prohibit further participation in warm-ups ~~if there is a safety concern. If any illegal apparel/equipment, is observed, team members can continue to warm up but will not be able to participate in the game unless the situation is resolved.~~ If officials observe an issue with illegal uniforms, equipment or apparel, the issue should be addressed directly with the head coach and not the players.

**NOTE:** It is the expectation that all team members in uniform will be properly equipped when they enter the court for pre-game warm-ups and continue to be properly equipped through the end of the game including timeouts and intermissions. If an official observes a team member not complying with uniform, equipment and/or apparel rules, it should be addressed **directly with the head coach**. If ball is live when observation is made, it should be addressed at the next dead ball when the clock is stopped.



**MAINE MANUAL EXCEPTIONS**  
**JUMP BALL**

# JUMP BALL POSITIONING & COMMUNICATION



The tossing official should ensure both teams are ready before tossing ball.

The tossing official **will not** be required to check with captains.

The tossing official shall confirm readiness of each team by using the color of the jersey (e.g. “Blue ready?” “White ready?”).

Jump Ball Page 37

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## Jump Ball

A. Crew Positions:

1. Tossing Official holds ball and stands at division line opposite table side.
2. Non-Tossing official's position is on the table side sideline straddling the division line.
3. Officials verify the correct number of players, for both teams, are on the court.

1. The tossing official:

- a. Checks for readiness with table, partner ~~and captains~~.
- b. Verbally and by directional signal indicates the teams' basket.
- c. Sounds Whistle.
- d. Removes whistle from mouth.
- e. Steps into circle between jumpers.
- f. Tosses the ball straight and to a height greater than either of them can jump.
- g. Ball may only be touched by jumper(s) after ball reaches its maximum height and before it touches the floor.
- h. Ball may not be touched on its way up.
- i. Rules on foul or violation by jumpers.

Page 108 Jump Ball

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## Jump Ball

A. Crew Positions

1. Tosser holds ball and stands at division line opposite table side
2. Umpire positions are at the sidelines, ~~approximately in line with the top of each 3-point arc~~. (U1 on table side sideline; U2 on the opposite sideline, see page 109)

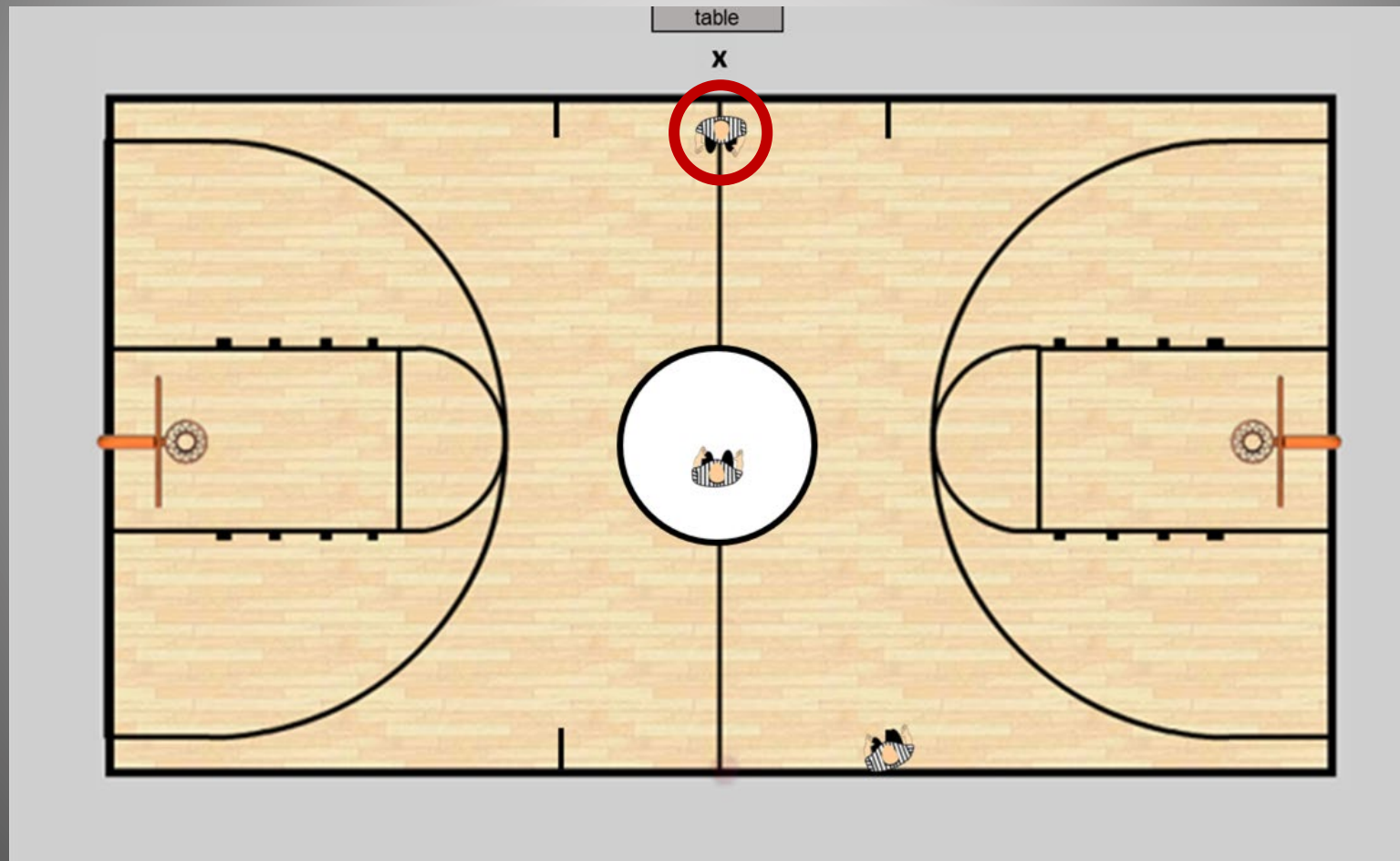
B. Jump Ball Procedures

1. The tossing official
  - a. Checks for readiness with table, partners ~~and captains~~
  - b. Verbally and by directional signal indicates the teams' basket
  - c. Sounds Whistle
  - d. Removes whistle from mouth
  - e. Steps into circle between jumpers
  - f. Tosses the ball straight and to a height greater than either of them can jump
    1. Ball may only be touched by jumper(s) after ball reaches its maximum height and before it touches the floor.
    2. Ball may not be touched on its way up.
  - g. Rules on foul or violation by jumpers
  - h. Remains stationary until players clear area and then places whistle

# JUMP BALL POSITIONING (Co3)



U1 will be positioned tableside **at the division line** to observe and rule on the jump ball.







# MANUAL EXCEPTIONS **THROW-INS**

# LEAD FRONTCOURT SIDELINE (Co3)



The Lead will not bounce ball to thrower on sideline. Sideline throw-ins shall be administered by Trail official.

The diagram illustrates a pool table setup for a sideline throw-in. At the top, there are two racks of balls labeled "Visitor" and "Home". In the center is a "Table" with a "Table" label. The pool table is divided into four quadrants by the center line and the side line. The "Lead" position is marked with a green circle and a pool cue icon on the left side. The "Trail" position is marked with a blue circle and a pool cue icon on the top side. The "Center" position is marked with a red circle and a pool cue icon on the bottom side. A large red prohibition sign (a circle with a diagonal slash) is overlaid on the entire diagram, indicating that the Lead should not bounce the ball to the thrower on the sideline.

**Lead** shall administer the sideline throw-in. The designated spot is below the free throw line extended. **Lead** remains on the end line and bounces the ball to the thrower-in. **Trail** shall administer the 5-second count and start the clock.



**MAINE MANUAL EXCEPTIONS**  
**FREE THROW ADMINISTRATION (CO3)**

# FREE THROW ADMINISTRATION (CO3)



2. The Center is responsible for:

- a. Signaling the number of free throws to the table.
- b. Observing the free thrower.
- c. Official performs a 10-second count using a wrist flick motion (open palm, arm held close to the official's side) with the hand nearer the division line.
- d. Observing the players in the second and third spaces on the tableside lane line
- e. Observing the ~~flight of the ball~~ free throw shooter.
- f. ~~Ruling goaltending or basket interference.~~
- g. Raising their arm that is closest to the division line to the start-the clock position when the free thrower releases the ball, if the final free throw will remain live.
- h. Monitoring the free thrower and other players after the free thrower releases the ball.
- i. Starting the clock when the ball is legally touched if the ball remains live.
- j. Closing down toward the end line and assume normal rebounding responsibilities on their side of basket line.

# FREE THROW ADMINISTRATION (CO3)



3. The Trail is responsible for:

- a. Monitoring all the players not occupying a marked lane space or free thrower, and if possible, monitoring all players in a marked lane space as well.
- b. Observing the flight of the ball, lane activity, basket interference and goaltending.
- c. Closing down toward the end line when the last try is released.
- d. Assuming normal rebounding responsibilities after the last try is released.



# MAINE MANUAL EXCEPTIONS SUBSTITUTION PROCEDURE

# SUBSTITUTION PROCEDURE



## During a throw-in or free throw:

- Subs will be beckoned in by the administering official.
- Administering official will display “stop-the-clock” signal until substitution is complete.
- This official may have the ball in the “stop-the-clock” hand.
- “Non-administering” officials should not display “stop-the-clock” signal (unless administering official is unaware of issue at table that needs to be addressed).

# SUBSTITUTION PROCEDURE



## After a foul, when subs are at the table:

- The reporting official will beckon in subs already at the table.
- This official will release monitoring responsibilities to official administering throw-in or free throw(s).
- If the reporting official is to become the administering official (for the throw-in or free throw), he/she will continue to monitor the substitution as he or she moves into position. Once he/she is in position, he/she should display the “stop-the-clock” signal until substitution is complete.





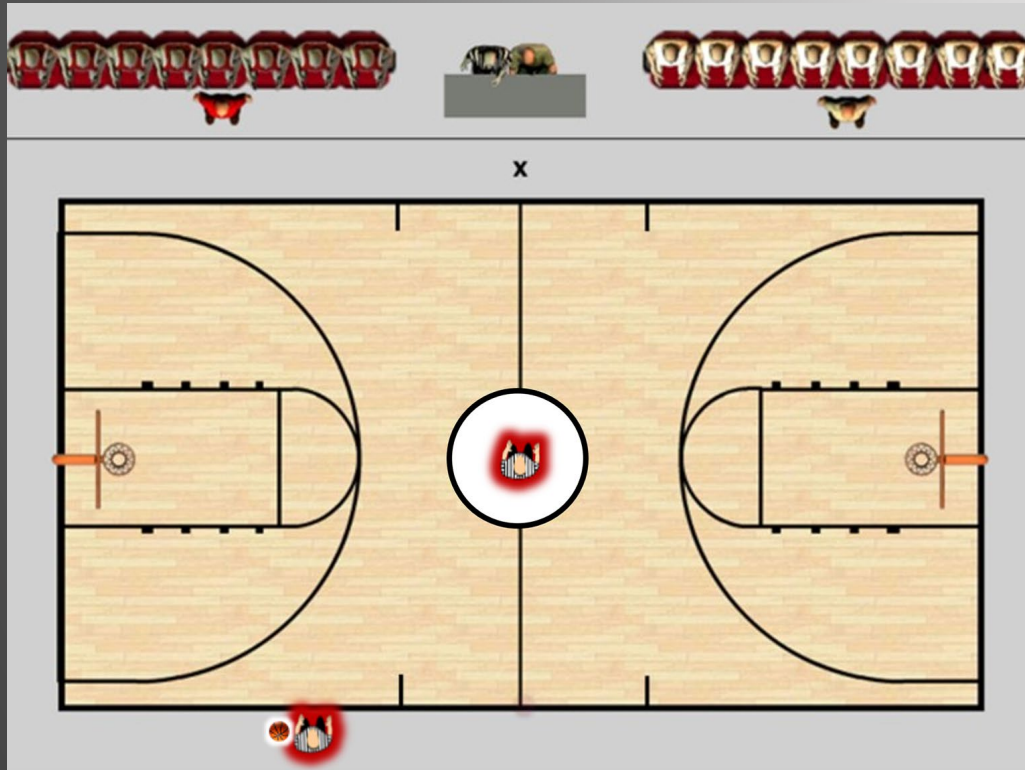
**MAINE MANUAL EXCEPTIONS**  
**TIME-OUT POSITIONS**

# TIME-OUT POSITIONS – CREW OF 2

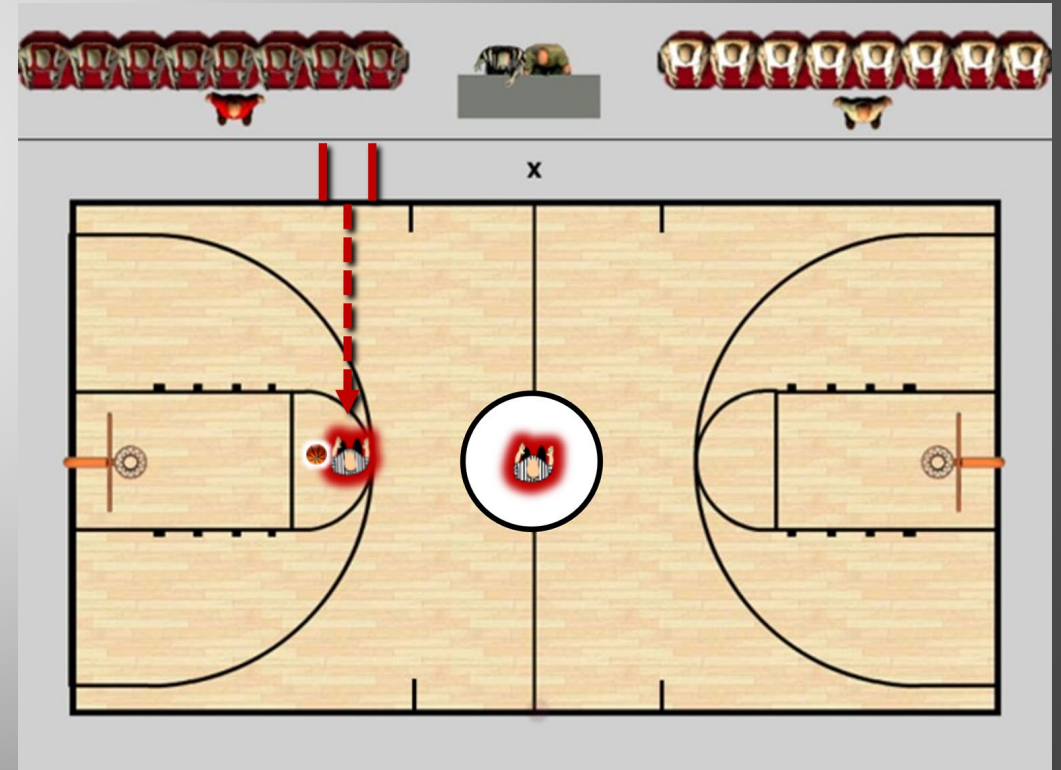
(When there are no cheerleaders / spirit participants)



## 30-SEC, 60-SEC, INJURY



## DESIGNATED SPOT TABLESIDE

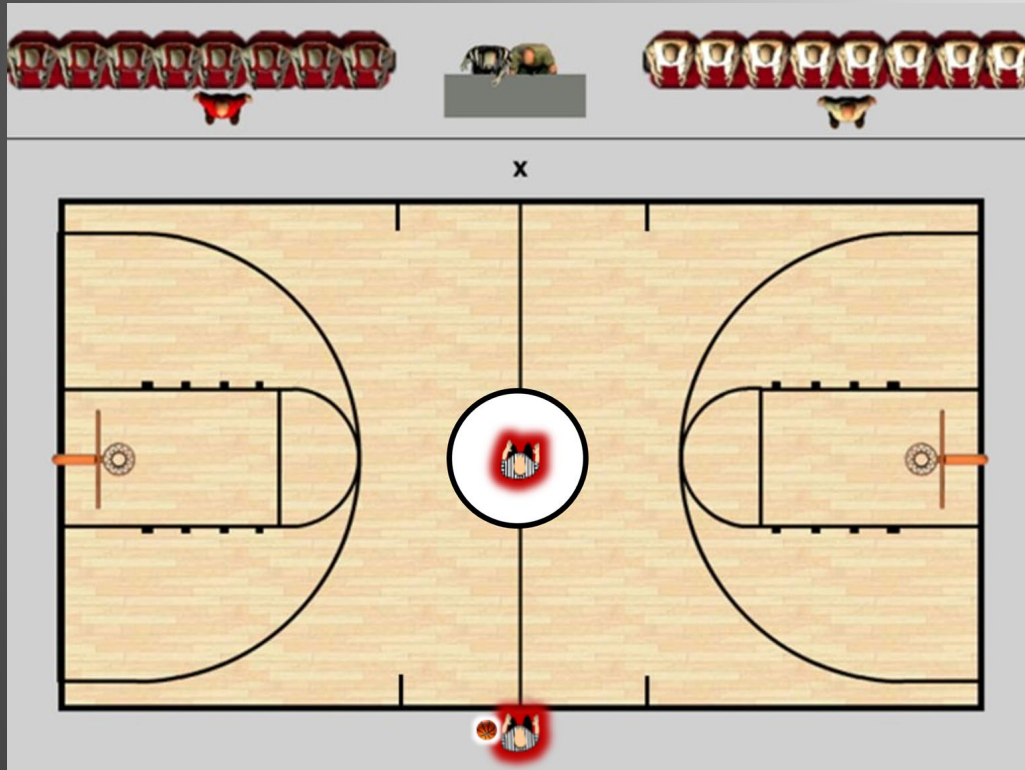


# TIME-OUT POSITIONS – CREW OF 2

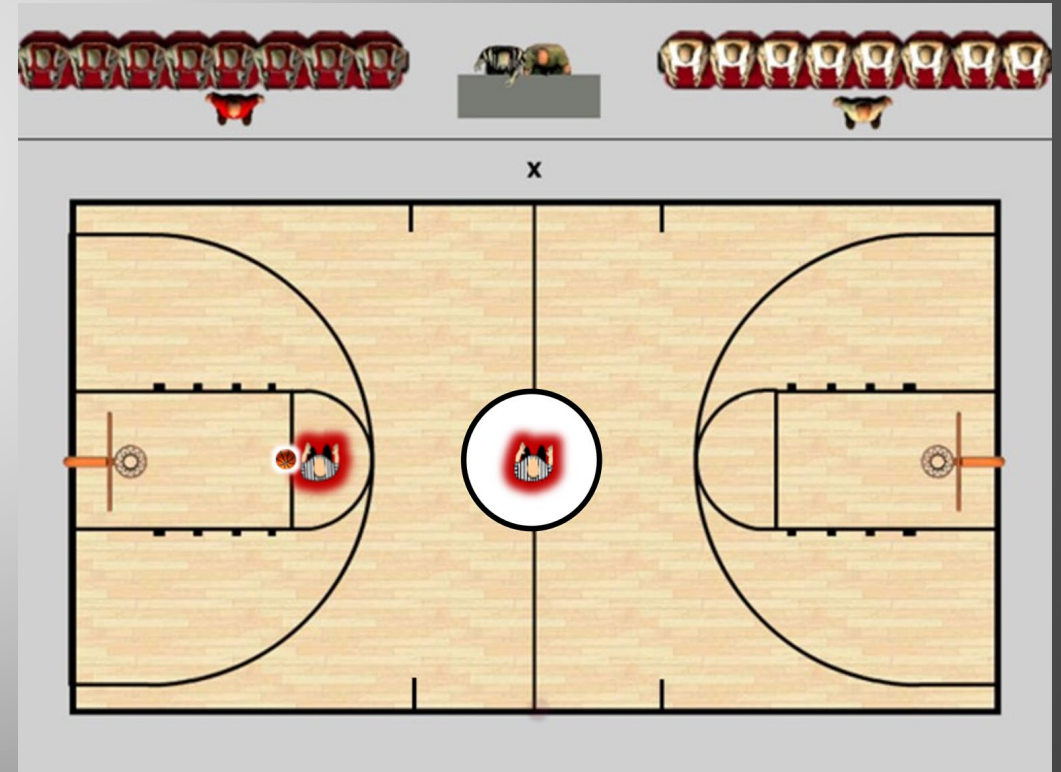
(When there are no cheerleaders / spirit participants)



## BETWEEN QUARTERS



## FREE THROWS



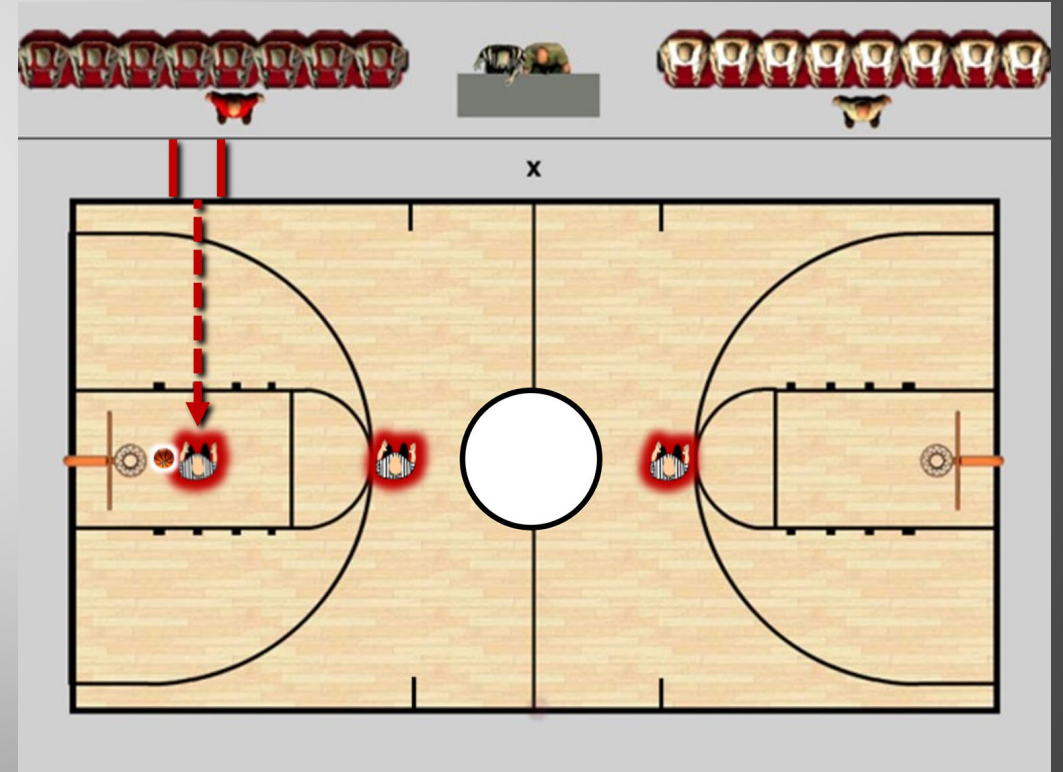
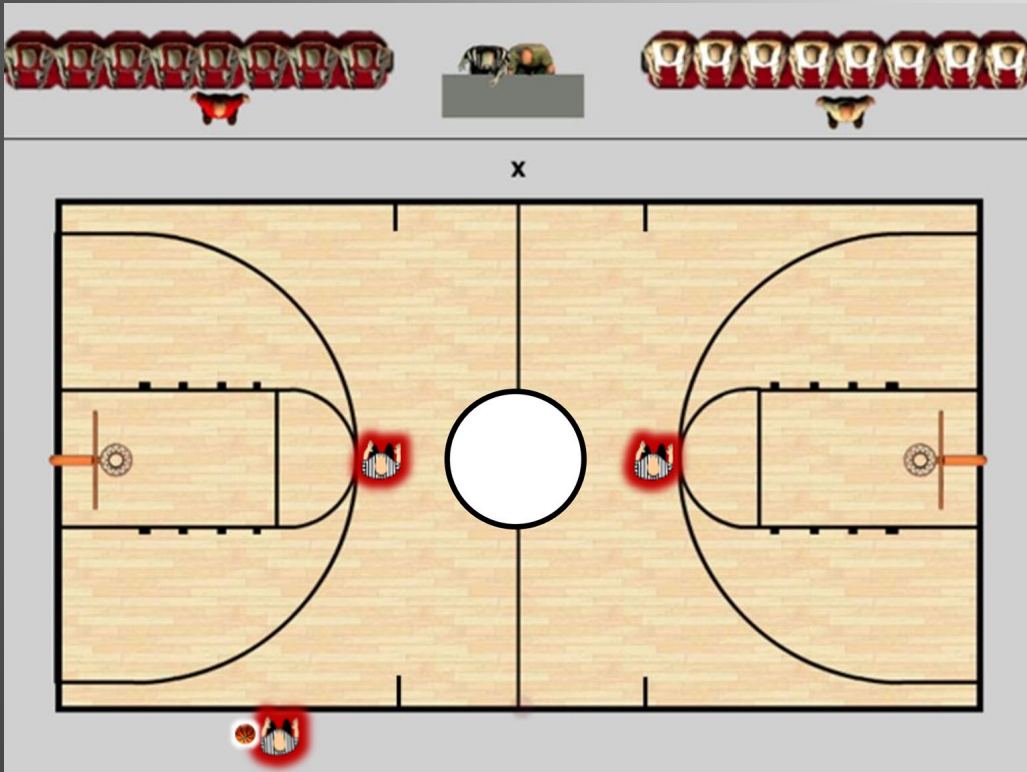
# TIMEOUT POSITIONS – CREW OF 3

(When there are no cheerleaders / spirit participants)



## 30-SEC, 60-SEC, INJURY

## DESIGNATED SPOT TABLESIDE

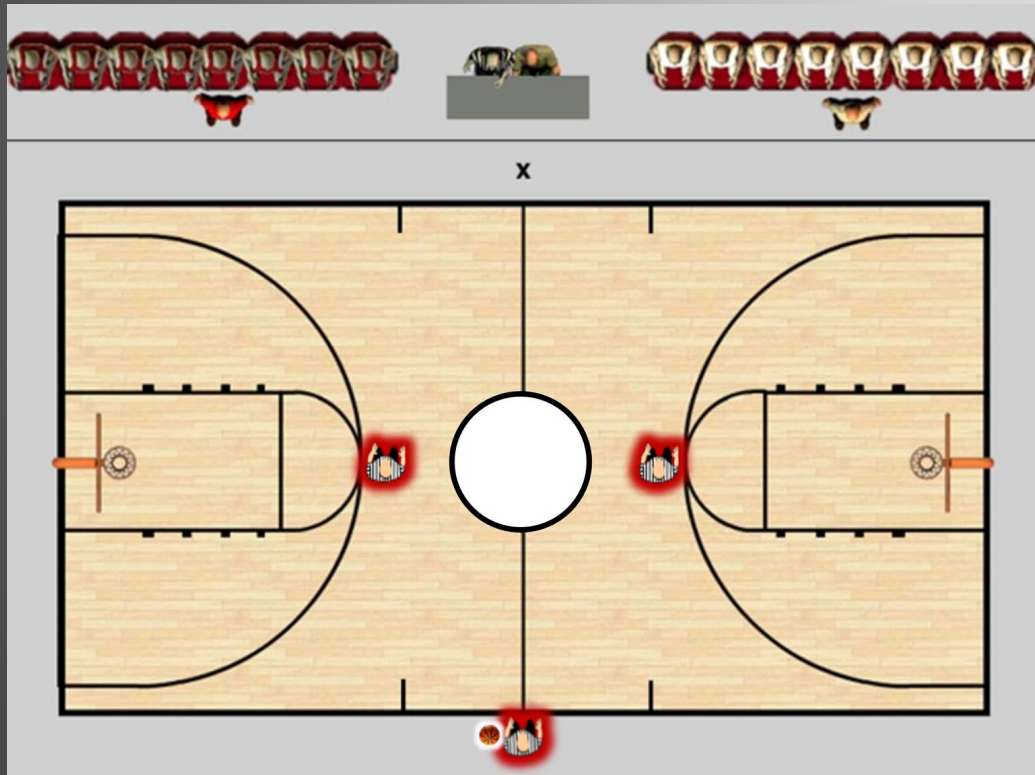


# TIMEOUT POSITIONS – CREW OF 3

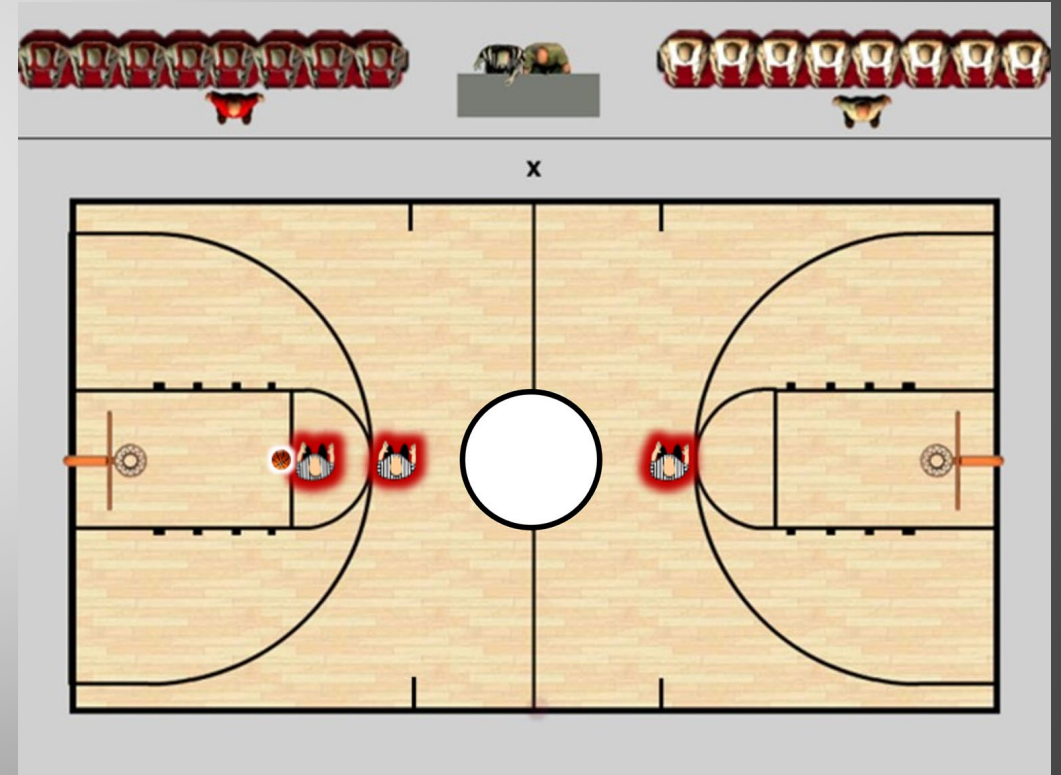
(When there are no cheerleaders / spirit participants)



## BETWEEN QUARTERS



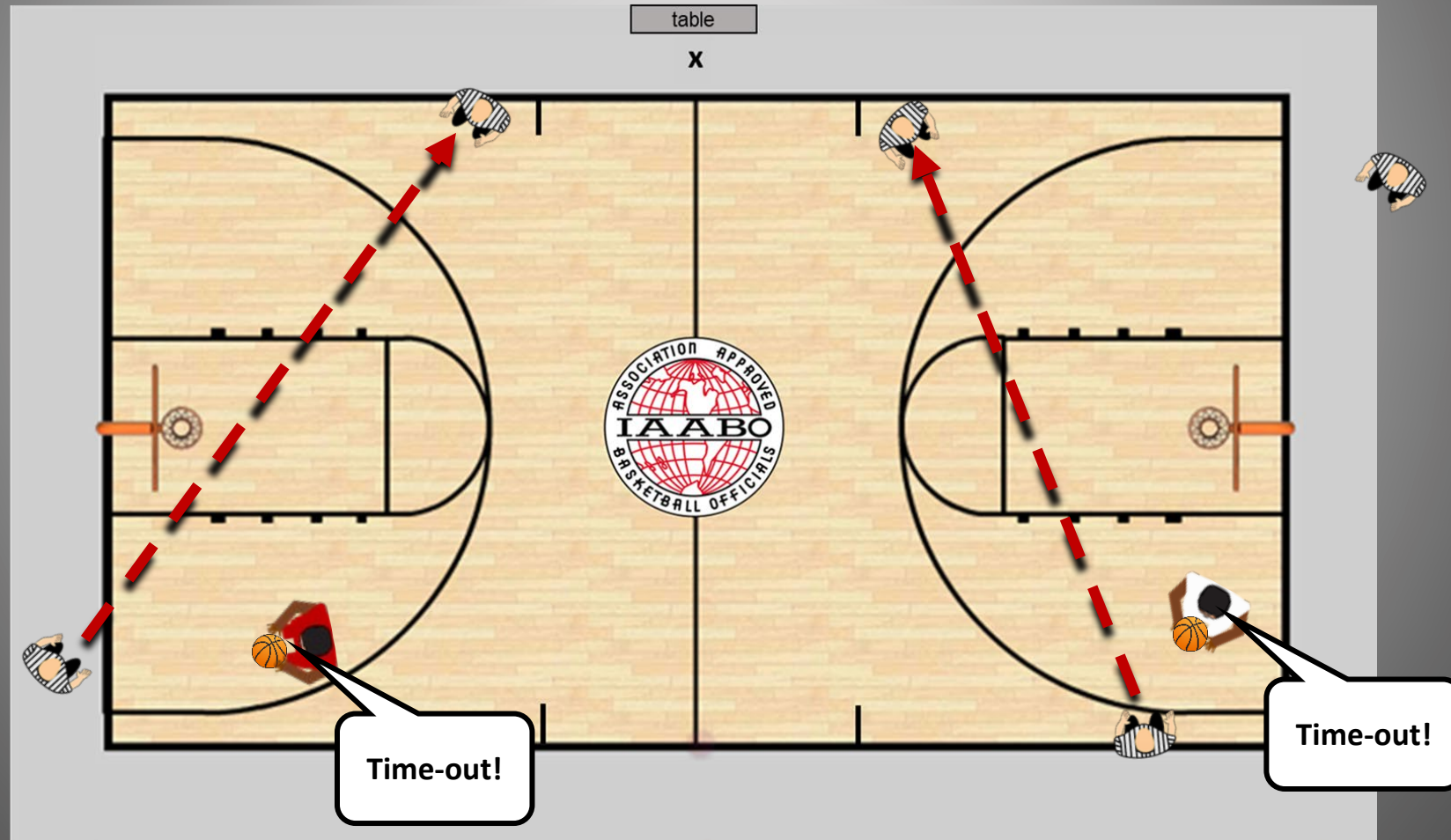
## FREE THROWS



# BUMPING TIME-OUTS (Co2, Co3)



The ruling official may communicate time-out information to official nearest the scorer's table to report to the official scorer.





# MAINE MANUAL EXCEPTIONS SIGNALS

# NOT CLOSELY GUARDED SIGNAL



The “not closely guarded” signal will not be used in Maine.





# CLOCK AWARENESS/LAST SECOND TRY



## In Crew of 2:

The Trail is responsible for last second tries.

## In Crew of 3:

The official (Trail or Center) opposite the scorer's table is responsible for last second tries.

Officials should not raise an index finger in the air with one minute remaining in a quarter or extra period.

### 17. Clock Awareness/Last-Second Try

- a. After putting the ball in play, check to see that the clock was properly started.
- b. After each whistle, check to see that the clock was properly stopped.
- c. ~~One minute remaining. It is recommended that officials raise an index finger in the air.~~
- d. The Trail is primarily responsible for the last-second try.
- e. ~~If the Trail is not in the half of the court where the try is attempted from, the Lead assumes primary responsibility.~~
- f. It is suggested that the official responsible for the last-second try indicate responsibility by placing a hand on their chest.
- g. Officials should ONLY sound the whistle to signify the end of the quarter/period to rule that a try was NOT released prior to the signal to end the period.
- h. It is imperative that the primary official on a last-second try, signal a 3-point attempt but not give a successful 3-point signal unless they are responsible for the last-second try.
- i. Use time-outs near the end of any quarter/period to communicate the coverage for any last-second try for goal. Each official should be aware of remaining time in quarter/period and be alert for timer's signal.

### 19. Clock Awareness/Last-Second Try

- a. After putting the ball in play, check to see that the clock was properly started.
- b. After each whistle, check to see that the clock was properly stopped.
- c. ~~One minute remaining. It is recommended that officials raise an index finger in the air.~~
- d. The official (the Trail or Center) opposite the scorer's table is responsible for the last second try
- e. If the official (the Trail or Center) opposite the table is not in the half of the court where the try is attempted, the official in that half of the court should assume responsibility for the last-second try.
- f. It is suggested that the official responsible for the last-second try indicate responsibility by placing a hand on their chest.
- g. Officials should ONLY sound the whistle to signify the end of the quarter/period to rule that a try was NOT released prior to the signal to end the period.
- h. It is imperative that the primary official on a last-second try, signal a 3-point attempt but not give a successful 3-point signal unless they are responsible for the last-second try.
- i. Use time-outs near the end of any quarter/period to communicate the coverage for any last-second try for goal. Each official should be aware of remaining time in quarter/period and be alert for timer's signal.



# MAINE RULES INTERPRETATIONS

# RULES INTERPRETATIONS



The following information and corresponding casebook plays were developed to address areas of the rules that do not have specific rules book or casebook coverage.

We hope this information will give officials guidance needed for consistent rules enforcement in these areas.

These interpretations are based on the best available information provided by the NFHS.

# PLAY #1 – CONTINUOUS MOTION



**4.11.2 SITUATION:** A-1 has ended his/her dribble in the free throw lane; In (a) is stepping toward the basket; (b) is pivoting toward the basket; (c) is airborne moving toward the basket after ending the dribble on one foot. In all 3 cases, B-1 fouls A-1. In (a), legally finishes his/her last step. In (b), completes the pivot. In (c), lands simultaneously on both feet; before immediately jumping to attempt a try.



# PLAY #1 – CONTINUOUS MOTION



**RULING:** In (a), (b), and (c) if the try is successful, the goal counts. If the try is unsuccessful, A1 will be awarded 2 free throws as it was a 2-point attempt. A player with the ball is pivoting or stepping when fouled may complete the usual foot or body movement in any activity while holding the ball. (4-11-2, 4-41-3)

**COMMENT:** The try starts when the player begins the motion, which habitually precedes the release of the ball. After a player ends a dribble and is stepping or pivoting toward the goal when fouled, the player should be considered in the act of shooting if the player continues the motion and releases the ball on a try.

# PLAY #2 – PRE-GAME TECHNICAL FOULS



**4.19.8 SITUATION G:** During the warm-up period, eleven minutes prior to the start of the game. A-3 is assessed a technical foul for grasping the ring when dunking the ball. In (a), three minutes prior to the start of the game, B-3 is also charged with a technical foul for dunking. In (b), the Team B coach requests the scorer to add a name to the team list or change a team member's number in the scorebook. In (c), Team B fails to supply the scorer with the name and number of each team member who may participate and designate the five starting players at least 10 minutes before the scheduled starting time.



# PLAY #2 – PREGAME TECHNICAL FOULS



**RULING:** In (a), (b), and (c), this is a double technical foul. Each team is charged with one team foul, and it counts as one of the seven-team fouls to reach the bonus. No free throws will be awarded, and the game will resume at the point of interruption, which will be a jump ball to start the game. In (a) and (b), the fouls charged to the players for pregame dunking count toward disqualification. A technical foul is also assessed indirectly to the head coach resulting in the loss of coaching-box privileges. (10-5-1i)

**COMMENT:** When each team is assessed one technical foul during the pregame warmup period, a double technical foul has occurred, as this is considered "approximately the same time." (4-19-8b, 4-36-2c, 10-1-1, 10-1-2, 10-5)

# PLAY #3 – HAIR CONTROL DEVICES



**3.5.4 SITUATION C:** A-1 is wearing rubber, cloth or elastic bands with extensions to control his/her hair.

**RULING:** Illegal. Hair control devices shall be bands that do not include decorations such as extensions. **Hard items, including, but not limited to, beads, barrettes, bobby pins, and other adornments in the hair that are securely fastened close to the head and do not present an increased risk to the player and teammates or opponents are allowed.**

**COMMENT:** “Knots” and “extensions” created by the use of pre-wrap are considered legal.



# PLAY #4 – ILLEGAL POSITION



**4.23 SITUATION:** (a) A-1 is dribbling or (b) A-1 secures a rebound or (c) A-1 has returned to the floor after releasing a try for goal. In all cases, A-1 trips over B-1 who is lying on the floor, causing A-1 to fall to the floor and/or lose control of the ball.

**RULING:** Blocking foul on B-1 in all cases. Lying on the playing court is not considered legal position.

# PLAY #5 – HELD BALL



**4.25.1 SITUATION:** Must each opponent have two hands on the ball to cause a held ball?

**RULING:** NO. A held ball could occur if one or both opponents have one or both hands on the ball. When officials judge that the ball cannot be controlled by a player without causing **undue roughness**, a held ball should be called. This may (or may not) occur if opponents have one or both their hands on the ball.

# PLAY #6 – SCREENER WIDE STANCE



**4.40.2 SITUATION:** B-1 sets a stationary screen with a stance wider than shoulder-width apart. A-1 contacts B-1 (a) in the torso area, or (b) in the leg area. In both cases, the contact prevents A-1 from reaching his/her desired position.

**RULING:** (a) It is considered a legal screen; in (b) a team control foul for blocking is charged to B-1. For the screener to be considered in a legal screening position, he or she must stay within his/her vertical plane with a stance no wider than approximately shoulder-width apart, **unless** contact is in the screener's torso area.

# PLAY #7 – WARNING FOR DELAY



**4.47 SITUATION:** A-1 has the ball out-of-bounds for an alternating possession (AP) throw-in when B-1 reaches through the boundary plane, without making contact with A-1 or the ball.

**RULING:** Team B is charged with a delay of game warning and play will be resumed with an AP throw-in awarded to Team A. The warning for delay of game supersedes the penalty for the defensive violation and thus the alternating possession arrow will be reversed when the throw-in ends (4-36-2a).

# PLAY #8 – TEAM CONTROL / THROW-IN



**4.12.2d SITUATION A:** With 3.9 seconds remaining in the 4<sup>th</sup> quarter, A-1's throw-in pass is deflected into the air by B-1. While the ball is in the air, an official inadvertently sounds his/her whistle. After the whistle, the game clock still shows 3.9 seconds remaining in the quarter.



# PLAY #8 – TEAM CONTROL / THROW-IN



**RULING:** The throw-in ended when the ball was legally touched inbounds (4-42-5a). While the ball remains live, a loose ball always remains in control of the team whose player last had control (4-12-4). In this case, Team A maintained control and they will be awarded a throw-in nearest to where the ball was located when the whistle was sounded (4-36-2a). A ball in flight retains the same location as it was last in contact with a player on the court (4-4-3). The clock should have started when the ball was legally touched inbounds by B1 and should have stopped when the official sounded his/her whistle.



# PLAY #8 – TEAM CONTROL / THROW-IN



If the clock still shows 3.9 seconds after the whistle, it is clear that the timer did not properly start the clock. The Referee may only correct an obvious mistake by the timer to properly start or stop the clock when the Referee has **definite information** relative to the time involved (5-10-1). An official's count or other official information may be used to make a correction (5-10-2).

In this play, there is no rule basis for any count to occur since the throw-in count ended and no player on the court ever gained control of the ball. Since there was no count, the officials would have no rule support to take time off the clock. The clock shall remain at 3.9 seconds, with Team A awarded a throw-in at the out-of-bounds spot nearest to where the ball was deflected by B-1.

# PLAY #9 – TEAM CONTROL / THROW-IN



**4.12.2d SITUATION B:** With 3.9 seconds remaining in the 4<sup>th</sup> quarter, A-1's throw-in pass is deflected by B-1 and the ball is loose on the court when an official inadvertently sounds his/her whistle. The game clock shows 3.3 seconds remaining in the game.

**RULING:** Because the inadvertent whistle occurred when the ball was still in control of Team A, Team A will be awarded a throw-in, out-of-bounds at the spot nearest to where the ball was located when the whistle was sounded (4-36-2a).

Unless the Referee has **definite information** that the game clock did not start or stop properly, the game clock should remain at 3.3 seconds.



# PLAY #10 – TEAM CONTROL / THROW-IN



**4.12.2d SITUATION C:** With 3.9 seconds remaining in the 4<sup>th</sup> quarter, A-1's throw-in pass is deflected by B-1. As A-2 and B-2 are attempting to retrieve the loose ball, A-2 illegally contacts B-2. Just after the whistle is blown, the ruling official glances at the clock and observes that there are 1.2 seconds on the clock. The timer does not properly stop the clock and time runs out for the quarter.



# PLAY #10 – TEAM CONTROL / THROW-IN



**RULING:** A team control foul shall be charged to A2. Team B will be awarded a throw-in out-of-bounds at the spot nearest to where the foul occurred (7-5-4a). Because officials have definite knowledge, the Referee may correct this obvious timing mistake. The officials know some time had elapsed between the whistle and when the clock was observed and should have the exact time observed placed back on the clock (5-10-1). In this scenario, the exact time observed was 1.2 seconds.

