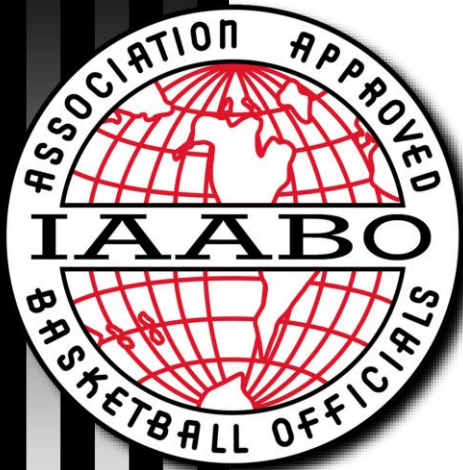


One rule, one interpretation



2025-2026 MAINE OFFICIALS' MECHANICS AND PROCEDURES MANUAL



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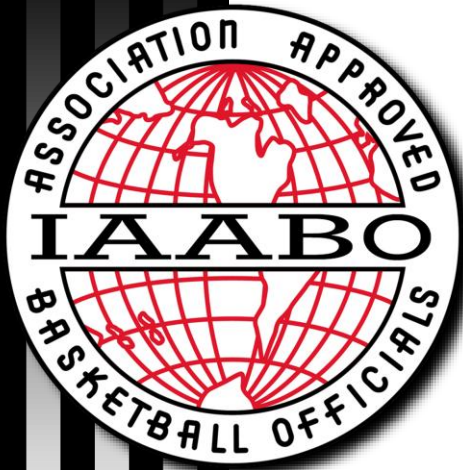
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One rule, one interpretation



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.

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.

The Maine Principals’ Association has adopted the use of video replay for post-season tournament basketball games when facilities have official video equipment and replay capabilities.

Game officials **will be required** to use the designated replay monitor (in regional semifinals and later rounds) to determine if a goal at the expiration of time in the first, second and third quarters should be counted or canceled.

At the expiration of time in the fourth quarter or any overtime period, the monitor review procedure must **only** be used to determine whether a goal 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, **and whether the player had inbounds status when the try was released**.

RULES EXCEPTIONS



Instant Replay Procedure (2-2-1 Exception, IRG 3:3):

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 scorer and timer's table around the 12-minute mark, in addition to their usual pre-game instructions to the scorer and timer, they review the instant replay procedure with the table officials and identify the location of the review equipment.

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.

3. **BEFORE** the replay is initiated, the game officials must signal if the goal should be counted or canceled.

- a. The official responsible for the last-second try should signal to indicate their ruling.
- b. If the covering official is unsure, the game officials may conference to arrive at the ruling.
- c. The Referee may also consult with the table officials in making this determination (2-13).
- d. The Referee sounds their whistle and displays the "replay review signal."
- e. The crew clears the court, moving teams back to their respective bench areas. The review may not be conducted until the court is clear.



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. Replay review signal

RULES EXCEPTIONS



Instant Replay Procedure (2-2-1 Exception, IRG 3:3):

Monitor Review Procedure (Cont.):

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.

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, IRG 3:5):

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.

Timer’s Duties (2-12-5, IRG 5:7:D):

The timer must:

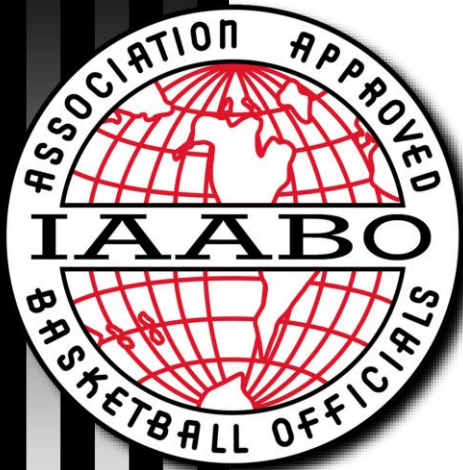
Sound a warning signal to announce 15 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game and signal again at the end of the interval after being directed to do so by an official.

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.

Manufacturer’s Logos (3-5-5, 3-6, IRG 2:5:C):

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.

One rule, one interpretation



MAINE MANUAL EXCEPTIONS



TEAM MEMBER – UNIFORM EXPECTATIONS



Pre-Game on the Court (IAABO Manual 2:5:A.3.c.2):

~~As long as the illegal apparel/equipment does not present a safety concern, team members are permitted to continue warming up but will not be able to participate in the game unless the situation is resolved.~~

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. If a player is not properly equipped, they should be directed to leave the game (IRG 2:1:Penalty NFHS 3-3-5).

JUMP BALL POSITIONING AND 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?”).

SEGMENT 2 – JUMP BALL PROCEDURES

A. While each official has specific primary responsibilities, both officials are responsible for ensuring the jump ball is properly administered and for ruling on all fouls and violations.

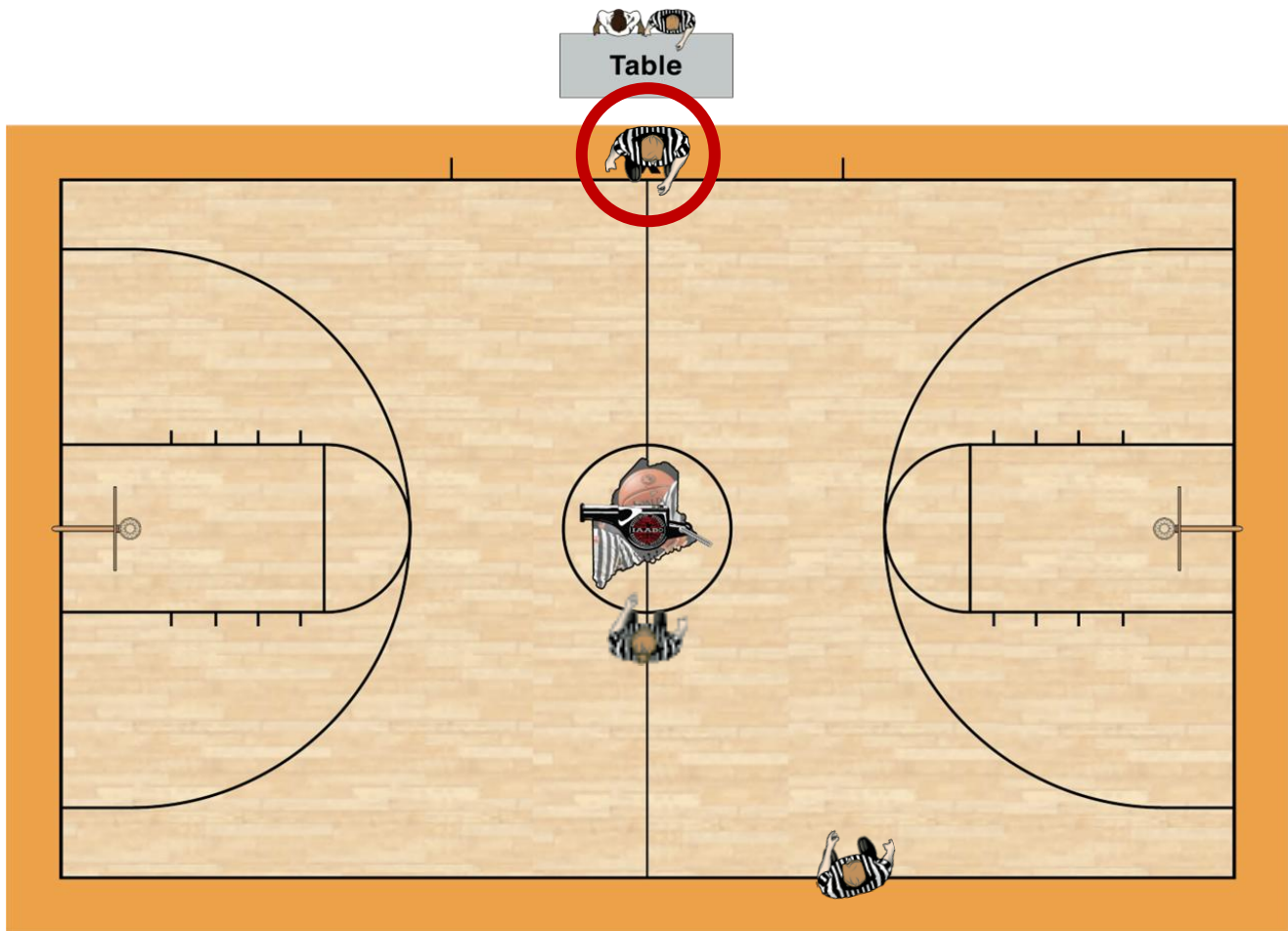
B. The Tosser:

1. Holds the ball and stands at the division line, opposite the table
2. Verifies with their partner that the correct number of players are on the court.
3. Checks with the table, partners ~~and captains~~ for readiness to start the game.
4. Indicates the teams' baskets verbally and with directional signals.
5. Sounds the whistle and then removes the whistle from their mouth.
6. Steps into the circle between the jumpers, once ready to toss.
 - a) **REMINDER:** Center-circle restrictions begin at this point.
7. Tosses the ball straight up, between the jumpers, to a height greater than either of them can jump.
 - a) **REMINDER:** The tossed ball may only be touched by a jumper **after** the ball has reached its maximum height, and before it touches the floor. The Non-Tosser is responsible for this ruling.
8. Remains stationary until players clear the area, and then places the whistle in their mouth.
9. Moves to the **Trail** position (Figures 3-2-1 and 3-2-2).
10. Checks the table to ensure the alternating possession arrow was properly set.

JUMP BALL POSITIONING (Co3)



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





THROW-INS

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

Co2 – Chapter 12

Throw-ins

B. The **Lead** administers all frontcourt throw-ins from the sideline below the free-throw line (Figure 12-6-2):

1. The **Lead** remains on the end line, near the sideline, to designate the spot and bounce the ball to the thrower.
2. The **Lead** then assumes a position that enables them to provide proper coverage of their PCA.

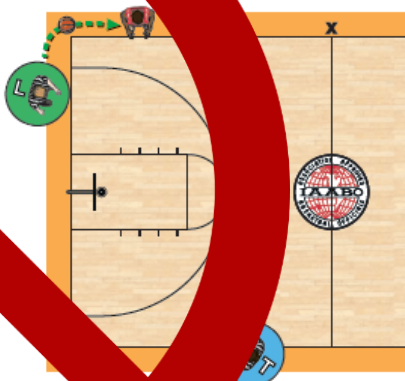


Figure 12-6-2.
Frontcourt Throw-In Below
Free-Throw Line

Co3 – Chapter 12

Throw-ins

B. The **Lead** administers all frontcourt throw-ins from the sideline below the free-throw line (Figure 12-6-2):

1. The **Lead** remains on the end line, near the sideline, to designate the spot and bounce the ball to the thrower.
2. The **Lead** then assumes a position that enables them to provide proper coverage of their PCA.
3. The **Trail** begins the five-second count and signals to start the clock when the throw-in ends.

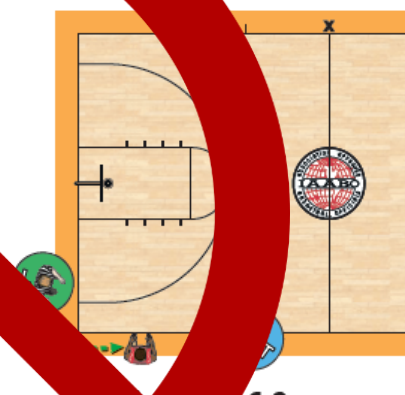


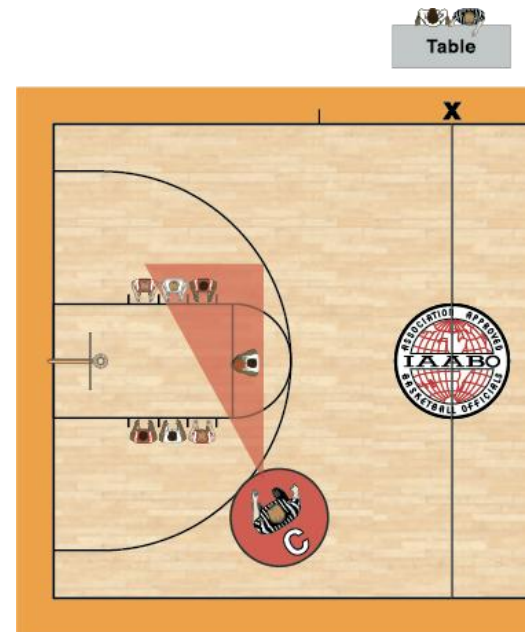
Figure 12-6-2.
Frontcourt Throw-In Below
Free-Throw Line

FREE-THROW ADMINISTRATION (Co3)



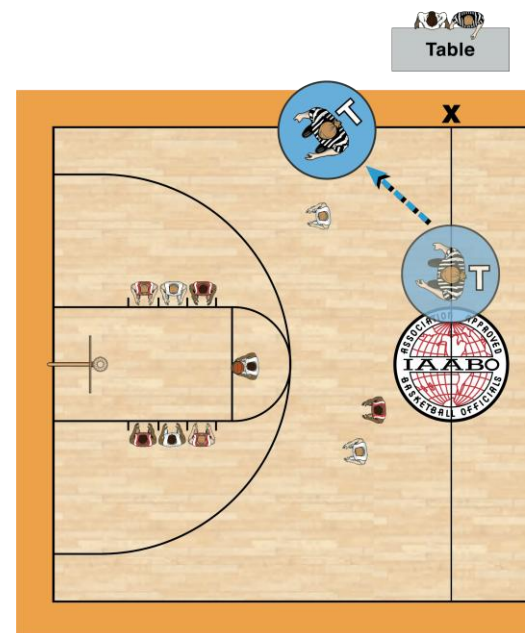
- A. The Center takes a position on the opposite side, approximately three feet behind the free-throw line extended and halfway between the lane line and sideline, that allows them to observe and monitor the following for free-throw violations and other infractions:

1. The free thrower
2. The players in the top two spaces on the tableside lane line
3. ~~The flight of the ball (including ruling on possible goaltending or basket interference)~~



IAABO Co3 Manual 15:3:A

- B. Just before the Lead bounces the ball to the free thrower for the final free throw attempt when the ball will remain live, the Trail moves to the 28' mark on the sideline.
- C. The Trail is responsible for observing and monitoring all players who are not occupying marked lane spaces **or free thrower** for free throw violations and other infractions.
- D. The Trail is responsible for observing the flight of the ball (including basket interference and goaltending), as well as lane activity.
- E. The Trail is responsible for closing down toward the end line once the final free throw attempt is released, to assume all usual rebounding coverage responsibilities.



IAABO Co3 Manual 15:4:B-E

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).

After a foul, when subs are at the table:

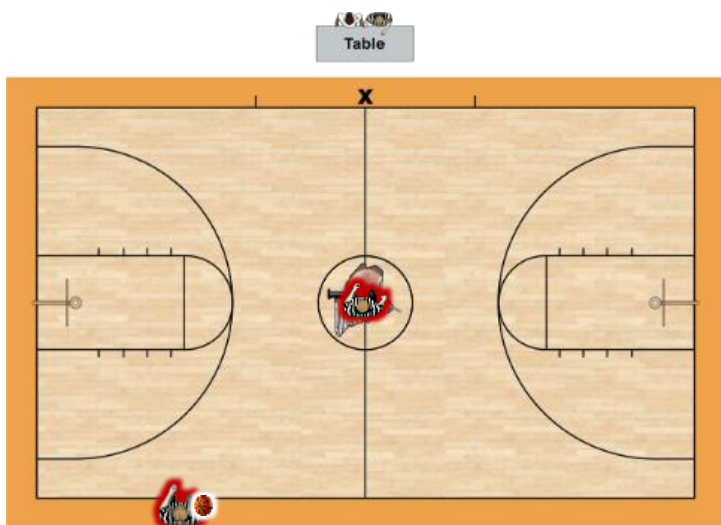
- The reporting official will beckon in subs already at the table.
- This official will release monitoring responsibilities to official administering throw-in or free throw(s).
- If the reporting official is to become the administering official (for the throw-in or free throw), he/she will continue to 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.

TIME-OUT POSITIONS (CREW OF TWO)

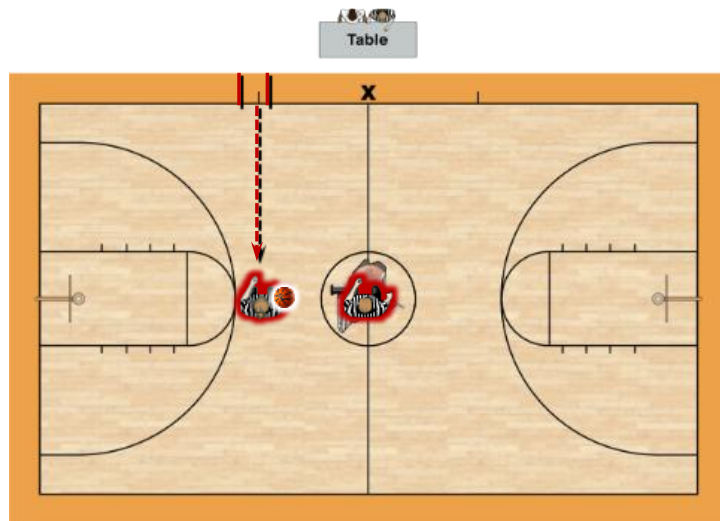


(When there are no cheerleaders / spirit participants)

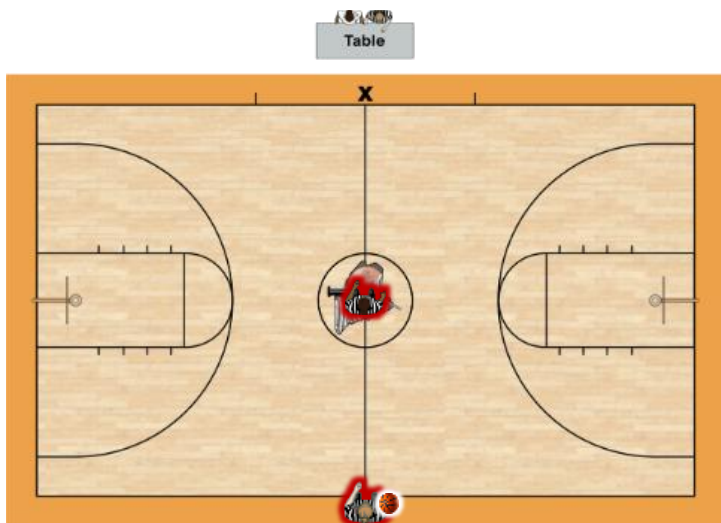
30-SEC, 60-SEC INJURY



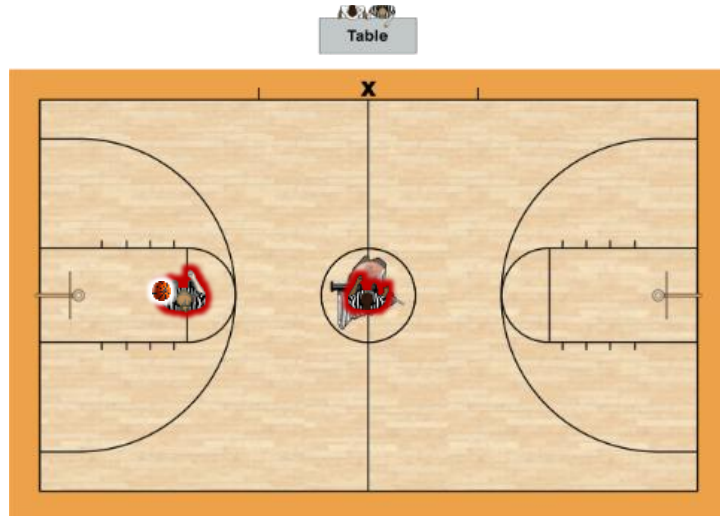
DESIGNATED-SPOT, TABLESIDE



BETWEEN QUARTERS



FREE THROWS

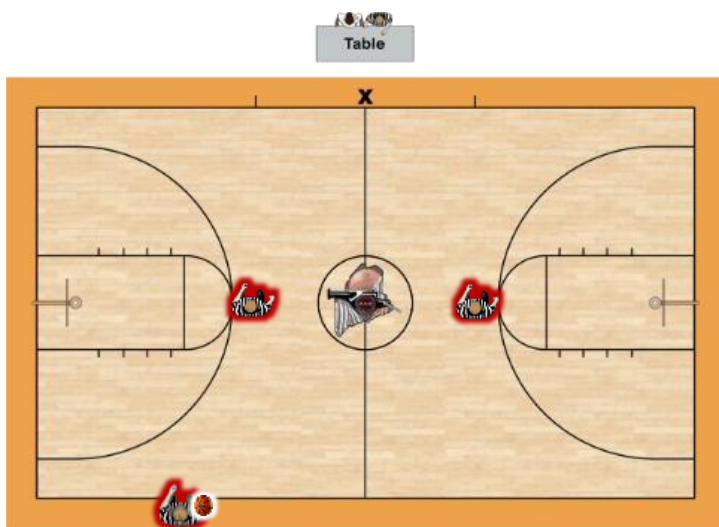


TIME-OUT POSITIONS (CREW OF THREE)

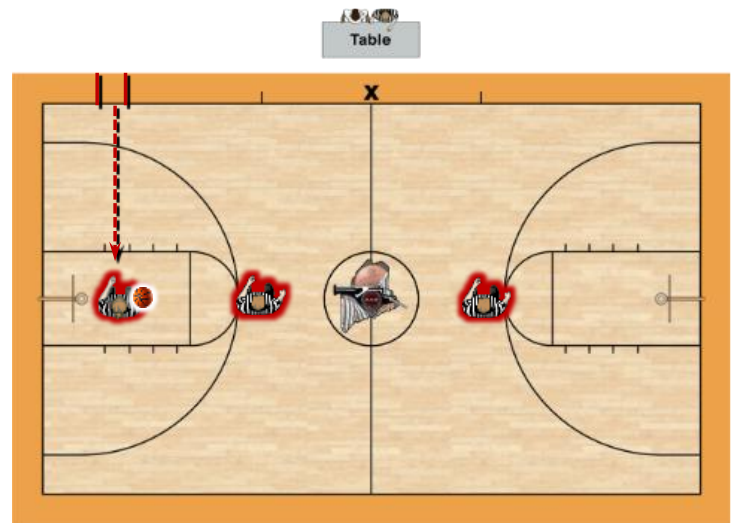


(When there are no cheerleaders / spirit participants)

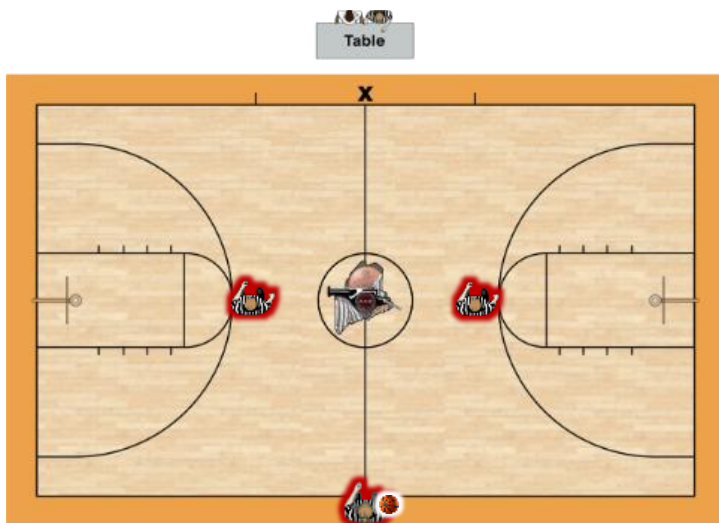
30-SEC, 60-SEC, INJURY



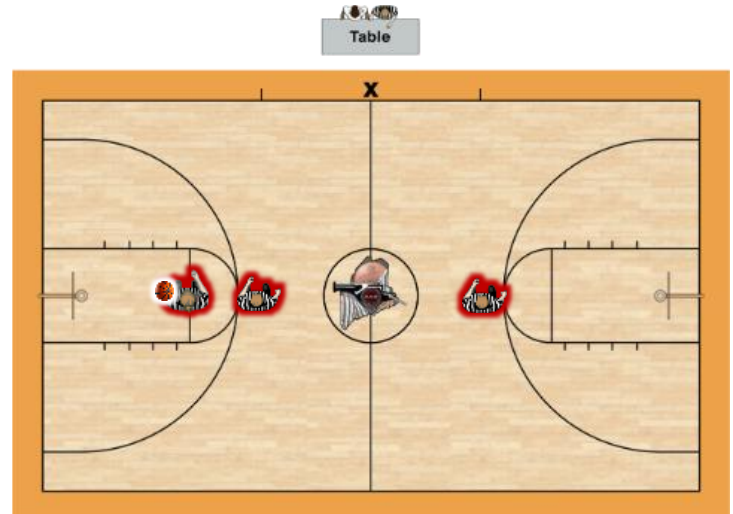
DESIGNATED-SPOT, TABLESIDE



BETWEEN QUARTERS



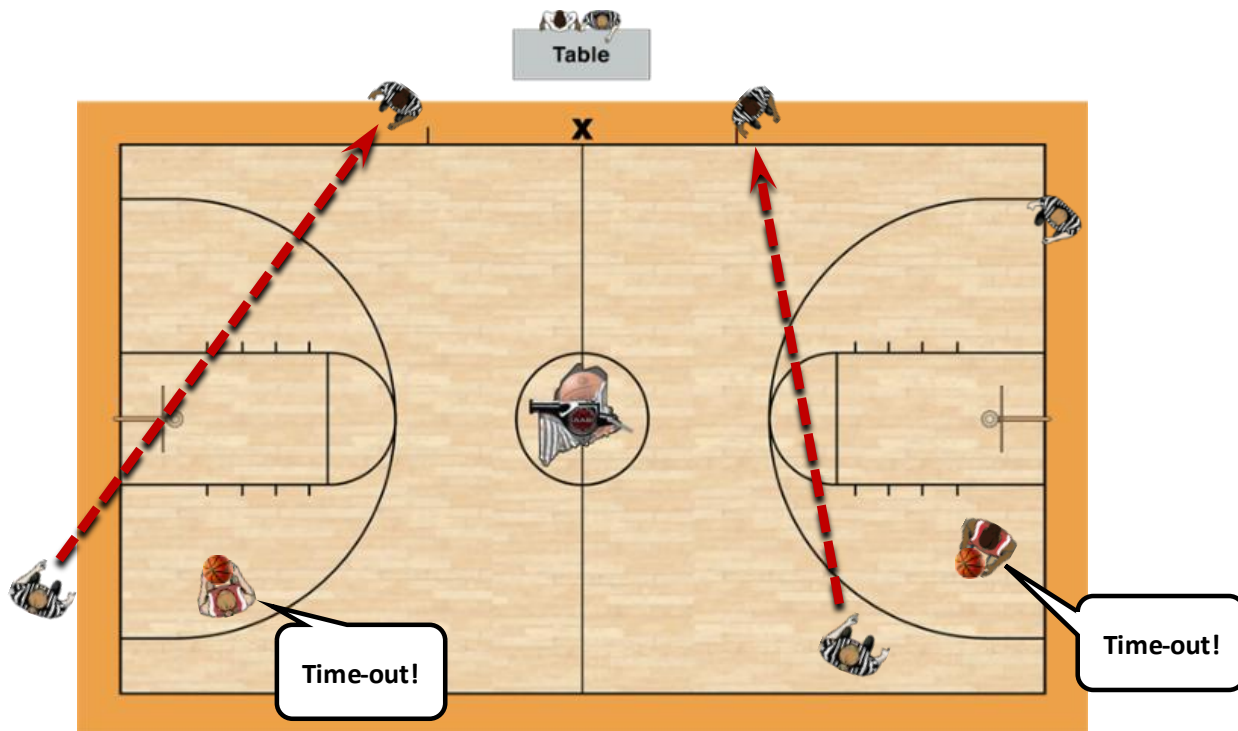
FREE THROWS



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.



SIGNALS – NOT CLOSELY GUARDED

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.

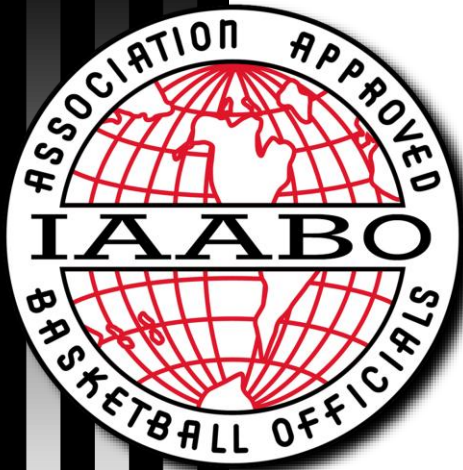
Officials **should not** raise an index finger in the air with one minute remaining in a quarter or extra period.

SEGMENT 1 – LAST-SECOND TRIES

A. One minute remaining:

- ~~1. When there is approximately one minute remaining, it is recommended that the officials communicate that to each other by raising an index finger in the air.~~

One rule, one interpretation



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.

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 – 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.

