

RAOA Basketball Meeting 2025-26



November 11th 6:00 pm Mayo High School

Introductions....

Vice President 2025-2026 - Jeremy Zacher

Charter Clinician 2024-2028 - Eric Rain

MSHSL Regional Coordinator - Mj Wagenson

Basketball Scheduler/Secretary-Treasurer - Jared Butson

President 2025-26 - Jesse Kralewski

Transfer Officials

Mark Bakko - Northfield

David Ludowese - Wanamingo

David Oeltjen - Lake City

Joseph Pintarro - Owatonna

Completed Evaluation Program 2024-25

Luke Decker - St. Charles

Collin Ferguson - was St. Charles, now South Carolina

Willy Heitmann - Mazeppa

Bailey Johnson - Adams

Dalen Johnson - Millville

Kris Johansen - Alma, WI

Brenna Nelson - Zumbro Falls

Evaluation Officials - 2025-26

Austin Bahler - Harmony

Luke Gardner - Winona

Andrew Hoiness - Winona

Todd Horman - Winona

Steve Miller - Rochester

Evaluation Officials - 2025-26

Justin Ruberg - Rushford

Seth Schroeder - Oronoco

Carson Thompson - Winona

Alex Washington - Rochester

New Officials - 2025-26

Caden Boyum - Chatfield

George “Skip” Christenson - Wabasha

Christopher Ditlevson - Medford

Alex Glynn - Rochester

Vaida Goplin - Rochester

Dane Guzzo - Winona

Jamie Gwin - Austin

Nate Kerner - Rochester

Courtney Klapperich - Rochester

Logan Inman - Kasson

New Officials - 2025-26

Caleb Jannsen - Winona

Sean McCarthy - Rochester

Joseph Mills - Winona

Paul Morrison - Rochester

Dennis Schaefer - Austin

Jason Shindelar - Stewartville

Cael Skogen - Rochester

Andrew Stolp - Oronoco

Isaac Tangen - Grand Meadow

Evan Vollendorf - Lewiston

Mentor Officials

Tim Andring

Ryan Keller

Brian Brecka

Jordan Whitcomb

DJ Buck

Doug Inman

Scot Field

Josh Dascher

Davin Thompson

Jerome "Jerry" Perry

Jeff Newton

Jordan Jensen

Jerry Carr

Jamey Lockhart

Joe Klunder

Jesse Kralewski

Kent Bruinsma

Jon Schmitz

John Cassellius

David Broadwater

Ben Boldt

Jesse Kralewski

Eric Rain

Chad Schroeder

State Tournament 2025 - Girls

Zach Fuller - Consolation

Erik Christensen - Quarterfinal and Consolation

Tim Nicometo - Quarterfinal

David Timmons - Quarterfinal

Jed Falgren - Quarterfinal

Tim Andring - Semifinal

Barb Storsveen - Semifinal

State Tournament 2025 - Girls

Tad Schwartzhoff - Semifinal

Paul Storsveen - Semifinal and Consolation

Eric Rain - Semifinal and 3rd place

Katie Ressie - Semifinal and 3rd place

Mj Wagenson - Quarterfinal and Final

Royce Ruter - Quarterfinal and Final

Jesse Kralewski - Quarterfinal and Final

Jon Schmitz - Quarterfinal and Final

Jeremy Zacher - Replay Finals

State Tournament 2025- Boys

Jeff Haack - Consolation

David Broadwater - Quarterfinal

DJ Buck - Quarterfinal

Marshall Behrens - Quarterfinal and Consolation

Jared Butson - Semifinal and Consolation

Jeremy Zacher - Replay Semifinals

Mj Wagenson - Replay Semifinals

ACTIVE PT



Shot Clock Refresher



Live Ball

35

Change of Possession

Full reset anytime this happens without a stoppage in play

20

Offensive Rebound

- Try
- Free Throw

If the shooting team retains possession without a stoppage, shot clock should go to :20 BACKCOURT OFFENSIVE REBOUND IS INCLUDED IN THIS

Backcourt - Throw in

35

Turnover (Foul, Violation, AP Favors Defense)
Defensive Foul
Technical Foul

Shot clock should be set to 35 before throw in

35-

AP (HELD BALL by Defense and IW with Team
Control)
Out of Bounds by Defense

Leave shot clock as is before throw in

Frontcourt - Throw in

20+

Foul
Double Foul or Simultaneous Foul
AP (HELD BALL by Defense and IW with Team Control)
Out of Bounds by Defense
Violation (Kick/Fist) by Defense

If the shot clock is at 20 or above, leave it as is

20

Turnover
Violation (Kick/Fist) by Defense
Shot (Try or Free Throw) Hits Rim and

- Defensive foul during try (includes successful try)
- AP
- Out of bounds

AP (IW with no Team Control)

If shot clock is below 20, reset to 20.

19-

AP (HELD BALL by Defense and IW with Team Control)
Out of Bounds by Defense
Double Foul or Simultaneous Foul

No change to shot clock before throw in with these scenarios if the ball stays with original offensive team.

Minnesota Modifications From NFHS Rules – Shot Clock

- **Starting the Shot Clock:**

- The ball touches or is legally touched by a player on the court.
- A team gains initial control after a jump ball or unsuccessful try for goal.
- There is a change in team control.

- **Turn Off Shot Clock:**

- Shot clock should be turned off when the game clock is equal to or less than the shot clock period.
- When the shot clock is off (less than 35 seconds), the game clock starts when the ball is legally touched but the start of the 10-second backcourt count switches from legally touched to team possession. The timekeeper is responsible for the former and the trail official is responsible for the latter, including a silent visible count. If the offensive team gains backcourt possession with 10 seconds or less on the game clock, no backcourt violation can occur.



Minnesota Modifications From NFHS Rules – Shot Clock

Stop the shot clock and reset to full amount (:35) when:

1. The offensive team is credited with a scored basket, shot clock starts when the ball touches or is legally touched by any player on the court after the throw-in.
2. There is a change in team control and the ball remains live.
3. A single personal foul occurs in the backcourt.
4. A single technical foul is assessed.
5. A defensive player causes a held ball in the offensive team's front court and the alternating-possession arrow favors the defensive team for a throw-in in their backcourt.
6. Any other situation where the alternating-possession arrow is used to determine team possession and the alternating-possession arrow favors the defense for the throw-in in their backcourt.
7. A violation occurs and the defense is awarded the ball for a throw-in in their backcourt.



Minnesota Modifications From NFHS Rules – Shot Clock

Stop the shot clock and continue without a reset when play is stopped under the following circumstances:

1. The ball is deflected out of bounds by a defensive player.
2. A player is injured or loses a contact lens.
3. A charged time-out has concluded.
4. During team control as defined in Rule 4-12-1. A defensive player causes a held ball, and the alternating-possession arrow favors the offensive team.
5. After any double personal or technical fouls or simultaneous personal or technical fouls when there is team control unless the penalty for the foul results in a change of possession.



Minnesota Modifications From NFHS Rules – Shot Clock

Stop the shot clock and continue without a reset when play is stopped under the following circumstances:

6. After an inadvertent whistle when there is team control.
7. After a held ball occurs during a throw-in and the alternating-possession arrow favors the team that made the throw-in.
8. When a held ball occurs after an unsuccessful try that does not contact the ring or flange, and the alternating-possession arrow favors the shooting team.
9. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds or when there is doubt as to who last touched the ball and the alternating-possession arrow favors the offensive team.



Minnesota Modifications From NFHS Rules – Shot Clock

Stop the shot clock and reset to 20 seconds or time remaining on the shot clock, whichever is greater, when:

1. There is a personal foul committed by the defensive team prior to a try for goal which hits the ring or flange, and the ball is to be inbounded in the frontcourt by the offense.
2. There is a kicked or fisted ball by the defensive team and the ball is to be inbounded in the frontcourt by the offense.
3. There is an inadvertent whistle when there was no player or team possession, and the AP arrow favors either team for a throw-in in its frontcourt.



Minnesota Modifications From NFHS Rules – Shot Clock

Stop the shot clock and reset to 20 seconds when:

1. The offense gains control of the ball after an unsuccessful field goal attempt that contacts the ring or flange.
2. The offense gains control of the ball after an unsuccessful free throw that remains in play.
3. The defense is assessed with a foul after an unsuccessful free throw that remains in play, or an unsuccessful field goal that contacts the ring or flange, or during a successful try provided that the offensive team will inbound the ball in the frontcourt.
4. After the defense causes the ball to be out of bounds in the frontcourt following an unsuccessful free throw or an unsuccessful field goal attempt that contacts the ring or flange.



Minnesota Modifications From NFHS Rules – Shot Clock

Stop the shot clock and reset to 20 seconds when:

5. When there is no team control, after the offense is awarded possession in their frontcourt when the alternating possession arrow favors the offense following an unsuccessful free throw that remains in play, an unsuccessful field goal that hits the rim.
6. There is a kicked or fisted ball in the backcourt by the defense with 19 seconds or less remaining.
7. A violation occurs, other than an opponent causing the ball to be out of bounds or kicking the ball, and the defense is awarded the ball in its frontcourt.
8. After any double personal foul when only one of the fouls is intentional or flagrant, and it is assessed against the offense and the defense is awarded possession in its frontcourt.
9. After a shot that contacts the rim/flange is batted into the backcourt and out of bounds by the shooting team and the ball is awarded to the other team.

Minnesota Modifications From NFHS Rules – Shot Clock

- **Shot Clock Violation**

- The team in control must attempt a try for a field goal within the 35-second shot clock period.
- A try for goal during the shot clock period is defined as the ball having left the shooter's hand(s) before the sounding of the shot clock horn and then striking the ring or flange, or entering the basket.
- It is a violation when a try for field goal does not leave the shooter's hand(s) before the expiration of the shot clock period (as indicated by the sounding of the shot clock horn) or when it does leave the shooter's hand(s) before the expiration of the shot clock period and the try does not subsequently strike the ring or flange or enter the basket.



Minnesota Modifications From NFHS Rules – Shot Clock

- **Timing Errors**

- The officials shall make the final decision when there is doubt as to whether a score was made within the shot clock period or whether a try for goal contacted the ring or flange.
- When an obvious mistake by the shot clock operator has occurred (failing to start, stop, set or reset the shot clock) or when a shot clock has malfunctioned, the mistake or the result of the malfunction may be corrected during the shot clock period in which it occurred and only when the official has definite information relative to the mistake or malfunction and the time involved.

- **Mercy Rule**

- When the mercy rule is in effect, use of the shot clock will continue.



Minnesota Modifications From NFHS Rules – Shot Clock

Helpful Shot Clock documents on the Central hub and Coaches Dashboard (www.mshsl.org/shotclock):

MSHSL Shot Clock Tutorial

MSHSL Shot Clock Rules and Protocol

Signals and Mechanics for 2025-2026

MSHSL Officials Guide for Shot Clock Pregame with the table

Game Clock and Shot Clock display guidelines and condensed Shot Clock guide

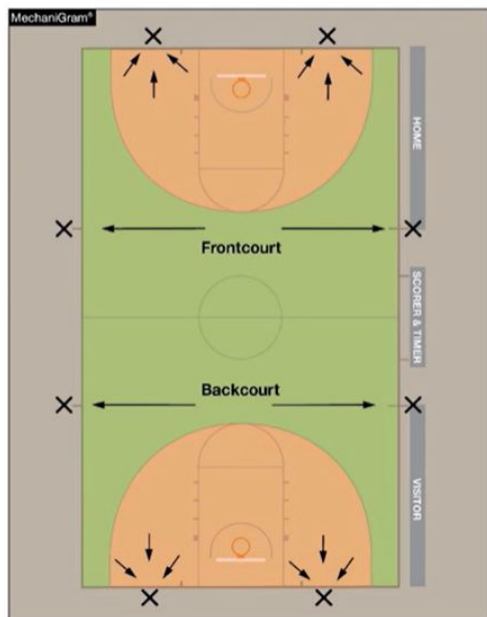
Shot Clock scenarios



New Rules in 25-26

- ❖ Defensive goaltending
 - Offense can't commit goaltending, 2 vs 3
 - Once ball touches backboard, cannot block if still has chance to go in
- ❖ Defines player as 1 of 5 on court except during timeouts and intermissions
- ❖ Thrower delaying return to court is now violation
- ❖ Basket Interference
 - Now includes slapping the backboard causing rim or backboard movement to impact shot
 - Touching of net only, must determine if it had an effect on the ball

RESUMPTION-OF-PLAY PROCEDURE, THROW-INS 7-5-4



- Officials shall determine the designated spot by using three-point line in the frontcourt or backcourt.
- If the stoppage of play occurs on or within the three-point line, the designated spot shall be the nearest point on the end line three feet outside the lane line.
- If the stoppage occurs outside the three-point line, the designated spot shall be the nearest sideline at the 28-foot-line.

GOALTENDING

4-22-1



Goaltending occurs when a **defensive** player touches the ball during a try or tap for field goal while the ball is on its downward flight entirely above the basket ring level, has the possibility of entering the basket in flight and is not touching the basket cylinder.

Goaltending vs Basket Interference





Minnesota Reminders

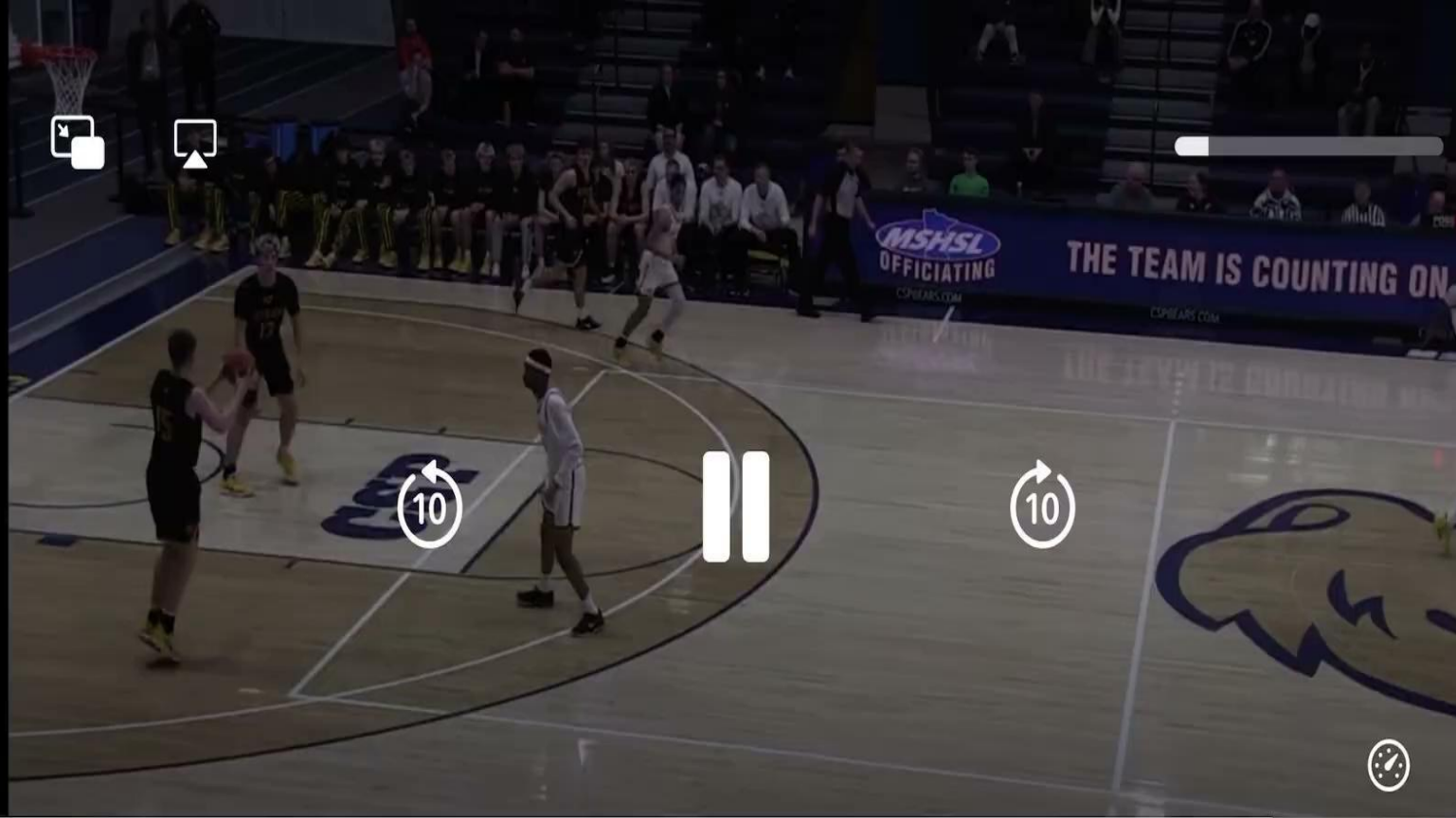
- Coaching Box
 - Use tape to mark box if not present
- Unsporting Behavior
 - Coach- use warning when needed, if too egregious give Technical.
 - Cannot ignore poor behavior or actions
 - Spectators-DO NOT ENGAGE OR PENALIZE
- ARC Plays
- Work your primary
- Legally equipped starts during pregame-cannot wear jewelry/headphones during warm ups

Flop warning

- Faking being fouled/Flopping
 - Big ticket items only
 - If foul occurs by player who faked, call foul and ignore the common foul
 - Do not interrupt scoring opportunity for team that did not flop
 - First offense is a warning. All subsequent flops are a Team Technical
 - Wait for team control to stop play and put warning in book. Want to avoid use AP arrow to award ball to someone.
 - Should not be an every game occurrence



18	9:47	18
25	12:15	2



0:50:36



DeLaSalle

23



Byron

38

1st

1:57

-0:09:33

NSPN.TV - The Neighborhood Sports Network



Rushford-Peterson

79



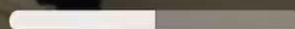
Goodhue

83

2nd

14.8

NSPN.TV - The Neighborhood Sports Network



1:16:43



Lakeville North

33



Eastview

37

2nd

9:10

-0:27:31

NSPN.TV - The Neighborhood Sports Network

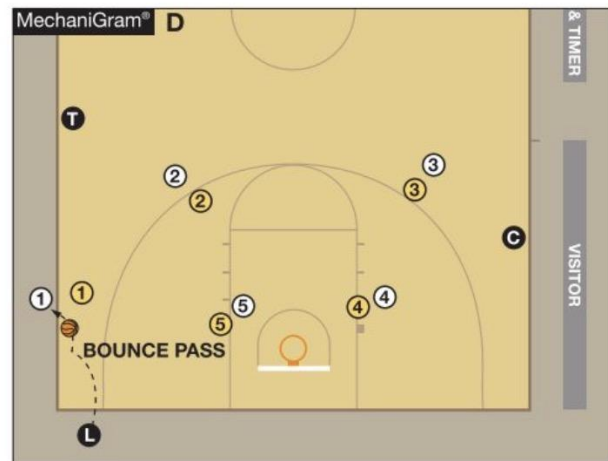
MECHANICS REMINDERS

SIDELINE LEAD/TRAIL THROW IN

Front court sideline throw ins belows the Free Throw line extended.

Lead hits whistle, bounces ball to thrower, then turns to PCA in the lane.

Trail has 5-count and clock chop responsibility

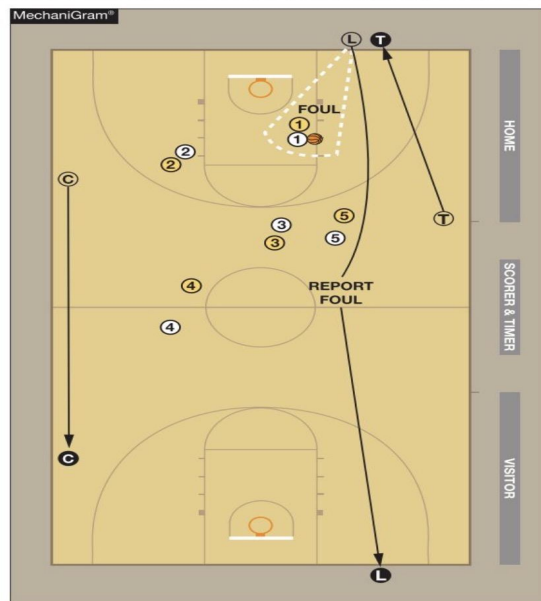


In MechaniGram D, the lead will administer when the throw-in is below the free throw line extended in the front court. The lead and trail should make eye contact before lead sounds the whistle and bounces the ball to the thrower. The trail should mirror the do not start the clock signal and is responsible for the five second count and chopping in time. **Note:** After the lead bounces the ball to the thrower on the sideline, he/she should return focus to the primary coverage area.

Crew of 3 Long Switches

CREW OF THREE REPORTING FOULS & SWITCHING

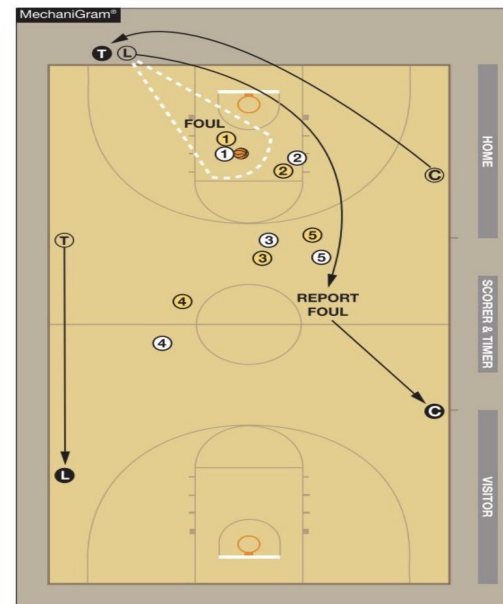
TABLE-SIDE LEAD CALLS PLAYER/TEAM CONTROL FOUL, NO FREE THROWS



When a foul is called on the offense by the table-side lead and there are no free throws, there is a switch. The calling official or old lead moves to the reporting area, reports the foul and moves to the opposite endline to become the new lead. The old trail moves to the endline and remains the trail while administering the throw-in. The center moves down court and remains the center.

CREW OF THREE REPORTING FOULS & SWITCHING

LEAD OPPOSITE CALLS PLAYER/TEAM CONTROL FOUL, NO FREE THROWS

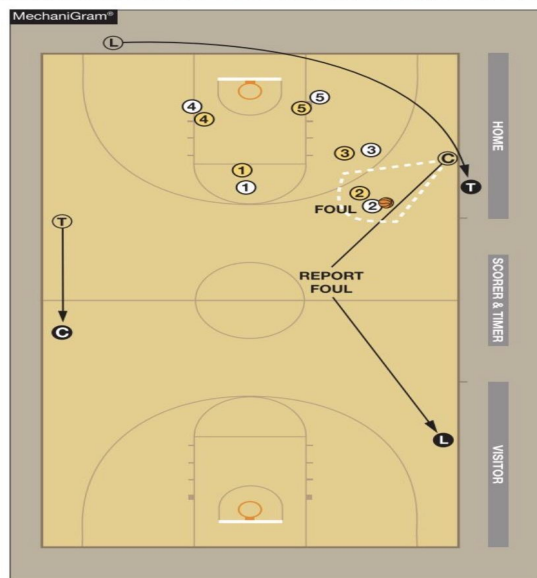


When the lead opposite the table calls a foul on the offense and there are no free throws, there is a switch. The calling official or old lead moves to the reporting area, reports the foul and becomes the new center. The center switches with the old lead and becomes the new trail, administering the throw-in along the endline. The old trail moves to the opposite endline and becomes the new lead.

Crew of 3 Long Switches

CREW OF THREE REPORTING FOULS & SWITCHING

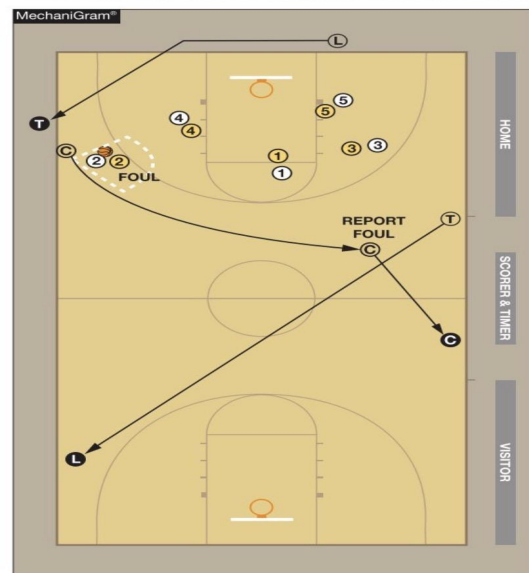
TABLE-SIDE CENTER CALLS PLAYER/TEAM CONTROL FOUL, NO FREE THROWS



When the table-side center calls a foul on the offense and there are no free throws, the center reports the foul, remains table side and becomes the new lead. The old trail moves down the court and becomes the new center. The old lead moves across the court and becomes the new trail. The officials slide the same as they would as if a violation were called.

CREW OF THREE REPORTING FOULS & SWITCHING

CENTER OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS

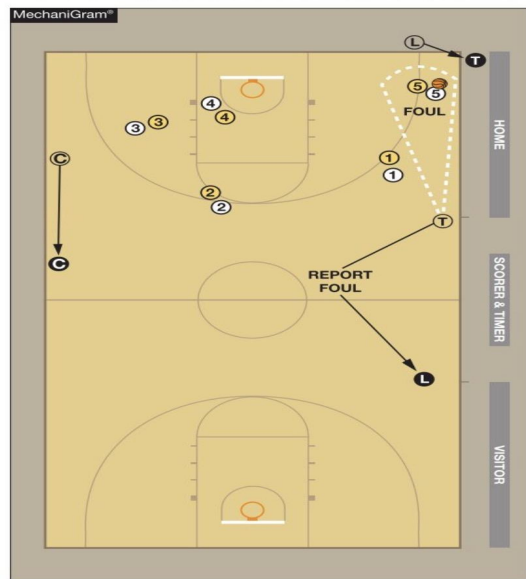


When a foul is called on the offense by the Center opposite the table and there are no free throws, the Center reports the foul and moves across the court and becomes Center tableside. The old Lead moves across the court to administer the ensuing throw-in and becomes the new Trail. The old Trail moves across the court and becomes the new Lead.

Crew of 3 Long Switches

CREW OF THREE REPORTING FOULS & SWITCHING

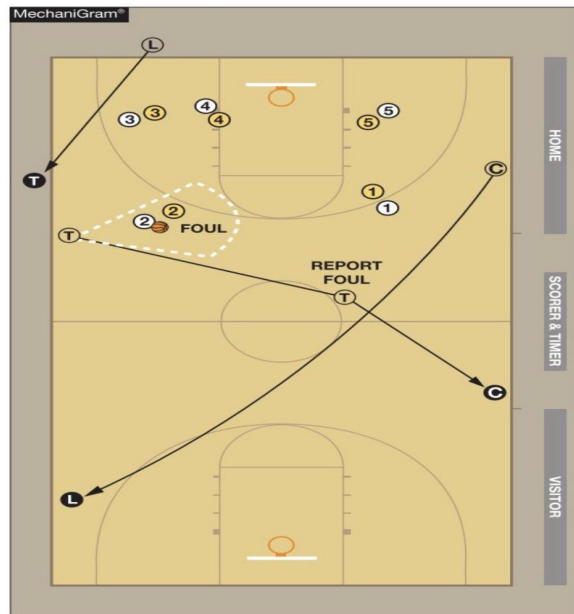
TABLE-SIDE TRAIL CALLS PLAYER/TEAM CONTROL FOUL, NO FREE THROWS



When a foul is called on the offense by the table-side trail and there are no free throws, there is no switch. The trail reports the foul, moves downcourt, remains table side and becomes the new lead. The old lead administers the throw-in and becomes the new trail. The center remains the center and moves downcourt. The officials slide as if a violation was called.

CREW OF THREE REPORTING FOULS & SWITCHING

TRAIL OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS

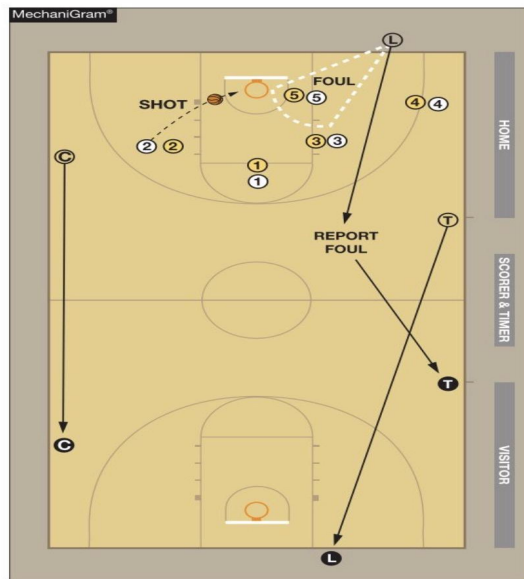


When a foul is called on the offense by the Trail opposite the table and there are no free throws, the Trail reports the foul and becomes the Center, tableside. The old Lead moves to administer the ensuing throw-in and becomes the new Trail. The old Center goes across the court and becomes the new Lead, opposite the table.

Crew of 3 Long Switches

CREW OF THREE REPORTING FOULS & SWITCHING

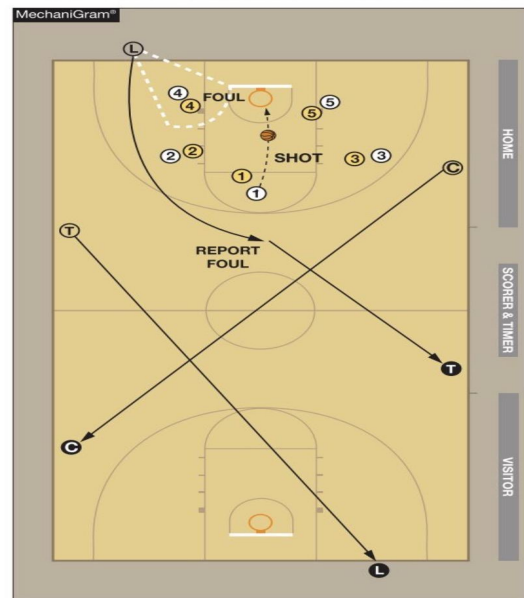
TABLE-SIDE LEAD CALLS REBOUNTING FOUL, FREE THROWS



When the table-side lead calls a rebounding foul on the shooting team and there are free throws, there is no switch. The officials slide down the court. The lead reports the foul, remains table side and becomes the new trail. The old trail slides down and becomes the new lead. The center slides down and remains the center.

CREW OF THREE REPORTING FOULS & SWITCHING

LEAD OPPOSITE CALLS REBOUNTING FOUL, FREE THROWS

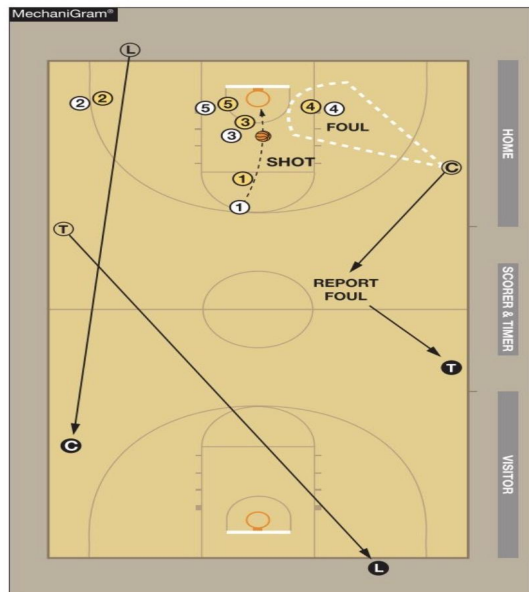


When the lead is opposite the table calls a rebounding foul on the shooting team and there are free throws, all three officials will be moving. The lead reports the foul, moves across the court and becomes the new trail. The old trail moves across the court and becomes the new lead. The center moves across the court and remains the center.

Crew of 3 Long Switches

CREW OF THREE REPORTING FOULS & SWITCHING

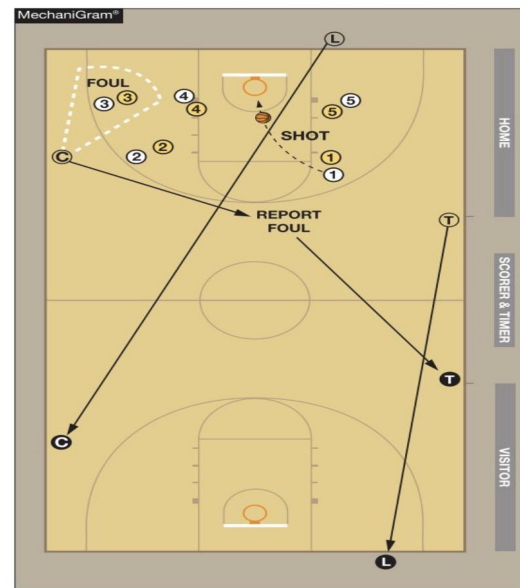
TABLE-SIDE CENTER CALLS REBOUNDING FOUL, FREE THROWS



When the table-side center calls a rebounding foul on the shooting team and there are free throws, all three officials will be moving. The center reports the foul, remains table side and becomes the new trail. The old trail moves across the court and becomes the new lead. The old lead slides down and becomes the new center.

CREW OF THREE REPORTING FOULS & SWITCHING

CENTER OPPOSITE CALLS REBOUNDING FOUL, FREE THROWS



When a rebounding foul is called on the shooting team by the center opposite table and there are free throws, all three officials will be moving. The center reports the foul and goes table side to become the new trail. The old trail moves downcourt and becomes the new lead. The old lead moves down and across the court to become the new center.

Crew of 3 Long Switches

CREW OF THREE REPORTING FOULS & SWITCHING

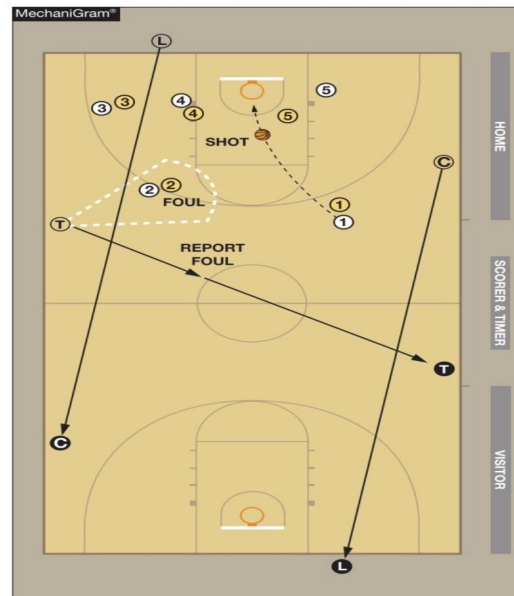
TABLE-SIDE TRAIL CALLS REBOUNTING FOUL, FREE THROWS



When a rebounding foul is called on the shooting team by the table-side trail and there are free throws, all officials will be moving. The trail reports the foul, remains table side and continues to be the trail. The old center moves down and across the court to become the new lead. The old lead moves down and across the court to become the new center.

CREW OF THREE REPORTING FOULS & SWITCHING

TRAIL OPPOSITE CALLS REBOUNTING FOUL, FREE THROWS



When a rebounding foul is called on the shooting team by the trail opposite the table and there are free throws, all officials will be moving. The trail reports the foul, goes table side and becomes the trail. The old center moves downcourt and becomes the new lead. The old lead moves downcourt and becomes the new center.

MSHSL Administration

- Eligibility items-deadline is November 19th
- [Official/Judge Schedule Form](#) - Varsity games only
- [Basketball Page](#) - lots of info!
- Badges - be prepared to show at school or by email.
- [Ejection](#) and [Contest](#) Report
- State Tournament application - sent out in early December

RAOA Administration

- Arbiter Profile - everyone double check - Cell/Address - PUBLIC
- Arbiter Blocks - full day or partial
- Game Acceptance/Turn Back - timely manner
- Eval Games - [Process](#)
- Scheduling of Varsity games
- Scheduling of Under-Varsity games
- Scheduling of Eval Games
- Playoff games - All Classes Section 1 - Early Feb.

RAOA Adminstration

- [RAOA Game Fee and Mileage](#) - 2025-26
- Payment process - Arbiter Pay OR Check (1 month)
- [RAOA Website](#) - THANK YOU Tim Nicometo!
- Season - End Sport Specific Dues - UV = \$2.00/game
Varsity = \$3.00/game
- Email out late February, payment by March 15, 2026.
- [Amendment to By-Laws](#) - to be voted on June 2026.
- [Amendment to By-Laws](#) - to be voted on June 2026.

Scrimmages 2025

Saturday November 15: Locations - K-M, Century, JM, Lourdes, Mayo

Saturday November 22: Triton, Zumbrota, Pine Island, Century,
Hayfield

Full Officials Uniform. Jacket Optional.

Arbiter Scheduled. I will send an email to the host AD and copy all
to confirm.

Payment: Stipend, no mileage. Arbiter Pay.

MSHSL Test

- Review questions in small groups
- Spokesperson
- Reconvene in 10 minutes

ENJOY THE SEASON!!!

- ❖ MAKE THIS YOUR BEST YEAR YET
- ❖ CHALLENGE YOURSELF WITH RULES REVIEW
- ❖ TAKE THE QUIZZES
- ❖ REVIEW MSHSL TRAINING TAPES