



## IGHSAU/IHSAA Basketball Memo



November 15, 2016

Basketball Officials – The 2016-17 basketball season is upon us and we want to clarify some of the mechanics' additions that were demonstrated at the summer and fall clinics that will be allowed this season. Please note the descriptions illustrated with the Referee Enterprises' PlayPics below.

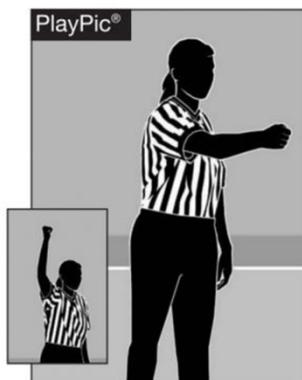
### 1. Two-Handed Foul Reporting



This reads "24" to the scorer.

It is now acceptable to report fouls with either traditional one-hand foul reporting or using two hands as illustrated in the PlayPic to the left. The right hand indicates the first digit (tens) and the left hand indicates the second digit (ones). The example reads "24" to the scorer. Display both hands at the same approximately eye level in line with the frame of your body and verbalize the jersey color of the player that fouled, his/her number – in this example "twenty-four," and the nature of the foul (push, hold, etc.). All members of the officiating crew are encouraged to use the same style of foul reporting (either one-handed or two-handed) so as not to confuse the official scorer.

### 2. Team Control/Player Control Foul



Punch: Team-Control/  
Player-Control Foul

It is now acceptable to signal all team control and player control fouls using the stop clock for foul signal, followed by the "punch" signal. It is no longer necessary to put the arm behind the head to signal a player control foul. It is important to remember to stop the clock with the foul signal first, prior to using the punch signal. In the case of double whistle, signaling the foul first will help prevent a "blarge" situation.

### 3. Goal Scoring Signal



Goal Counts or  
is Awarded

A variety of goal scoring signals are being used by officials. In an effort to promote consistency in the style of signal being used to score a two-point goal, the PlayPic to the left is recommended. Use the stop clock for foul signal followed by the goal counts signal. Count the goal by extending two fingers in front of the body at approximately shoulder height in line with the frame of your body. While signaling also verbalize “score the goal.” This is also the signal used to indicate a successful two-point goal at the expiration of playing time in a period or when a two-point goal is awarded in a basketball interference or goaltending situation. The traditional three-point goal signal is still used to indicate an awarded or successful 3-point goal.

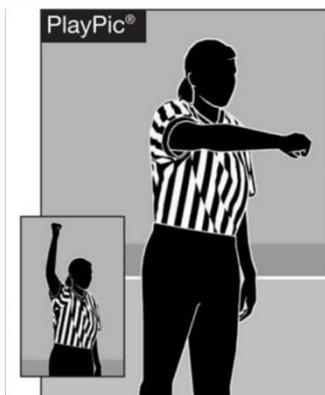
### 4. Hit to the Head Foul



Hit to the Head

It is now acceptable to use the hit to the head signal depicted in the PlayPic to the left to indicate that a player has fouled by hitting the head of an opponent. This situation has often lead to awkward signals being used that did not represent the true nature of the foul. The addition of this signal should lead to consistency and accuracy in reporting the type of foul that occurred.

### 5. Arm Bar Foul



Arm Bar

It is now acceptable to use the arm bar signal depicted in the PlayPic to the left to indicate that a player has fouled by illegally placing an arm bar on a ball handler/dribbler. The illegal use of hands signal does not adequately represent the specific type of foul that has occurred. Use of the arm bar signal will help to clarify what type of foul has occurred and will reinforce the continued emphasis on calling specific types of illegal contact on the ball handler/dribbler.

## 6. Two Hands on Ball Handler/Dribbler Foul



**Two Hands on the  
Ball Handler/  
Dribbler**

It is now acceptable to use the two hands on the ball handler/dribbler signal depicted in the PlayPic to the left to indicate that a player has fouled the ball handler/dribbler. This signal reinforces the “automatic” foul that must be called when a defender places two hands on a ball handler/dribbler. The addition of this signal should also lead to consistency and accuracy in reporting the type of foul that occurred.

Please let us know any questions and please work to implement these new mechanics into your game. Have a great season!

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