

**2006 – 07 POINTS OF EMPHASIS**

**1. Proper Procedures for Handling Apparent Concussions**

**Action Plan**

If you suspect that a player has a concussion, you should take the following steps:

1. Remove athlete from play.
2. Ensure athlete is evaluated by an appropriate health care professional. Do not try to judge the seriousness of the injury yourself.
3. Inform athlete's parents or guardians about the known or possible concussion and give them the fact sheet on concussion.
4. Allow the athlete to return to play only with permission from an appropriate health care professional.

**Signs and Symptoms**

These signs and symptoms may indicate that a concussion has occurred.

Signs Observed by Coaching Staff

- Appears dazed or stunned
- Is confused about assignment
- Forgets plays
- Is unsure of game, score or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness
- Shows behavior or personality changes
- Can't recall events prior to hit
- Can't recall events after hit

Symptoms Reported by Athlete

- Headache
- Nausea
- Balance problems or dizziness
- Double vision or fuzzy vision
- Sensitivity to light or noise
- Feeling sluggish
- Feeling foggy or groggy
- Concentration or memory problems
- Confusion

**2. TIME-OUTS**

**30-Second Time-Outs**

- 30-second time-out length increasingly being improperly extended
- Prime examples include:
  - Cleaning up spilled water
  - Putting chairs/stools back in place

- Cheerleaders or other on-court entertainment
- Players should hydrate near team benches and off playing surface
- Officials shall indicate to the benches when the warning signal has sounded
- Coaches should immediately prepare players to return to the floor
- The game should promptly resume when the second horn is sounded
- If a team does not have the court ready for play following any time-out, a team warning for delay shall be issued
- If the court is ready, but the players are delaying, the resumption of play procedure should be followed
- Cheerleaders or other on-court entertainment are not permitted on the court during a 30-second time-out (5-11-2)

#### **GRANTING TIME-OUTS**

- Coaches attempting to call a time-out during playing action are a continuing problem
- When player control is lost, officials must concentrate on playing action while attempting to determine if a time-out should be granted
- A request for a time-out does not guarantee that a time-out will be granted
- Player control must be clearly established
- Officials should not grant a time-out until player control is obvious

### **3. Uniforms**

- Committee still concerned with use of uniforms in unsporting ways
- Marked improvement last year, but still need to enforce proper wearing of uniform
- Jerseys must be tucked in and shorts pulled up above the hips
- New – guidelines established for wearing headbands and sweatbands

#### **a.) UNIFORMS – UNDERSHIRTS**

- Increase in illegal undershirts being worn
- If visible, the undershirt...
  - Shall be similar in color to the torso of the jersey
  - Shall be hemmed and not have frayed or ragged edges
  - Sleeves must be the same length
- Visible markings are NOT permitted
  - manufacturer's logo/trademark/reference
  - school's mascot/logo

#### **b.) UNIFORMS – COMPRESSION SLEEVES**

- Increase in players wearing sleeves for various reasons
- Legal – Compression sleeves worn for medical reasons
- Illegal – Decorative sleeves made of cotton or other non-supportive materials

### **4. Intentional Fouls**

- Contact specifically designed to stop or keep the clock from starting
  - Away from the ball
  - When not making a legitimate attempt to play the ball or player
- During a throw-in –
  - Contacting the thrower-in
  - Fouling a player NOT involved in the play (setting a screen, cutting to the in-bound pass, etc.)

- Fouling late in the game is an accepted coaching strategy
- There is a right way and a wrong way to foul
- Coaches must instruct players in proper technique for strategic fouling
- "Going for the ball" must be done properly

### 5a.) Proper Use Of Signals

- Movement away from consistent use of approved mechanics/signals
- Officials' signals are a means of communicating to scorers, players, coaches, spectators and media
- Deviation from approved NFHS signals is unacceptable

### b.) Rules Enforcement

- Individual and personal rule interpretations have a negative impact on the game
- Rules are written to provide:
  - a balance between offense and defense
  - minimize risks to participants
  - promote the sound tradition of the game
  - promote fair play
- Individual philosophies and deviations from the rules as written negatively impact the basic fundamentals and tenants of the rules and the game

Officials must be consistent in the application of all rules, including:

- **Contact** –
  - Contact not deemed a foul early in the game should not be a foul late in the game simply because a team “wants” to foul
  - Contact deemed intentional late in the game should be called intentional early in the game
- **Closely Guarded** –
  - Officials must properly judge the six-foot distance and begin a closely-guarded count when a defender obtains a legal guarding position
  - Failure to properly judge the six-foot distance gives the offensive player an unfair advantage
- **Throw-ins** –
  - Adhere to designated spot throw-in locations – don't get lazy
  - Be aware of offensive and defensive players breaking the throw-in boundary plane and administer proper penalties
  - After a made basket, begin the throw in count when the ball is at the disposal of the player
- **Coaching Box** –
  - In states that authorize the use of the optional coaching box, the head coach is the only person on the bench that is permitted to stand and must remain in the coaching box
  - All other bench personnel must remain seated at all times except:
    - a team member reporting to the scorer's table
    - during time-outs or intermissions
    - to spontaneously react to a play