

2024-2025 Manual Changes and Points of Emphasis



“One rule, one interpretation, one mechanic, one set of signals”



IAABO MANUAL CHANGES

Every year, IAABO receives suggestions from officials who make recommendations to improve the manual. The IAABO Co-coordinators review each of these suggestions to determine if indeed the proposal improves the overall standards set by the organization. This document outlines the significant changes that were approved for the upcoming 2024-25 season.



LEGEND

**Yellow text
denotes changes**

**Orange text
denotes rationale**



GLOBAL UPDATES TO MANUAL

We have eliminated the words “thrower-in” and “extra period” and replaced them with the words “thrower” and “overtime period”

Thrower-in

replaced with

Thrower

Extra Period

replaced with

Overtime Period



GLOBAL UPDATES TO MANUAL

Court Diagrams:

This summer IAABO kept the graphic artist very busy as we made some significant changes to the court diagrams.

We continued to add gender and racially diverse images for players, coaches and officials that are depicted in the manual graphics.

In addition to the 20 pages we updated over the last two seasons, we updated the graphics on pages:

38,39,81,109,110,128,133,170,171,172,173,174,179,189,190,191,195, 201

The background features a faint, semi-transparent watermark of the IAABO logo, which includes a globe and the text "INTERNATIONAL ASSOCIATION OF AERIAL BOTANICAL OBSERVERS".

TERMINOLOGY UPDATE



TERMINOLOGY UPDATE

Glossary of Terms

Page 73

Glossary of Terms

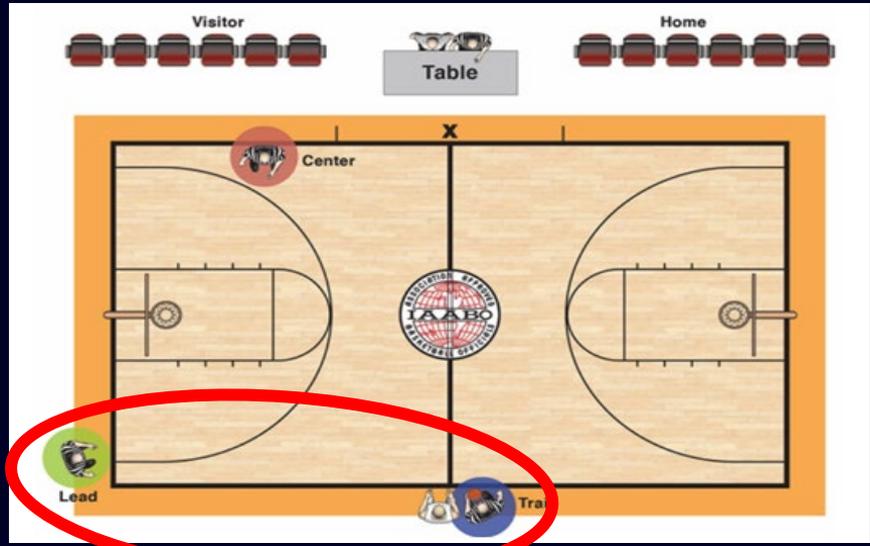
Designated spot—A three foot wide box that has no depth limit. This box is set by the official administering the throw-in before placing the ball at the disposal of the thrower.

Double (Multiple) whistles—Occurs when two or three officials sound their whistles at approximately the same time.

Double the Sideline—When administering throw-ins, both the Lead and Trail should be positioned the along same sideline on the strongside of the court.

Field-of-vision cone—The area of the court within the visual periphery of each official.

Freeze—A technique used by the non-ruling official(s) to focus their field of vision on the coverage of all players until the ruling official has completed reporting. When a foul is ruled/reported, the non-ruling official(s) shall freeze their eyes while moving to their next position.



This term was added to the glossary of the Crew of 3 manual to define what is meant by “Double the Sideline.”

A person wearing a black and white vertically striped referee shirt is shown from the back, centered in the frame. The background is a solid dark blue. Overlaid on the person's shirt is the text "UNIFORM, EQUIPMENT AND APPAREL ISSUES" in a white, serif, all-caps font. The text is arranged in three lines: "UNIFORM," on the top line, "EQUIPMENT AND" on the middle line, and "APPAREL ISSUES" on the bottom line.

UNIFORM,
EQUIPMENT AND
APPAREL ISSUES



UNIFORM, EQUIPMENT AND APPAREL ISSUES

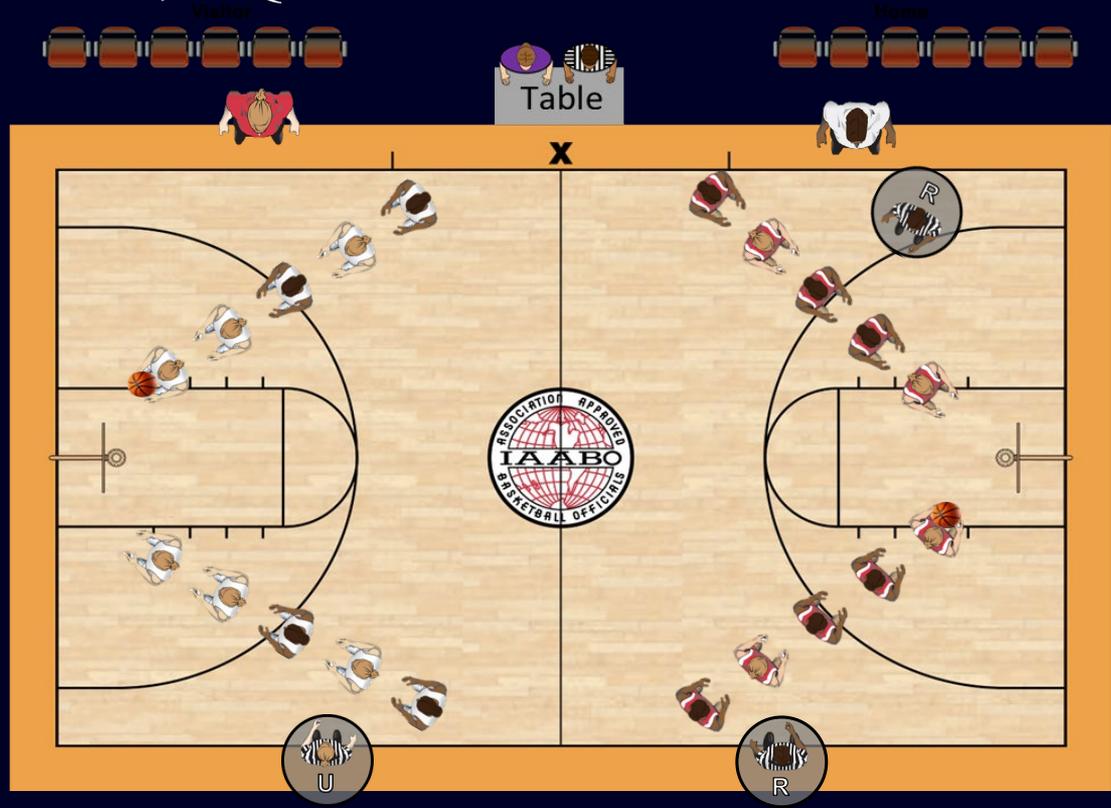
Pregame: On the Court

- A. Arrival, Warmup, Observation, Table Instruction
1. Crew arrives on the court at least 15 minutes prior to game time
 - a. Umpire proceeds to pregame warmup position
 - b. Referee secures and approves game ball
 - c. Referee secures pregame ceremony format
 - d. Referee proceeds to pregame warmup position
 2. Pregame positions are located on sideline opposite the scorer's table and in line with the 28 foot mark or edge of the coaching box line (see diagram pg.13):
 - a. Officials may engage in light cardiovascular activities and active stretching to warm up before the contest
 3. Referee's position is opposite the home team's bench where they observe and count visiting team members
 4. Umpire's position is opposite the visiting team's bench where they observe and count home team members and conveys the information to the Referee.
 5. Responsibilities include:
 - a. Check court and equipment
 - 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 adornments, the issue should be promptly addressed directly with the head coach and not the players. **It is recommended that 2 crew members meet with the head coach. During this time, one official should continue to observe both teams during warmups.**
 - c. Enforce pregame dunking rules
 - d. Enforce sportsmanship rules

This provision was added to help protect officials from misunderstandings that can occur when addressing sensitive issues related to uniforms, equipment, and/or apparel.



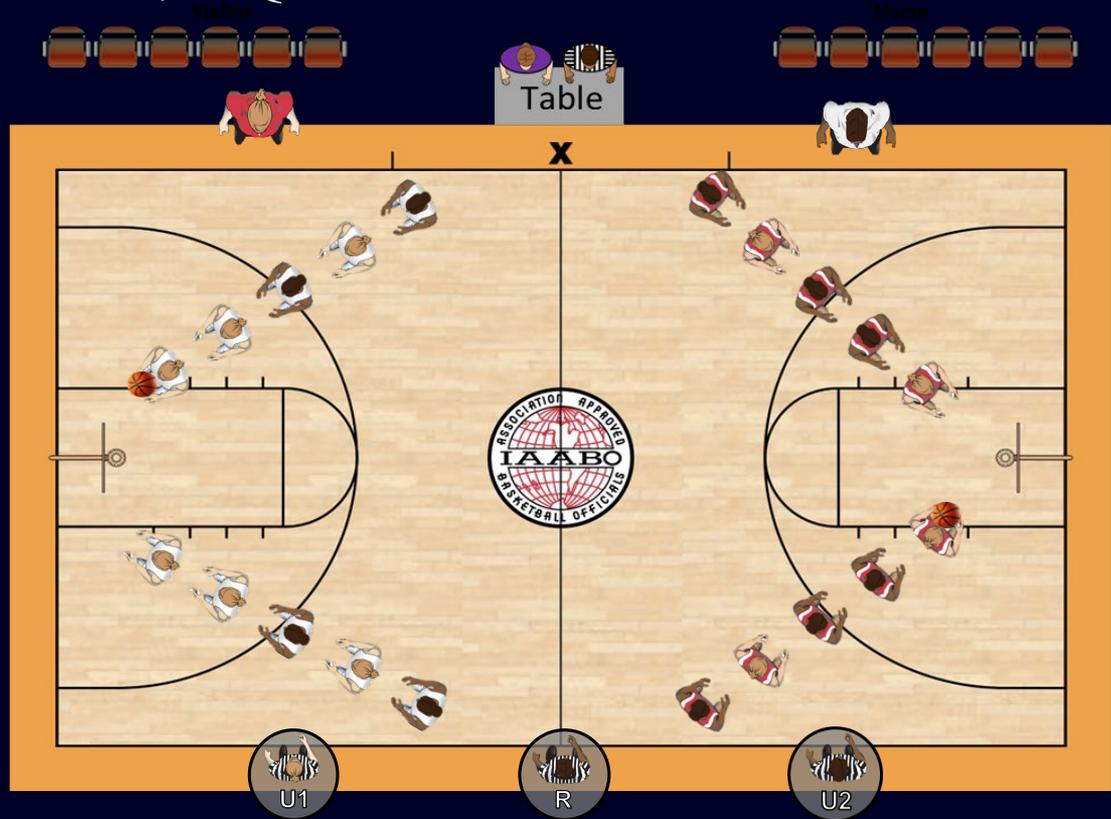
UNIFORM, EQUIPMENT AND APPAREL ISSUES



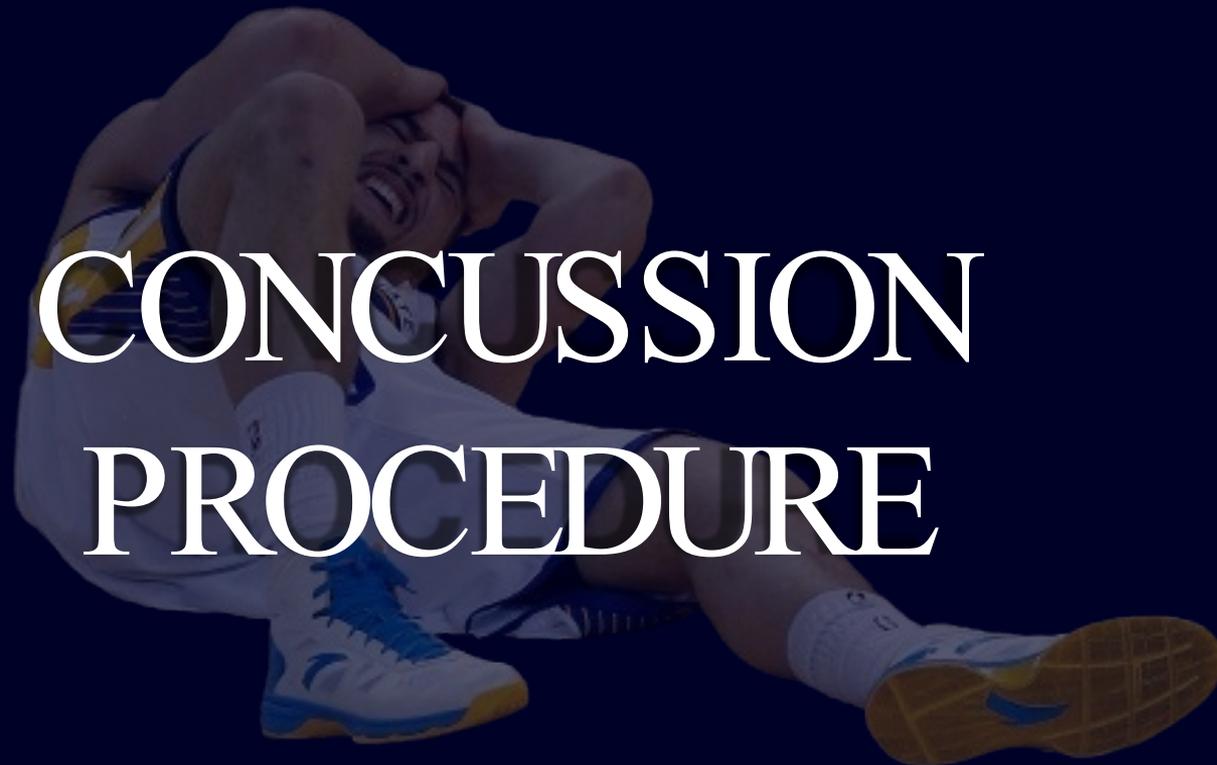
In a Crew of 2, both officials would approach the head coach. One official will address the coach while the other continues to observe the players.



UNIFORM, EQUIPMENT AND APPAREL ISSUES



In a Crew of 3, One official will remain at the division line opposite the scorer's table to observe pregame warmups while the other two officials address the coach.



CONCUSSION PROCEDURE



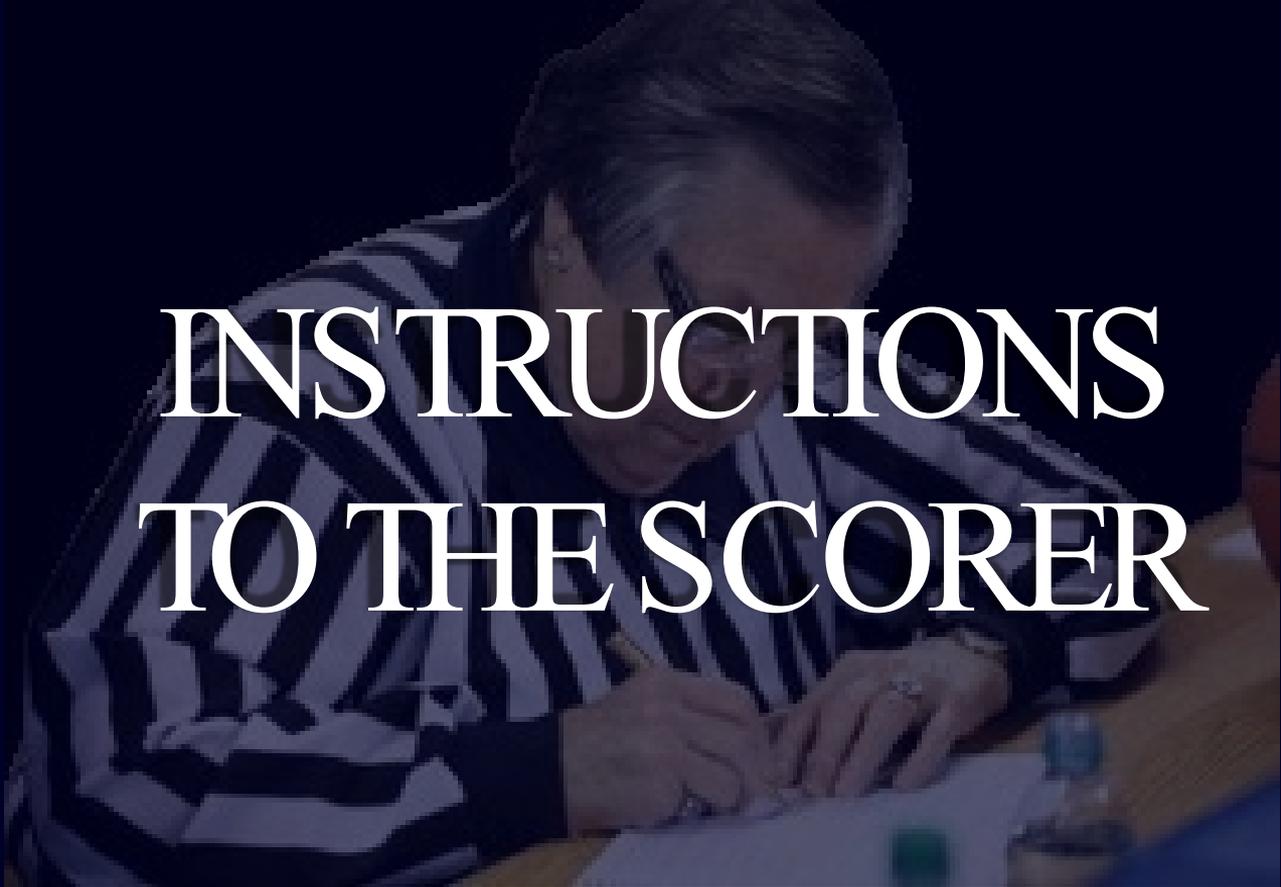
CONCUSSION PROCEDURE

24. Concussion Procedure:

- a. Players who exhibit any sign, symptom, or behavior consistent with a concussion shall be removed from the game. Return to play, **if permitted by law**, shall be allowed upon clearance by an Appropriate Health Care Professional as designated by state association policy.

Note: All states have laws that address sports-related concussions and established protocols that may differ from the rule. Officials must become familiar with the protocols established in their states.

This provision was re-written to clarify that not all states allow a return to play. Officials are encouraged to learn the applicable return to play laws in the state(s) where they officiate.

A person wearing a black and white striped shirt is seated at a desk, leaning forward and writing on a document with a pen. The scene is dimly lit, with a blue tint. The text 'INSTRUCTIONS TO THE SCORER' is overlaid in white, serif font across the center of the image.

INSTRUCTIONS TO THE SCORER



INSTRUCTIONS TO THE SCORER

Instructions to Scorer and Timer

1. Introductions

- a. Request their assistance as members of the officiating team.

2. Scorer

- a. Designate the official scorer.
- b. Verify the accuracy of rosters in the scorebook.
- c. Inform the closest official when there is an issue with the roster.

Note: The scorer should wait until the next dead ball to communicate with officials, unless the team in question has control.

- d. Request eye contact whenever an official reports to the table.
- e. **It is the responsibility of the non-official scorer(s) to compare records with the official scorer.** The official scorer will notify the referee immediately of any discrepancy between the records.

This change was made to align with the 2024-25 NFHS Rules change that now puts the onus on non-official scorers to review potential bookkeeping issues.



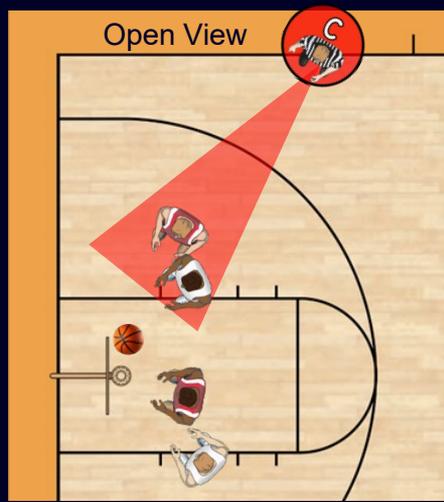
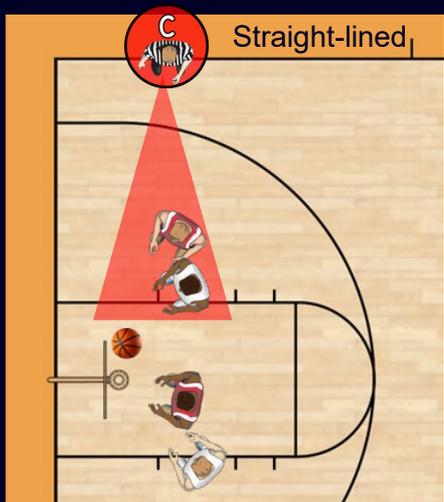
THE CENTER
OFFICIAL



THE CENTER OFFICAL

10. The Center

a. Takes a position approximately at the free throw line extended and near the sideline on the opposite side of the Lead and Trail. **It is recommended that the Center only position-adjust a step or two above or below the free throw line extended.** Is responsible for the nearest sideline coverage end line to end line



This provision was added to address proper position-adjustments by the Center official. Many officials are moving too close to the endl ine and ending up straight-lined on rebound coverage. Page 84



SIGNALS



SIGNALS

This signal is now the “delayed violation/withheld whistle signal.”

- This signal may be used for potential free throw violations.
- This signal should also be used when a player steps out of bounds (on their own volition) and potentially commit a violation if they are “first to touch.”



Due to last year’s rules change we have updated the title of this signal to indicate a potential “first to touch” violation may occur.



SIGNALS

This signal is now the “over and back/first to touch” signal.

- This signal is still the “over and back” signal
- This signal will also be used when a player is illegally the “first to touch” the ball after being out of bounds.



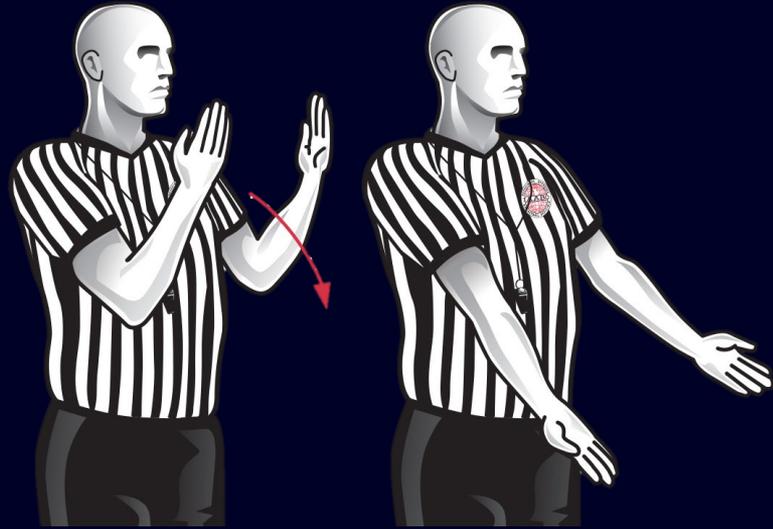
Due to last year's rules change we have updated the title of this signal to be used when a “first to touch” violation has occurred.



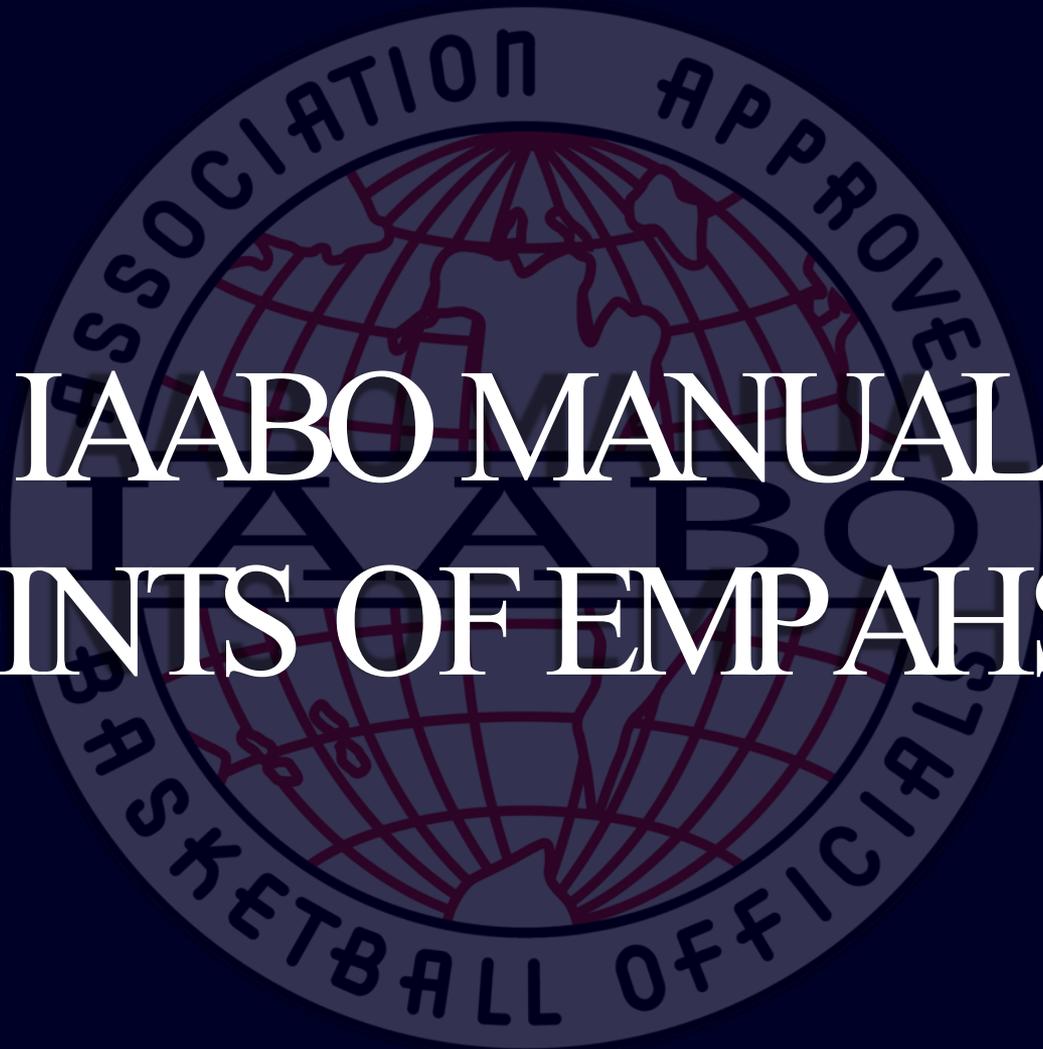
SIGNALS

This is the new signal for Faking Being Fouled or “flopping.”

- Note that the arrow only goes one direction downward. This signal is intended to be displayed one time.
- If the signal is done repeatedly, it will give the appearance that we are telling the player to “get up” which is not the case.



Due to the added rule of the warning for flopping, an accompanying signal also needed to be added.

The background features a large, semi-transparent circular logo for the International Association of Basketball Officials (IAABO). The logo contains a globe with a grid of latitude and longitude lines. The text "ASSOCIATION APPROVED" is written along the top arc of the circle, and "BASKETBALL OFFICIALS" is written along the bottom arc. The acronym "IAABO" is prominently displayed in the center of the globe.

IAABO MANUAL POINTS OF EMPAHSIS



POINT OF EMPHASIS

FAKING BEING FOULED PROCEDURE

The National Federation of High Schools approved a rules change and adopted a Point of Emphasis for Faking Being Fouled. The rule itself appears very straightforward, but determining when to stop plays to adjudicate the rule is going to present a challenge to officials.

The following guidelines do not yet appear in the IAABO manual. Based on information we have received from the NFHS, we believe it is important to have these procedures documented for the upcoming season.



FAKING BEING FOULED

When a player commits the first Faking Being Fouled infraction, a warning is issued to the team.

The warning is an administrative procedure by an official that is recorded in the scorebook by the scorer and reported to the head coach.

After receiving an official warning for Faking Being Fouled, any subsequent faking or flopping infractions by a player on the same team result in a team technical foul.



FAKING BEING FOULED

STOPPING PLAY

When the officials sounds the whistle to stop play, they should use the appropriate signal for the infraction that has occurred.

First Offense
(Warning)



Subsequent Offense
(Technical Foul)





FAKING BEING FOULED

The following are guidelines for officials to follow to have support for when play should be stopped and how the rule should be enforced. These guidelines do not cover every situation where an infraction could occur. There will be times when officials will need to exercise good judgment when to stop play. The goal is to stop play at a time that does not benefit the offending team.

The NFHS has outlined three specific play situations and how the rule should be adjudicated.

- 1) Faking by a Dribbler
- 2) Faking by a Shooter
- 3) Faking by a Defender.

The guideline for each scenario is as follows:



FAKING BEING FOULED

BY A DRIBBLER

When a ball handler uses the tactic known as a “head bob,” the team that is faking is on offense and has control of the ball.

When an infraction occurs:

- The official should sound the whistle immediately and display the faking signal.
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption.
- If the ball was in the frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.
- If the ball was in the backcourt, the throw-in is from the nearest spot.





FAKING BEING FOULED

BY A DRIBBLER

Subsequent infractions:

- A team technical foul is charged.
- The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.



FAKING BEING FOULED

BY A SHOOTER

When a jump shooter fakes being fouled after the release of the try, there is no team control when the infraction occurs.

When an infraction occurs:

- The official should sound the whistle immediately and display the faking signal.

If the try is successful:

- The goal counts.
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption. The opponents are awarded a throw-in with the privilege of moving along the endline.





FAKING BEING FOULED

BY A SHOOTER

If the try is unsuccessful:

- There is no team control, and the ball becomes dead when the try ends.
- The ball is awarded to the team entitled to the next throw-in under the alternating-possession procedure.
- The official reports the warning to the scorer and the head coach.
- If the shooting team is awarded the throw-in, it is from the nearest of the four designated frontcourt throw-in spots.
- If the defensive team is awarded the throw-in, it is a backcourt throw-in from the spot nearest to where the infraction occurred.



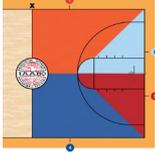
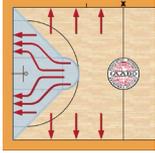
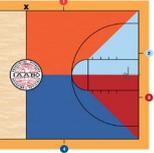
FAKING BEING FOULED

BY A SHOOTER

Subsequent infractions:

- A team technical foul is charged.
- The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.

OFFENSIVE PLAYER FAKING BEING FOULED – WARNING

| <u>Player</u> | <u>Stopping Play</u> | <u>Play is Resumed</u> | <u>Ensuing Throw-In Location</u> |
|--|----------------------|------------------------|---|
| Ball Handler | Immediately | POI | If the ball was in the frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.  |
| | | | If the ball was in the backcourt, the throw-in is from the nearest spot.  |
| Shooter Try is <u>successful</u> | Immediately | POI | The opponents are awarded a throw-in with the privilege of moving along the endline. |
| Shooter Try is <u>not successful</u> | Immediately | AP Arrow | If the shooting team is awarded the throw-in, it is from the nearest of the four designated frontcourt throw-in spots.  |
| | | | If the defensive team is awarded the throw-in, it is a backcourt throw-in from the spot nearest to where the infraction occurred.  |



FAKING BEING FOULED

BY A DEFENDER

When a defensive player fakes when their opponents are in control of the ball, officials will need to determine when to stop play so that the offensive team is not penalized for the defensive team's actions.





FAKING BEING FOULED

BY A DEFENDER

When an infraction occurs:

- The official withholds the whistle until the offensive team scores (which could include repeated attempts at the basket) OR until the offending team gains control of the ball.
- The faking signal should be displayed as soon as the infraction occurs so both teams know what has occurred.
- When play is stopped, the official sounds the whistle and displays the faking signal once again.
- The ruling official reports the warning to the scorer and the head coach.
- If a goal was scored, play resumes with a throw-in for the opponents, with the privilege of moving along the endline.
- If no goal was scored, the game will continue from the point of interruption.



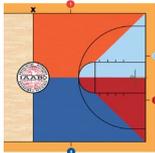
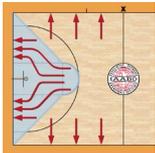
FAKING BEING FOULED

BY A DEFENDER

Subsequent infractions:

- The official withholds the whistle until the offensive team scores (which could include repeated attempts at the basket) OR until the offending team gains control of the ball.
- The faking signal should be displayed as soon as the infraction occurs so both teams know what has occurred.
- When play is stopped, the official sounds the whistle and displays the faking signal once again.
- A team technical foul is charged to the offending team.
- The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.

DEFENSIVE PLAYER FAKING BEING FOULED – WARNING

| <u>Player</u> | <u>Stopping Play</u> | <u>Play is Resumed</u> | <u>Ensuing Throw-In Location</u> |
|------------------|--|------------------------|--|
| Defensive Player | <p>Withhold the whistle until the offensive team scores (which could include repeated attempts at the basket)</p> | POI | <p><u>If a goal is scored:</u> The opponents are awarded a throw-in with the privilege of moving along the endline.</p> |
| | <p style="text-align: center;">OR</p> <p>until the offending team gains control of the ball or the ball becomes dead.</p> | POI | <p><u>If no goal was scored:</u> If the ball was in the offending team's frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.</p>  <p>If the ball was in the offending team's backcourt, the throw-in is from the nearest spot.</p>  |

Note: There will be times when it is appropriate for officials to stop play immediately. (e.g. No scoring play in progress, flop was in backcourt, etc.)



FAKING BEING FOULED

BY A DEFENDER

- What if there is a foul that occurs while the officials are withholding the whistle to rule a technical foul for faking being fouled?
- Three scenarios:
 - Play 1 – Defensive Foul during the act of shooting
 - Play 2 - Player (or Team Control) Foul
 - Play 3 – Foul by the Shooting team with no control



FAKING BEING FOULED

BY A DEFENDER

- Subsequent infractions:
 - When officials are withholding the whistle and allowing the offense to complete a play after a faking infraction, **there is the possibility of another foul causing the stoppage in play.**
 - The penalties should be administered in the order the fouls will be reported.
 - The first foul that will be reported is the foul that caused the stoppage in play.
 - The second foul reported will be the technical foul charged to the offending team for faking being fouled.



FAKING BEING FOULED

PLAY 1

Subsequent infraction:

- Defender B-1 fakes being fouled on A-1's unsuccessful try
- Officials withhold the whistle and allow play to continue
- **A-4 is fouled in the act of shooting by B-4**

Penalty:

- The ruling official reports the personal foul on B-4.
- The ruling official then reports the technical foul on Team B.
- Both fouls count toward the bonus
- A-4 attempts the two free throws for being fouled in the act of shooting
- Team A is awarded two free throws for the technical foul charged to Team B
- Team A is awarded the ball at the division line for a throw-in.

Note: All free throws attempted will not have players occupying lane spaces



FAKING BEING FOULED

PLAY 2

Subsequent infraction:

- Defender B-1 fakes being fouled on A-1's unsuccessful try
- Officials withhold the whistle and allow play to continue
- **A-4 commits a player (or team) control foul.**

Penalty:

- The ruling official reports the personal foul on A-4.
- The ruling official then reports the technical foul on Team B.
- Both fouls count toward the bonus
- Team A is awarded two free throws for the technical foul charged to Team B
- Team A is awarded the ball at the division line for a throw-in.

Note: All free throws attempted will not have players occupying lane spaces



FAKING BEING FOULED

PLAY 3

Subsequent infraction:

- Defender B-1 fakes being fouled on A-1's unsuccessful try
- Officials withhold the whistle and allow play to continue
- **A-4 commits a foul when there is no team control.**

Penalty:

- The ruling official reports the personal foul on A-4.
- The ruling official then reports the technical foul on Team B.
- If Team B is in the bonus, free throws will be awarded to the offender player.
- Team A is awarded two free throws for the technical foul charged to Team B
- Team A is awarded the ball at the division line for a throw-in.

Note: All free throws attempted will not have players occupying lane spaces

The logo features the letters 'IAAP' in a large, blue, sans-serif font. To the right of the letters is a brown basketball with black lines. The entire logo is set against a dark blue background and is framed by a maroon, swoosh-like shape that curves over the top and under the bottom.

IAAP

WRAP-UP



WRAP-UP

We hope you found this document helpful in understanding the significant manual changes to the IAABO manual for the 2024-25 season.

If you should have any questions about the information contained in the document or if you have thoughts or suggestions to improve the IAABO manual, please contact T.J. Halliday at tjhalliday@iaabo.org.

HAVE A GREAT
SEASON!

