

PLAYCALLING PROFICIENCY | CONSISTENCY | UNIFORMITY

5th Quarter? Huh?...

Most officials have likely encountered utilization of the recently approved 5-Quarter Rule in Basketball, whether you've known it or not. The 5-Quarter rule permits a high school basketball player to participate in up to five quarters on the same date between multiple games and only have it count as a single game that week.

Any time a player is in the game during a live ball will count toward that quarter, and the rulebook provides that OT periods are extensions of the fourth period - so playing during OT doesn't count as an additional quarter as long as he/she played in the fourth quarter.

The question we've been receiving from officials as they've stumbled upon is, "What is our role?"

The short answer is nothing. Officials are not responsible to track, monitor or attest to the number of quarters a player plays in a game or a date. If the player is permitted to play in the current game under the NFHS playing rules, then they should be permitted to enter and play in the game. The responsibility to determine whether a player is permitted to play in a game under the 5-Quarter rule is that of the coach, AD and official scorer.

Here are some responses to common comments or questions officials may be asked:

At the pregame meeting, the home coach says, "We've got two sophomores playing under the 5-Quarter Rule."

- "Thanks coach, but we don't have any responsibilities for the 5-Quarter Rule. You'll want to make sure your scorer knows all of that information."

In the third period, the visiting coach says, "#3 played the entire JV game, and now she's already played in two quarters this game."

- "Sorry coach. We're not keeping track of the number of quarters a player plays. She's eligible to play in this game

under the playing rules. You may want to mention it to the scorer or opposing coach, or have your AD look into it after the game."

At the end of the first quarter of the varsity game, the coach asks, "How many quarters did #3 play in the JV game?"

- "Sorry coach. I can't help you with that. We're not keeping track of that information, but you should check with the scorer if you'd like to get more information."

During warmups, the coach asks, "Can you explain the 5-Quarter Rule to me? #3 played all four quarter and the OT period in the JV game, and I don't think he should be able to play this game."

- "Coach. I can't tell you whether he should be able to play, but remember that OT is an extension of the fourth period. I would check with the scorer and his coach to see if he should be playing in this game."

Penalties for Improper Mask Wearing

We ask that officials continue to be judicious in mask enforcement. Use 1) Remind, 2) Warn and 3) Remove as a guide for addressing players on the court. The Remind step can include multiple reminders, if the mask is falling incidentally. While a technical may be issued for a player not complying with an official's directive (no technicals for improper mask wearing, per se); in the vast majority of cases, this should not occur unless the player has been removed at least once.

For coaches, there's no Remove step. Again, we would suggest that the Remind step include multiple reminders, if incidental. However, coaches that outright refuse an official's directive or warning are subject to technical fouls. Also, please use common sense when determining what is prohibited. A coach that simply pulls the mask out slightly so that he/she can be heard is likely okay as long as it still completely covers the nose and mouth.

Rules Review:

Team A is leading Team B, 60-19 with six minutes remaining in the fourth period. After a foul against Team A that will result in free-throws, Team A's coach requests a time-out. When Team A goes up 40 points, the Point-Differential Rule kicks in and the clock will run except for time-outs, between periods and for free-throws inside the last two minutes of the game. When does the clock start here?

Ruling:

Under all the exceptions to the Point-Differential Rule, the clock will start under normal timing procedures (*i.e., as it would under normal circumstances*). So, the clock will not be restarted until it would normally start after the administration of free-throws, even though the time-out occurred outside of two minutes remaining.