

WASHINGTON RULE EXCEPTIONS AND INTERPRETATIONS

Blood Rule

If a player is determined to be bleeding, have an open wound or have blood on their uniform (jersey, pants/skirt) the official shall stop the game and notify coach of situation. After notifying coach, official shall direct the timer to time 20-seconds (2-12-6). If the blood situation is resolved in 20 seconds, player can remain in the game without team having to use a timeout (3-3-7).

If the blood situation can't be resolved in 20 seconds, the official shall direct the head coach to either replace the player within the 15-second substitution period or take a timeout if available (60-second timeout if they have one, otherwise they can use a 30-second timeout) in order to keep the player in the game (3-3-6).

For a player to return to the game, bleeding must be stopped, wound covered or the uniform item that has blood on it must be either cleaned or replaced (3-3-7). If cleaned and continued to be worn in the game, the coach is verifying that the uniform item was appropriately cleaned.

Players are not allowed to remove jersey, pants/skirt in the visual confines of the playing area (Technical Foul 10-4-5-h, 10-5-1-h). If the player(s) leaves the bench area to replace/clean the uniform, they must do so under the direct supervision of adult bench personnel.

If the jersey is replaced, the new number must be reported to the scorekeeper before the player returns to the game, the player will not be penalized.

If the coach uses a timeout in order to keep the player in the game, the player must be ready to play at the end of the timeout period.

Closely Guarded

Closely Guarded count (Rule 4-10, Rule 9-10) shall be utilized for both holding and dribbling the ball while team is in control in their front court.

Coaching Box

The 28-foot coaching box has been adopted.

Guards, Casts and Braces

Guards, cast and braces do not need a letter of authorization from the WIAA provided each meets the NFHS rule specifications.

Jewelry

Jewelry is prohibited, 3-5-7. Putting tape, band aide or other covering does not make jewelry legal to wear. Religious items may be worn if taped under the uniform. Medical Alert can be worn if taped but information on item should not be covered.

If an official sees a player wearing jewelry, inform the player they can't participate until the jewelry is removed. This includes the pre-game warm-up. If noticed during play, at next dead ball, get a sub for the player and player may not return to the game until jewelry is removed.

If an official suspects the player is wearing jewelry that is covered, i.e. player has tape on both earlobes, official should take player over to Head Coach and have coach verify whether there is jewelry under the covering or not. If Head Coach says there isn't jewelry, player may continue to participate. If Head Coach verifies there is jewelry under the covering, then player may not participate until jewelry is removed.

Junior High/Middle School

Leagues have the option to not follow the shot-clock operations.

Leagues have the option to use 4 – 10 minute running clock quarters.

When playing four quarters of ten minutes of running clock, the following additional rules will be in effect:

1. The clock will continue to run except for timeout, officials time out or injury.

2. During the last two minutes of 2nd and 4th quarter clock will be a normal stop clock unless a team is up 30 points.

3. Half time will be five minutes.

4. During each four minute overtime period, the clock will continue to run the first two minutes and will stop during the last two minutes. WIAA Handbook 33.66.1

Mercy Rule/Running Clock

Beginning in the second half, if the point differential is 40 points or more, the game clock shall run continuously for the remainder of the game except for an official's timeout (5-8-2, 4), a charged timeout (5-8-3), time between quarters (5-5-1), or the administration of free throws.

The clock shall stop for free throws, once the official signals the number of free throws to the scorers' table. The clock will then restart as it would normally.

If the shot clock can run independently from the game clock, the shot clock will remain in effect. If the shot clock cannot run independently from the game clock, the shot clock should be turned off.

Once the running clock has been initiated, the clock will continue to run even if the point differential drops below 40 points. NFHS 5-5-3 Note, WIAA Handbook 33.5.1.

Pregame Sporting Conduct

Team must go directly to their designated half court for warming up and are restricted to warming up only on their designated half court before the

game and at half time. If a team runs around the court or on the opposing team's baseline (whether the opposing team is on the court or not) or through the opposing team's warm up drills, an indirect technical for unsportsmanlike conduct will be issued to the head coach and the coach loses the coaching box privilege. NFHS Basketball Rule 10-5-1, WIAA Handbook 33.5.2.

Protests

The WIAA allows coaches to protest a misapplication of the rules.

A coach may not protest a judgment call by the Official. If there is a question as to whether it is a misapplication or judgment call, allow the protest to proceed.

When the Head Coach wishes to protest, the protest must be written in the scorebook. The information should include the time, number of fouls against each player and team, number of timeouts taken and the score of the game at the time of the protest, as well as the reason for the protest.

Regular Season. The game is then continued from the point of interruption. The school will proceed with the protest with WIAA staff on the next school day. Officials that worked the contest should notify their assignor immediately following completion of the contest and may be asked for more information. WIAA Handbook 29.0.0

League/District/State Playoffs. Protests must be handled immediately at the time of protest before the game may resume based on the established protocol for the particular League/District/State that the game is being played under.

Shot Clock

Art. 1 Use a 30-second shot clock.

Art. 2 Use the shot clock the entire game, including extra periods, except when 30 seconds or less remain in the quarter or extra period, in which

case the shot clock shall be turned off. **Note:** If the shot clock cannot run independently from the game clock, the shot clock may be turned off during the implementation of the mercy rule.

Art. 3 Control a separate timing device with a horn that shall have a sound that is distinct and different from that of the game clock horn.

Art. 4 Have an alternate timing device.

Art. 5 Start the timing device when:

- a. Ball is legally touched on a throw-in (also start 10 second backcourt count if applicable).
- b. Player gains possession following a jump ball.
- c. Player gains possession following a rebound.

Art. 6 Stop the timing device and reset it when:

- a. Team control changes from one team to the other.
- b. A foul occurs (Exception: Art. 7e).
- c. A held ball occurs (Exception: Art. 7d).
- d. A try for goal strikes the ring or flange or enters the basket.
- e. A violation by the team in control
- f. A kicked-ball violation.

Art. 7 Stop the timing device and continue time without a reset when play begins under the following circumstances:

- a. The ball is deflected out of bounds by a defensive player.
- b. A player is injured, loses a contact lens or glasses and official blows their whistle.
- c. A charged timeout.
- d. During team control as defined in NFHS 4-12, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team.
- e. After a double foul, double technical foul, simultaneous foul, simultaneous technical foul or an inadvertent whistle when there is team control

as defined in NFHS 4-12 and as described in NFHS 4-36.

Art. 8 Sound the shot-clock horn at the expiration of the shot-clock period. The shot-clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates :00 but the shot-clock horn has not sounded, the shot-clock time has not expired.

Art. 9 Allow the timing device to continue during a loose-ball situation when the offense retains possession or when a field-goal try is attempted and is an airball or is attempted at the wrong basket.

Art. 10 Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot-clock period or whether a for goal contacted the ring or flange. Game officials may use Table Officials (2-1) to get information to help make final decision.

Art. 11 When an obvious mistake by the shot-clock operator has occurred in failing to set or reset the shot clock, the mistake may be corrected in the shot-clock period in which it occurred only when the referee has definite knowledge relative to the mistake and time involved. Any activity after the mistake has been discovered shall be canceled, with the exception of any flagrant, intentional or technical foul.

Art. 12 It is a violation when a try for goal does not leave the shooter's hand(s) before the expiration of the shot clock or if a try for goal has been released, then the shot clock expires while the try is in the air and subsequently the try does not strike the ring or flange or enter the basket.