



USE OF PROPER SIGNALS AND THE REPORTING AREA

One of the most important tenets of good officiating is good communication. The easiest and quickest way for officials to establish credibility is to effectively communicate with players, coaches, spectators, and the scorer's table during a basketball game. When officials properly and effectively communicate with all stakeholders during a contest, their judgement is questioned less, their confidence is heightened, and their overall game management is improved.



USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

Good communication centers on the use of proper signals and mechanics. Signals are verbal and non-verbal means of communication by officials and are required by rule. Each time the whistle is sounded in a basketball game, there is an accompanying signal. Virtually all NFHS Basketball-related publications contain the approved list of signals officials should use. Meanwhile, mechanics are the methods or procedures used by officials while officiating the game that help put the official in the best possible position to provide proper court coverage and to provide effective communication to the table officials.



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Count and Start Clock



Blocking Foul

- Officials are to be professional and consistent in the use of NFHS-approved signals and mechanics.
- Officials should not attempt to draw attention to themselves by using unapproved, emphatic or theatrical signals.



USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

Adherence to prescribed NFHS signals and mechanics presents an environment where the officials are in charge and the game is well-officiated.

Whether calling a violation or a foul, anytime an official blows his/her whistle, he/she shall also raise his/her hand to stop the clock. If a violation is being called, the official will extend one arm above the head with an open palm/fingers extended, while if a foul is being called, the official will raise one arm high above the head with the fist clenched.



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Stop Clock



Stop Clock for Foul

Officials are instructed to use a proper stop-clock mechanic anytime they blow their whistle and follow proper procedures for indicating if a violation has been observed or for reporting a foul to the scorer's table.



USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

When a violation is observed, an official shall complete the following after blowing his/her whistle and stopping the clock:

- Move towards the area of the violation.
- Signal the nature of the violation.
- Signal the direction for the throw-in and the team to make the throw-in by stating the jersey color.
- Indicate the throw-in spot.



USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

All officials are responsible for contact rulings and all fouls. It is imperative that the following procedure be used in this order after an official blows his/her whistle and raising his/her arm to stop the clock:

- (if necessary, for player clarification) Delay and extend the other hand, palm down toward the fouling player's hips (i.e., "bird dog").
- While holding the foul signal, move toward the play and fouling player, stop, and verbally inform the player he/she fouled by stating the jersey color and number.
- Lower the foul signal and indicate the nature of the foul by giving a preliminary signal using the approved NFHS signal.





USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

- Indicate what will follow as a result of the foul (throw-in, free throws, made basket, etc.).
- After signaling what will result, wait for players to separate, particularly if they are in close proximity to one another, and then move to the reporting area to announce the foul to the scorer. In general, the reporting area is a rectangular area that runs from the middle of the top of the free throw circle on each end of the floor to an area approximately 10' towards the scorer's table.
- Once in the reporting area, the official will come to a complete stop before communicating with the official scorer.





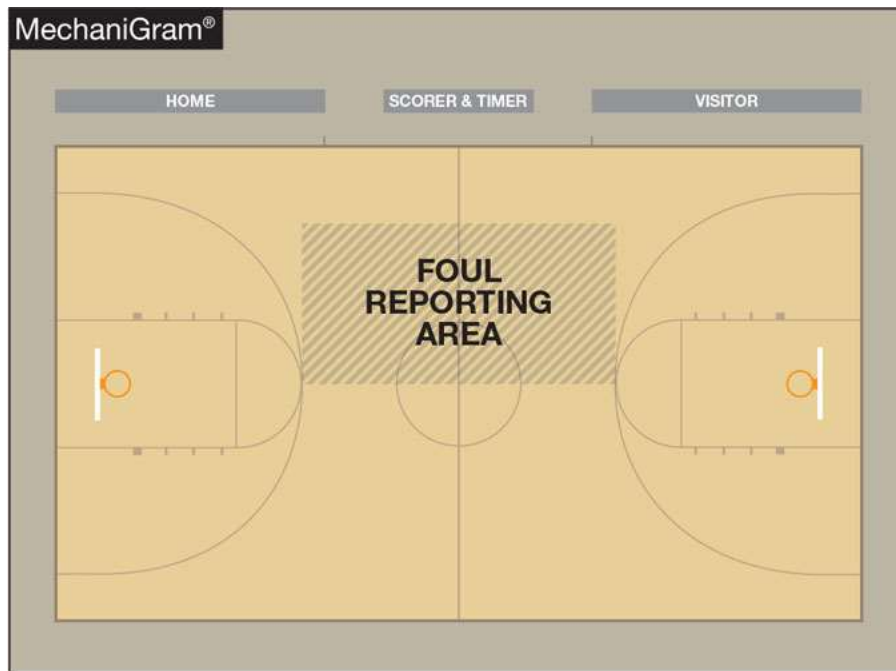
USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

- Slowly state the color of the jersey of the player who fouled. Visually indicate the number of the player who fouled using a two-handed signal (right hand shows the ten's digit and the left hand shows the single's digit) while verbalizing the number to the scorer.
- Indicate the type of foul committed.
- Indicate what activity should follow (throw-in, free throws, etc.)

For a complete description of all 2-person and 3-person mechanics, please refer to the NFHS Basketball Officials Manual.

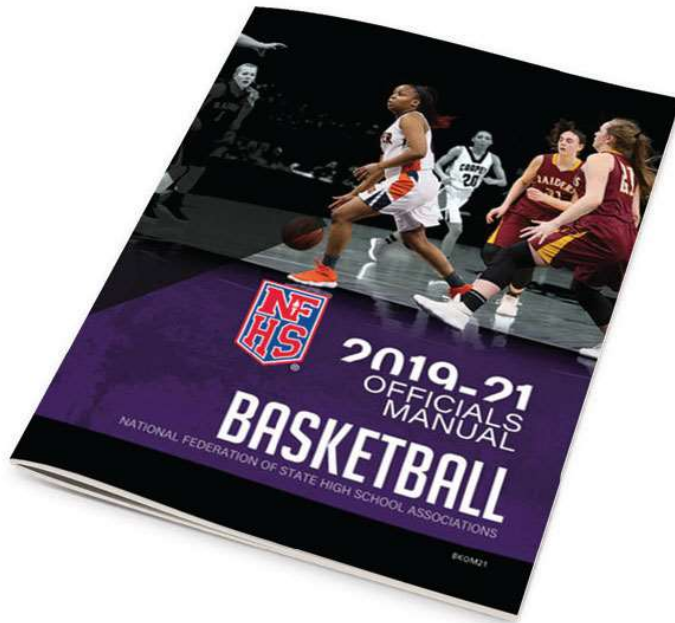


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In the case of foul reporting, officials shall wait for players to separate and then move to the reporting area in the middle of the playing court, approximately 10 feet away from the scorer's table. Officials should come to a complete stop before communicating with the official scorer.

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Officials are asked to refer to the NFHS Basketball Officials Manual for complete descriptions of two- and three-person mechanics.

