

2020-21 Rules / Mechanics Modifications

NFHS RULE MODIFICATION: Elimination of the Jump Ball Procedure (6-2-2)

- Eliminate the jump ball and award the choice of first possession of the ball to the team winning a coin toss, called by the visiting team.
- The alternating possession procedure will initiate with the throw-in to start the game. The A-P arrow will then reset by rule when the initial throw-in is completed.
- If a violation or foul occurs during the A-P throw-in to start a game, follow standard rules and procedures. (see 6-4-1)
- Overtime periods will be started with possession by the team based on the alternating possession arrow.

OFFICIATING MECHANICS MODIFICATIONS

- COVID-19 safety protocol as required by NJSIAA shall be followed. (see protocol)
- Electronic whistles are optional and are permitted.
- 3-2-1: The referee shall "visually and verbally" confirm Rosters and Starters at the scorer's table but will not touch books, pens / pencils, or be required to sign the scorer's book.
- 2-4-5: Limit attendees in the pre-game conference to the referee, head coach and one captain representing each team. Each coach shall stand on opposite sides of the division line with all others maintaining a social distance of 6 feet or greater.

Order of activities:

- Verbal Introductions (no handshaking)
- NJSIAA Sportsmanship Statement Reading / Acknowledgement
- NFHS Sportsmanship / Uniform Acknowledgement
- Coin Toss (visiting team choice)
- Suspend handshakes before and following the Pregame Conference.
- 1-12-3: RECOMMENDED: The ball should be provided to officials in the locker room, after being sanitized (by home team staff) as recommended by the ball manufacturer. The game ball shall not be used for warm-ups.
- Officials are not required to wear jackets during pregame court/player observation. No clothing is to be left at the scorer's table from the officiating crew.

- 2-7-2: Putting the Ball in Play [Throw-in (7-6-1) and / Free Throw Administration (6-1-2c)]
 - The official's will not be required to touch (or handle) the ball prior to a throw-in or free throw.
 - Traditionally the ball is "at the disposal" of the player when the ball is handed <u>or</u> bounced (and caught) by the thrower.
 - To avoid excessive contact of the official's hands with the ball, the stop clock signal (hand extended with open palm) will be shown followed by one short blast of the whistle. This signals the ball is now at the player's disposal for a throw-in or free throw and the appropriate count begins.
 - For throw-ins that require this mechanic, the official administering the throw-in will handle such.
 - For free throws, the LEAD official will handle this mechanic.
 - Officials may use verbal cues such as, "wait for my whistle" or "on my whistle" as in other sports where live ball / dead ball mechanics are controlled by a whistle and/or signal.
 - The administering official may also use other verbal cues, like "play" or "ready" in conjunction with the whistle to guide the thrower.
 - Official's will place the game ball at the scorer's table during the halftime intermission for proper disinfecting procedures. This ball will not be used for warm-up activities.
- For coaches and athletes confronting officials regular season penalties will be utilized. No Tolerance.
- Standard NJSIAA uniform modifications are still in effect. Masks are permitted that do not pose a safety threat to the athlete or official. Color restrictions do apply to facemasks and Gaiters (both legal) and must not contain any messaging. A single manufacturer's logo is permitted provided it does not exceed 2 ¼", per NFHS logo requirements.
- When in doubt, play the game and report uniform questions to your local chapter secretary and/or the NISIAA.
- Officials are reminded they are not responsible for COVID-19 school specified protocol requirements with players, staff, and spectators. Discuss any safety issues with the on-site school administrator as needed.

Billy Martin NJSIAA State Basketball Rules Interpreter

NJSIAA Staff Tony Maselli Al Stumpf Kim Cole