



Member Meeting

05 February 2024

Mann Middle School Auditorium  
1001 E Van Buren St, CS 80907



## **Welcome and Opening Prayer**

- **Announcements**
- **Open Board Nominees**
- **Rules Interpreter Discussion**

**Closing**



# Welcome and Opening Prayer



# Announcements

CSBOA President: Tim Hutchins



# End of Season Banquet

Monday, 19 February

Arrive/Apps 5:30 pm

Dinner 6:00 pm

\$30/person



**JACK QUINN'S**  
Irish Pub & Restaurant



# End of Season Awards

Vote NLT 8 November



# Executive Board Nominees

President  
Area Director  
Secretary  
Member-at-large  
Rules Interpreter



Election Committee Chair-Person: Elaine Wright

# RULES INTERPRETER DISCUSSION

CSBOA Rules Interpreter: Steve Riker



# CHAPTER 16

## SUBSTITUTIONS & SUBSTITUTE TECHNICAL FOULS

### Reporting to the scorer

\* when a substitute wants to enter the game, they must report to the official scorer at the “X” marked on the floor in front of the scores table.

## REPORTING TO THE SCORER

- \* after reporting to the scorer, a substitute must remain outside the boundary line until **an official beckons** them onto the court.
- \* if the ball is about to become live when the substitute reports, the **Official should wait** to bring in the substitute until the next opportunity.
- \* when the ball is dead in the clock is stopped, the scorer must use a **sounding device or sound the game horn** to alert the game officials that one or more substitute(s) wish to enter the game
- \* when three or more substitutes from the same team enter the game during the same substitution opportunity, **either team** may request a defensive matchup

## REPORTING DURING INTERMISSIONS & TIME-OUTS

- \* they must report to the scores table **before the 15 second warning horn** that sounds to indicate the intermission or timeout is about to end
- \* when the substitute does not properly report before the 15 second warning horn, the player whom they were replacing (who is on the court when the previous quarter ended or when the time out was granted) must return to the court to play until the next opportunity to substitute

## MULTIPLE FREE THROWS FOLLOWING A PERSONAL FOUL

- \* substitutes may only be beckoned onto the court before the final free throw attempt or after a successful final free-throw
- \* if a player is required by Rule to be replaced before the final free throws administered, any other substitute(s) who had already reported to the scorer may also enter the game at the same time

## REPLACING A FREE THROWER

- \* a player entitled to free throws resulting from a personal foul **may not** be replaced by an entering substitute unless the free thrower is disqualified or injured and unable to attempt the free throws
  - 1) the substitute who enters to replace the injured or disqualified player **must attempted** free throws
  - 2) if there is no substitute available, the team captain or head coach may select **any teammate** to attempt the free throw(s)

## REPLACING A FREE THROWER

- \* a player designated to attempt free throws for a technical foul **may be replaced** by a substitute
- 1) any **eligible** substitute may enter the game to attempt the free throws
- 2) each free-throw may be attempted by a **different player**



## SUBSTITUTE BECOMES A PLAYER

- \* when an official **beckons** a substitute, as soon as they **legally enter** the court, they become a player
- \* a substitute who enters **illegally** becomes a player when the ball becomes live
- \* a substitute who enters during a live ball becomes a player when the ball becomes live following **the first dead ball**
- \* a player becomes bench personnel when they're **substitute** becomes a player, or after their coach **is informed** of their disqualification

## ELIGIBILITY FOR RE-ENTRY

- \* a player who is replaced by a substitute or directed to leave the game as a result of a uniform infraction, injury or blood issue is not eligible to re-enter the game until the next opportunity to substitute
- 1) the next opportunity to substitute is defined as the next dead-ball period (with the clock stopped), after the clock was properly started following the players substitution. At least **one tick** must come off the clock before the player is eligible to become a substitute

## ELIGIBILITY FOR RE-ENTRY

- \* there is no minimum amount of time that an eligible substitute is required to remain in the game. The player may enter the game and be replaced by another eligible substitute during the same dead-ball period, even if the clock did not start

## UNIFORM INFRACTION

- \* why a player commits any of the following uniform infractions, they must be directed to leave the game
  - 1) failing to wear their **uniform bottoms** properly and above their hips
  - 2) failing to tuck both the front and back of their team jersey into their uniform bottoms when it is designed to be tucked in

## UNIFORM INFRACTION

- \* these infractions should be penalized during dead-ball periods with the clock stopped. If an official(s) notice these infractions during a live ball, they should wait for the next dead-ball opportunity to rectify the situation. If the player does not address the issue, the official should direct the player out of the game and request a substitute from the head coach
- 1) there is no rules based warning for uniform infractions
- \* a charged time out **does not** alter the requirement for a player to leave the game until the next opportunity to enter, **after the clock has properly started**

## INJURED PLAYER/BLOOD ISSUES

- \* when a player is injured and unable to immediately resume play or injured to the extent that the coach or other bench personal are beckoned **and come onto the court** , the injured player must be replaced unless a timeout is granted and the situation can be remedied by the end of the time out.
- \* officials must direct players to leave the game when into the following occurs
  - 1) the player is bleeding
  - 2) the player has an open wound
  - 3) the player has blood on their person
  - 4) the player has **any amount** of blood on their uniform



## INJURED PLAYERS/BLOOD ISSUES

\* if both teams have players directed to leave the game and both teams request timeouts to keep their players in the game, a timeout is charged to **each team**, and the timeouts run simultaneously

\*. If one of the teams only has a 30 second time out remaining, and the other team is charged with a 60 second time out, the duration of the time out is 60 seconds



Closing

End of Season Banquet

Monday, 19 February

5:30 pm

Jack Quinn's