



2010-11 NFHS

BASKETBALL RULES BOOK

ROBERT B. GARDNER, Publisher

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NFHS Publications

To maintain the sound traditions of this sport, encourage sportsmanship and minimize the inherent risk of injury, the National Federation of State High School Associations writes playing rules for varsity competition among student-athletes of high school age. High school coaches, officials and administrators who have knowledge and experience regarding this particular sport and age group volunteer their time to serve on the rules committee. Member associations of the NFHS independently make decisions regarding compliance with or modification of these playing rules for the student-athletes in their respective states.

NFHS rules are used by education-based and non-education-based organizations serving children of varying skill levels who are of high school age and younger. In order to make NFHS rules skill-level and age-level appropriate, the rules may be modified by any organization that chooses to use them. Except as may be specifically noted in this rules book, the NFHS makes no recommendation about the nature or extent of the modifications that may be appropriate for children who are younger or less skilled than high school varsity athletes.

Every individual using these rules is responsible for prudent judgment with respect to each contest, athlete and facility, and each athlete is responsible for exercising caution and good sportsmanship. These rules should be interpreted and applied so as to make reasonable accommodations for disabled athletes, coaches and officials.

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2010-11 NFHS Basketball Rules Changes

- 2-8-5; 3-3-8** Changed the guidelines and procedures for identifying and removing a player who exhibits signs, symptoms and/or behaviors consistent with a concussion.
- 3-5-3a** The list of permissible headband and wristband colors was changed to include any single solid school color.
- 10-3-6i; 10-5-5** Specific rules were added to address the unsporting acts of a player leaving the playing court for an unauthorized reason to demonstrate resentment, disgust or intimidation and team members leaving the bench area and/or playing court for an unauthorized reason.

2010-11 NFHS Major Editorial Changes

- 3-3-1a NOTE;** Clarified that when a substitute is not properly reported, the players in the game at the conclusion of the quarter/when the time-out was granted shall begin play for the new quarter/after the time-out. During an intermission, all team members are bench personnel for the purpose of penalizing unsporting behavior.
- 4-34-2**
- 3-4-2d** Clarified that a school or conference logo/mascot may be located at the apex/opening of the neckline, in the corresponding area on the back of the jersey and/or in the either side insert.
- 3-5-2** Clarified the requirements for guards, casts and braces and that a protective face mask shall be worn molded to the face.
- 4-4-7d** Clarified that the ball is at the disposal of a player when it is available after a goal and the official begins the throw-in count.
- 7-6-6** Clarified that when the ball is awarded to the wrong team, the mistake must be rectified before the throw-in ends.

2010-11 Points of Emphasis

(For a complete discussion of the points of emphasis, see page 66.)

1. Rules Enforcement
2. Sporting Behavior
3. Perimeter Play
4. Closely-guarded Situations
5. Principle of Verticality

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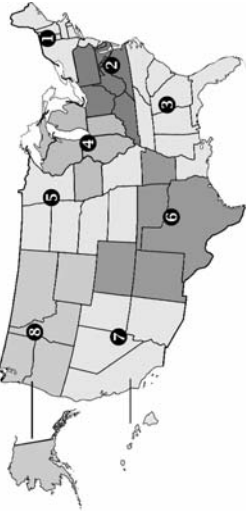
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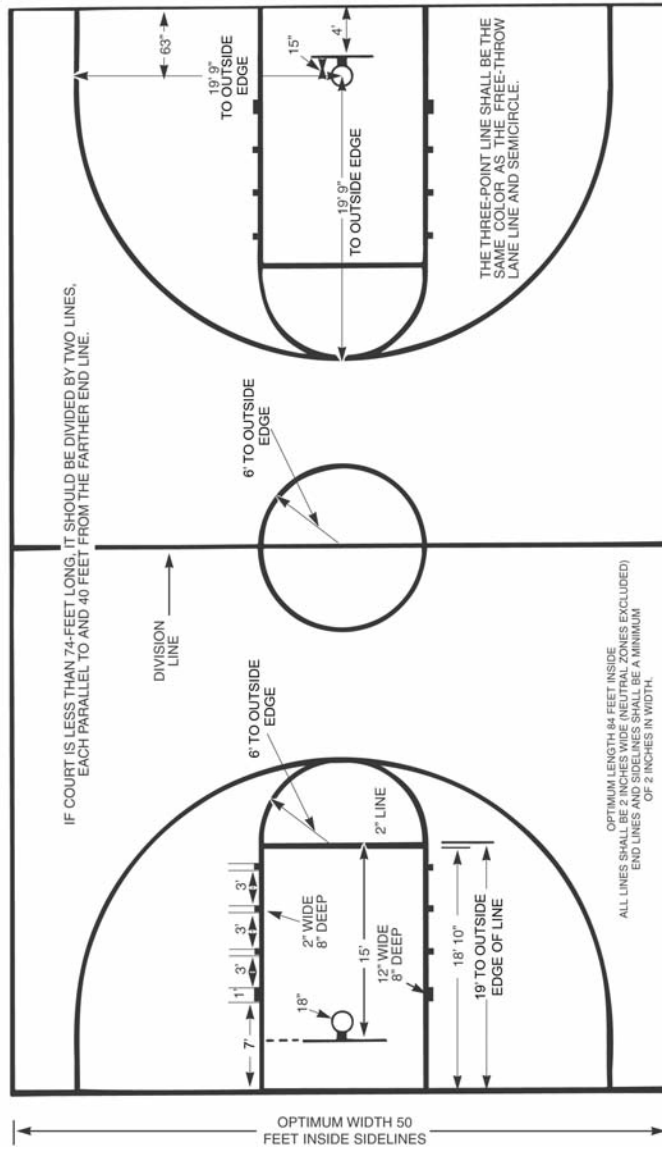
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FIGURE 1-1
BASKETBALL COURT

(See Rule 1-13 for location and size of optional coaching box)



Left End Shows Rectangular Backboard 72-Inches Wide

Right End Shows Fan Backboard 54-Inches Wide

MINIMUM OF 3 FEET
Preferably 10 feet of unobstructed space outside. If impossible to provide 3 feet, a narrow broken 1-inch line should be marked inside the court parallel with and 3 feet inside the boundary.

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Requests for basketball rules interpretations or explanations should be directed to the state association responsible for the high school basketball program in your state. The NFHS will assist in answering rules questions from state associations whenever called upon.

TABLE 1-1 SUPPLEMENT TO BASKETBALL COURT

Court Specifications:

1. If possible, building plans should provide for a court with ideal measurements as stated in Rule 1-1, ample out-of-bounds area and necessary seating space. A long court permits use of two crosswise courts for practice and informal games.
2. It is recommended that the area above the court be clear of any obstructions and be at least 25 feet or higher.
3. Instead of the 2-inch minimum boundaries, it is legal to use contrasting-colored floor areas by painting the out-of-bounds area, the center restraining circle, and the restricted parts of the free-throw lanes so that the mathematical line between the two colors is the boundary. If such contrasting colored out-of-bounds belt is used, it should be at least 8 inches wide.
4. It is recommended that a belt 8 inches wide or more in width be used to mark the boundaries on all courts which have at least 10 feet of open space between the boundary lines and the seating. This plan is urged for all new construction and for other similar courts when the boundaries are remarked.
5. It is recommended that there be a 2-inch wide broken line consisting of 12-inch segments, 12 inches apart, of a color different from that of the boundary, at a minimum of 6 feet outside the court extending from sideline to sideline and parallel to the end line.
6. Optional coaching box – tableside. Bounded by a line 28 feet from end line, the sideline, a line no more than 14 feet from the 28-foot line, and the team bench. Located off the court and 2 inches wide.
NOTE: State associations may, on an individual basis, allow alternative bench locations.
7. The court should be uniformly and adequately lighted. Lighting engineers should be placed in charge of this important factor when planning any new installations. For information on recommended specifications for lighting, you may contact: Illuminating Engineering Society of North America, 120 Wall St., 17th Floor, New York, NY 10005, 212-248-5000.

THE INTENT AND PURPOSE OF THE RULES

The restrictions which the rules place upon the players are intended to create a balance of play; to provide equal opportunity between the offense and the defense; to provide equal opportunity between the small player and tall player; to provide reasonable safety and protection; to create an atmosphere of sporting behavior and fair play; and to emphasize cleverness and skill without unduly limiting freedom of action of individual or team play on either offense or defense.

Therefore, it is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or a team should not be permitted an advantage which is not intended by a rule. Neither should play be permitted to develop which may lead to placing a player at a disadvantage not intended by a rule.

It is the policy of the NFHS Basketball Rules Committee that there be no deviation from the rules unless experimental approval has been granted by the NFHS liaison to the rules committee.

THE GAME – Basketball is played by two teams of five players each. The purpose of each team is to throw the ball into its own basket and to prevent the other team from scoring. The ball may be thrown, batted, rolled or dribbled in any direction, subject to restrictions laid down in the following rules.

Rule 1 *Court and Equipment*

The NFHS does not perform scientific tests on any specific items of equipment to determine if the equipment poses undue risks to student-athletes, coaches, officials or spectators. Such determinations are the responsibility of equipment manufacturers.

SECTION 1 PLAYING COURT DIMENSIONS

The playing court shall be a rectangular surface free from obstructions and with dimensions not greater than 94 feet in length by 50 feet in width. IDEAL MEASUREMENTS ARE: High School Age – 84 by 50 feet. These are the dimensions for the playing court only. Suggestions about construction and lighting are in Table 1-1.

SECTION 2 SIDELINES, END LINES

ART. 1 . . . The playing court shall be marked with sidelines, end lines and other lines as shown in Figure 1-1. There shall be at least 3 feet (and preferably 10 feet) of unobstructed space outside boundaries. The sidelines and end lines shall be a minimum of 2 inches in width. If it is desirable to use contrasting colored-floor

areas instead of the lines, see Table 1-1.

ART. 2 . . . If, on an unofficial court, there is less than 3 feet of unobstructed space outside any sideline or end line, a narrow broken line shall be marked on the court parallel with and 3 feet inside that boundary. This restraining line becomes the boundary line during a throw-in on that side or end, as in 7-6. It continues to be the boundary until the ball crosses the line.

SECTION 3 CENTER RESTRAINING CIRCLE, DIVIDING LINE

ART. 1 . . . A 2-inch wide restraining circle shall be drawn at the center of the court with a radius of 6 feet measured to the outside edge. Spaces for nonjumpers around the center restraining circle are 36 inches deep.

ART. 2 . . . A division line 2 inches wide, shall divide the court into two equal parts. If the court is less than 74 feet long, it should be divided by two lines, each parallel to and 40 feet from the farther end line.

NOTE: A solid or shadow-bordered 2-inch wide line is permissible. A shadow line is a line that designates the required 2-inch width by use of border or outline lines at least ¼-inch wide, which shall lie within the 2-inch width. Border lines that are the natural color of the court are permissible. The area within these lines need not be one color, but the continuous 2-inch wide outline must be clearly visible to the officials. If the floor has a logo in the center of the court, that logo should not distract from the visibility of the center line or center circle.

SECTION 4 THREE-POINT LINE

ART. 1 . . . A three-point field-goal line, 2 inches wide in the form of a semicircle, shall be drawn at each end of the court as shown in Figure 1-1. The semicircle has a radius of 19 feet 9 inches from a point in the middle of the free-throw lane directly below the center of the basket to the outside edge of the line. The semicircle shall be extended with a 2-inch wide line perpendicular to the end line, the length of which shall be 63 inches from the inside edge of the end line.

ART. 2 . . . The three-point field-goal line shall be the same color as the free-throw lane boundary lines and free-throw semicircle.

SECTION 5 FREE-THROW LANE

ART. 1 . . . A free-throw lane, 12 feet wide measured to the outside of each lane boundary, and the semicircle with the free-throw line as a diameter, shall be marked at each end of the court with dimensions and markings as shown in Figure 1-1. All lines designating the free-throw lane, but not lane-space marks and neutral-zone marks, are part of the lane.

ART. 2 . . . The lane-space marks (2 inches by 8 inches) and neutral-zone marks (12 inches by 8 inches) identify areas which extend 36 inches from the outer edge of the lane lines toward the sidelines. There are three lane spaces on each lane boundary line.

SECTION 6 FREE-THROW LINE

A free-throw line, 2 inches wide, shall be drawn across both circles, which have an outside radius of 6 feet as shown in Figure 1-1. It shall be parallel to the end line and shall have its farthest edge 15 feet from the plane of the face of the backboard.

SECTION 7 BACKBOARDS

ART. 1 . . . The backboards shall be the same size at both ends of the court. The backboard shall be one of three types: (1) a rectangle 6 feet horizontally and 4 feet vertically; or (2) a rectangle 6 feet horizontally and 3½ feet vertically; or (3) a fan-shaped backboard, 54-inches wide and with dimensions as shown in Figure 1-2.

NOTE: The 6-foot horizontal and 3½-foot vertical dimensions are recommended for replacement backboards or new installations.

ART. 2 . . . Each of the backboards shall be of any rigid material. The front surface shall be flat and, unless it is transparent, it shall be white. Tinted glass backboards are prohibited beginning with those manufactured after January 1, 1995.

Figure 1-2

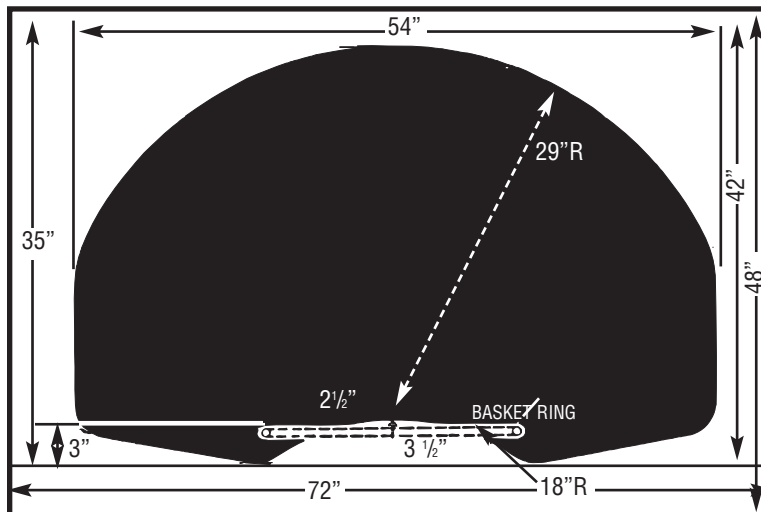


Figure 1-2 gives specifications for the three types of backboards. See Rule 1, Sections 7, 8, 9. It is not legal to paint a fan-shaped board on a rectangular backboard.

NOTE: For the fan-shaped backboard in transparent material, the recurved cut-out at the bottom may be filled in and the ring attached to the front of the backboard.

ART. 3 . . . If the backboard is transparent, it shall be marked as follows: A rectangle shall be centered behind the ring and marked by a 2-inch white line. The rectangle shall have outside dimensions of 24 inches horizontally and 18 inches vertically. For the rectangular backboard, the top edge of the backboard shall be level with the ring. For the fan-shaped backboard, the baseline shall be omitted, and the two vertical lines shall be extended to the bottom of the backboard. The rectangular target in a bright orange or black color may be used on a nontransparent backboard. The border of the backboard shall be marked with a white line. The border shall be 3 inches or less in width.

ART. 4 . . . Either type backboard may be transparent or nontransparent. No logo, marking, lettering, etc., is permitted on the backboard, backboard padding, or basket.

SECTION 8 BACKBOARD POSITION

ART. 1 . . . Each backboard shall be midway between the sidelines, with the plane of its front face perpendicular to the floor, parallel to the end line, and 4 feet from it.

ART. 2 . . . The upper edge of the backboard shall be 13 feet above the floor for the rectangular, and 12 feet 8 inches for the fan-shaped. The backboard shall be protected from spectators to a distance of at least 3 feet at each end.

SECTION 9 BACKBOARD PADDING, SUPPORT SYSTEMS

ART. 1 . . . The bottom and each side of the all-rectangular backboards shall be padded with a poly high-carb vinyl-type material that meets the Bashor resilience test with a range of 20-30. The padding must cover the bottom surface of the board and the side surface to a distance of 15 inches up from the bottom. The front and back surfaces must be covered to a minimum distance of 3/4 inch from the bottom of the backboard. The padding shall be 1 inch thick from the front and back surfaces of the backboard. The material shall be 2 inches from the bottom edge of the backboard. It is recommended that the padding be mounted on the backboard by adhesive or material such as Velcro, channel, etc. The padding shall be a single, solid color and shall be the same color on both backboards.

ART. 2 . . . Any backboard support behind the backboard and at a height of less than 9 feet above the floor shall be padded on the bottom surface to a distance of 2 feet from the face of the backboard. All portable backstops must have the bases padded to a height of 7 feet on the court-side surface.

ART. 3 . . . Clearances – As below and behind backboards, all support systems should be at least 8 feet behind the plane of the backboard face and at a height of 7 feet or more above the floor.

ART. 4 . . . Any backboard support, all of which is not directly behind the

backboard, should be at least 6 inches behind it if the support extends above the top and at least 2 feet behind it if the support extends beyond the side. Any overhead backboard support structure which must be forward-braced due to space limitations, architectural or structural restraints, shall meet the following requirements: A front, diagonal-brace system must be located above a line extending upward and into the playing court at a maximum 45-degree angle from a point on a vertical line located a minimum of 6 inches behind the front side of the backboard at a minimum height of 4 feet 6 inches above the basket ring.

ART. 5 . . . Warning on misuse of portable backstops – Manufacturers and administrators should be aware of an “extreme-caution” warning relative to the misuse of portable backstops. A high degree of injury potential and a severe liability problem exists when players or spectators are allowed to hang, sit or stand on the basket ring or backboard. Administrators must see that this practice is eliminated or that the portable units are lowered at the completion of the game. There is a high risk of severe injury, even death, if this practice continues. A recommended warning or inscription such as “Danger – please do not get on the rim/backboard” is desirable.

SECTION 10 BASKET SIZE, MATERIAL

ART. 1 . . . Each basket shall consist of a single metal ring, 18 inches in inside diameter, its flange and braces, and a white-cord 12-mesh net, 15 to 18 inches in length, suspended from beneath the ring.

ART. 2 . . . Each ring shall not be more than 5/8 inch in diameter, with the possible addition of small-gauge loops on the bottom edge for attaching a 12-mesh net. The ring and its attaching flange and braces shall be bright orange in color.

ART. 3 . . . The cord of the net shall be not less than 120-thread nor more than 144-thread twine, or plastic material of comparable dimensions with no additional extensions. It shall be constructed to momentarily check the ball as it passes through.

SECTION 11 BASKET RING

ART. 1 . . . Each basket ring shall be securely attached to the backboard/support system with a ring-restraining device. Such a device shall ensure that the basket stays attached in the event a glass backboard breaks. Each basket ring shall have its upper edge 10 feet above and parallel to the floor and shall be equidistant from the vertical edges of the backboard. The nearest point of the inside edge of the ring shall be 6 inches from the plane of the face of the backboard.

ART. 2 . . . Movable and nonmovable rings are legal. Movable basket rings shall have rebound characteristics similar to those of nonmovable rings. The pressure-release mechanism should ensure these characteristics, as well as

protect both the ring and backboard. The design of the ring and its construction should ensure player safety.

ART. 3 . . . For those rings with a lock/release mechanism, the pressure-release mechanism must not disengage until a static load of 230 pounds has been applied to the top of the ring at the most distant point from the backboard. The pressure-release mechanism must be preset by the manufacturer at the required static-load setting and may be sealed or field adjustable. When released, the ring shall not rotate more than 30 degrees below the original horizontal position. After release and with the load no longer applied, the ring shall return automatically and instantaneously to the original position.

SECTION 12 BALL

ART. 1 . . . The ball shall meet the following specifications:

- a. Its solid color shall be the approved orange shade or natural color.
- b. It shall be spherical.
- c. It shall have a deeply-pebbled cover with horizontally shaped panels bonded tightly to the rubber carcass.
- d. The circumference shall be:
 1. Within a minimum of 29½ inches to a maximum of 30 inches for high school boys competition.
 2. Within a minimum of 28½ inches to a maximum of 29 inches for high school girls competition.
- e. The weight shall be:
 1. Within a minimum of 20 ounces to a maximum of 22 ounces for high school boys competition.
 2. Within a minimum of 18 ounces to a maximum of 20 ounces for high school girls competition.
- f. The black rubber rib separating the panels shall not exceed ¼ inch in width.
- g. The ball shall include the NFHS Authenticating Mark. The mark can be displayed in either format shown in Figure 1-3. A current list of NFHS authenticated products can be found on the Web site, nfhs.org.

Figure 1-3



NOTE: By state association adoption, either legal-size ball may be used for boys junior high school competition.

ART. 2 . . . The ball shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of 6 feet, measured to the bottom of the ball, it shall rebound to a height, measured to the top of the ball, of not less

than 49 inches when it strikes on its least resilient spot, nor more than 54 inches when it strikes on its most resilient spot.

NOTE: To be legal, the air pressure which will give the required reaction must be stamped on it. The pressure for game use must make the ball bounce legally.

ART. 3 . . . The home team shall provide a ball which meets the specifications. The referee shall be the sole judge of the legality of the ball and may select a ball provided by the visiting team.

SECTION 13 TEAM BENCH LOCATIONS, COACHING BOX, TIME-OUT AREA

ART. 1 . . . The location of each team's bench shall be designated by game management. It is recommended that the benches for team members and coaches of both teams be placed along that side of the court on which the scorer's and timer's table is located.

ART. 2 . . . The coaching box shall be outlined outside the side of the court on which the scorer's and timer's table and team benches are located. The area shall be bounded by a line 28 feet from the end line, the sideline, a line no more than 14 feet from the 28-foot line toward the end line, and the team bench. These lines shall be located off the court, be 2 inches wide.

NOTE: State associations may alter the length and placement of the 14-foot (maximum) coaching box.

ART. 3 . . . The time-out area shall be the area inside an imaginary rectangle formed by the boundaries of the sideline (including the bench), end line, and an imaginary line extended from the free-throw lane line nearest the bench area meeting an imaginary line extended from the coaching-box line.

SECTION 14 RED/LED LIGHT, AUDIBLE SIGNAL

A red light behind each backboard or an LED light on each backboard is permitted to signal that time has expired for a quarter or extra period. In facilities without a red light behind or an LED light on each backboard, the audible timer's signal shall indicate that time has expired.

SECTION 15 CLOCK AND SCOREBOARD

A visible game clock and scoreboard are mandatory. An alternate timing device and scoring information system shall be available in the event of malfunction.

SECTION 16 POSSESSION ARROW

A visible display shall be located at the scorer's and timer's table to indicate team possession for the alternating-possession procedure.

SECTION 17 "X" LOCATES SCORER

An "X" 12 inches long and 2 inches wide shall be placed on the floor out of bounds directly in front of the official scorer to help substitutes with the proper location.

SECTION 18 MUSIC/SOUND EFFECTS/ARTIFICIAL NOISEMAKERS

The playing of music/sound effects shall only be permitted during pregame, time-outs, intermission and post-game. The use of artificial noisemakers shall be prohibited.

Rule 2 *Officials and Their Duties*

SECTION 1 GAME AND TABLE OFFICIALS

ART. 1 . . . The official's uniform shall be a black-and-white striped shirt, black pants, entirely black shoes and black socks.

ART. 2 . . . The game officials shall be a referee and an umpire or a referee and two umpires who shall be assisted by an official timer and scorer.

ART. 3 . . . The scorer and timer shall be located at the scorer's and timer's table on the side of the court. It is recommended that the official scorer and timer be seated next to each other.

SECTION 2 OFFICIALS' JURISDICTION

ART. 1 . . . The officials shall make decisions for infractions of the rules committed within or outside the boundary lines. The use of any replay or television monitoring equipment by the officials in making any decision relating to the game is prohibited.

NOTE: A state association may permit game or replay officials to use a replay monitor during state championship series contests to determine if a try for goal at the expiration of time in the fourth quarter or any overtime period (0:00 on the game clock) should be counted, and if so, determine if it is a two- or a three-point goal.

ART. 2 . . . The officials' jurisdiction, prior to the game, begins when they arrive on the floor. The officials' arrival on the floor shall be at least 15 minutes before the scheduled starting time of the game.

ART. 3 . . . The officials' jurisdiction extends through periods when the game may be momentarily stopped for any reason.

ART. 4 . . . The jurisdiction of the officials' is terminated and the final score has been approved when all officials leave the visual confines of the playing area.

SECTION 3 REFEREE'S AUTHORITY

The referee shall make decisions on any points not specifically covered in the rules.

SECTION 4 REFEREE'S PREGAME DUTIES

The referee shall:

ART. 1 . . . Inspect and approve all equipment, including court, baskets, ball, backboards, and timer's and scorer's signals.

ART. 2 . . . Designate the official timepiece and official timer prior to the scheduled starting time of the game.

ART. 3 . . . Designate the official scorebook and official scorer prior to the scheduled starting time of the game.

NOTE: A state association may authorize use of supplementary equipment to aid in game administration.

ART. 4 . . . Be responsible for having each team notified three minutes before each half is to begin.

ART. 5 . . . Verify with the head coach, prior to each contest, that his/her team member's uniforms and equipment are legal and will be worn properly, and that all participants will exhibit proper sporting behavior throughout the contest.

SECTION 5 REFEREE'S DUTIES DURING GAME

The referee shall:

ART. 1 . . . Designate the official to toss the ball in the center restraining circle for all jump-ball situations.

ART. 2 . . . Administer the alternating-possession throw-in to start the second, third and fourth quarters.

ART. 3 . . . Decide whether a goal shall count if the officials disagree.

ART. 4 . . . May declare the game a forfeit when conditions warrant.

ART. 5 . . . Decide matters upon which the timer and scorer disagree and correct obvious timing errors.

ART. 6 . . . Confer with the official scorer at halftime to determine the possession arrow is pointed in the proper direction to begin play in the third quarter.

ART. 7 . . . Check and approve the score at the end of each half.

SECTION 6 OFFICIALS' AUTHORITY

No official has the authority to set aside or question decisions made by the other official(s) within the limits of their respective outlined duties.

SECTION 7 OFFICIALS' GENERAL DUTIES

The officials shall conduct the game in accordance with the rules. This includes:

ART. 1 . . . Notifying the captains when play is about to begin at the start of the game.

ART. 2 . . . Putting the ball in play.

ART. 3 . . . Determining when the ball becomes dead.

ART. 4 . . . Prohibiting practice during a dead ball, except between halves.

ART. 5 . . . Administering penalties.

ART. 6 . . . Granting time-out.

ART. 7 . . . Beckoning substitutes to enter the court.

ART. 8 . . . Signaling a three-point goal by raising two arms extended overhead.

ART. 9 . . . Silently and visibly counting seconds to administer the throw-in (7-

6), free-throw (8-4; 9-1-3a), backcourt (9-8) and closely-guarded (9-10) rules.

ART. 10 . . . Report a team warning for delay to the official scorer and then to the coach.

SECTION 8 OFFICIALS' ADDITIONAL DUTIES

The officials shall:

ART. 1 . . . Penalize unsporting conduct by any player, coach, substitute, team attendant or follower.

NOTE: The home management or game committee is responsible for spectator behavior, insofar as it can reasonably be expected to control the spectators. The officials may rule fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game. Discretion must be used in ruling such fouls, however, lest a team be unjustly penalized. When team supporters become unruly or interfere with the orderly progress of the game, the officials shall stop the game until the host management resolves the situation and the game can proceed in an orderly manner. In the absence of a designated school representative, the home coach shall serve as the host management.

ART. 2 . . . Penalize and disqualify the offender if flagrant misconduct occurs.

ART. 3 . . . Remove a player from the game who commits his/her fifth foul (personal and technical).

ART. 4 . . . Notify the coach and request the timer to begin the replacement interval, and then notify the player on a disqualification.

ART. 5 . . . Immediately remove a player from the game who exhibits signs, symptoms or behaviors consistent with a concussion as in 3-3-8. (See NFHS Suggested Guidelines for Management of Concussion in Appendix D on page 75)

SECTION 9 SIGNALS

ART. 1 . . . When a foul occurs, an official shall signal the timer to stop the clock. The official shall designate the offender to the scorer and indicate with finger(s) the number of free throws.

ART. 2 . . . When a team is entitled to a throw-in, an official shall signal the timer to stop the clock and clearly signal:

- a. The act which caused the ball to become dead.
- b. The team entitled to the throw-in.
- c. The throw-in spot unless it follows a successful goal or an awarded goal.

SECTION 10 CORRECTABLE ERRORS

ART. 1 . . . Officials may correct an error if a rule is inadvertently set aside and results in:

- a. Failure to award a merited free throw.
- b. Awarding an unmerited free throw.
- c. Permitting a wrong player to attempt a free throw.
- d. Attempting a free throw at the wrong basket.
- e. Erroneously counting or canceling a score.

ART. 2 . . . In order to correct any of the officials' errors listed in Article 1, such

error must be recognized by an official no later than during the first dead ball after the clock has properly started.

ART. 3 . . . If in Article 1e the error is made while the clock is running and the ball dead, it must be recognized by an official before the second live ball.

ART. 4 . . . If the error is a free throw by the wrong player or at the wrong basket, or the awarding of an unmerited free throw, the free throw and the activity during it, other than unsporting, flagrant, intentional or technical fouls, shall be canceled.

ART. 5 . . . Points scored, consumed time and additional activity, which may occur prior to the recognition of an error, shall not be nullified. Errors because of free-throw attempts by the wrong player or at the wrong basket shall be corrected by applying 8-1 and 2.

ART. 6 . . . If an error is corrected, play shall be resumed from the point of interruption to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play shall resume as after any free-throw attempt(s).

SECTION 11 SCORER'S DUTIES

The scorer shall:

ART. 1 . . . Keep a record of the names and numbers of players who are to start the game and of all substitutes who enter the game.

NOTE: It is recommended the team member's numbers be entered into the scorebook in numerical order.

ART. 2 . . . Notify the nearer official when there is an infraction of the rules pertaining to submission of the roster, substitutions or numbers of players.

ART. 3 . . . Signal the officials by using the game horn or a sounding device unlike that used by the referee and umpire(s). This may be used immediately if, or as soon as, the ball is dead or is in control of the offending team.

ART. 4 . . . Record the field goals made, the free throws made and missed, and keep a running summary of the points scored.

ART. 5 . . . Record the personal and technical fouls reported on each player and notify an official immediately when the fifth foul (personal and technical) is charged to any player, the second technical foul is charged to any team member, bench personnel, or directly to the head coach, or the third technical foul is charged to the head coach.

ART. 6 . . . Record the time-out information charged to each team (who and when) and notify a team and its coach, through an official, whenever that team is granted its final allotted charged time-out.

ART. 7 . . . Record the jump balls for the alternating-possession procedure and be responsible for the possession arrow.

ART. 8 . . . Record the number of warnings in the official scorebook, as in Rule 4-47.

ART. 9 . . . Signal the nearer official each time a team is granted a time-out in excess of the allotted number.

ART. 10 . . . Signal in each half when a player commits a common foul beginning with his/her team's seventh and 10th foul.

ART. 11 . . . Compare records with the visiting scorer after each goal, each foul, each charged time-out, and end of each quarter and extra period, notifying the referee at once of any discrepancy. If the mistake cannot be found, the referee shall accept the record of the official scorebook, unless he/she has knowledge which permits him/her to decide otherwise. If the discrepancy is in the score and the mistake is not resolved, the referee shall accept the progressive team totals of the official scorebook. A bookkeeping mistake may be corrected at any time until the referee approves the final score. The scorebook of the home team shall be the official book, unless the referee rules otherwise. The official scorebook shall remain at the scorer's table throughout the game, including all intermissions.

NOTES:

1. The rules committee strongly recommends that the official scorer wear a black-and-white striped garment and that his/her location be clearly marked.
2. The procedure if a player who has committed his/her fifth foul continues to play because the scorer has failed to notify the official is as follows: As soon as the scorer discovers the irregularity, the game horn should be sounded after, or as soon as, the ball is in control of the offending team or is dead. The disqualified player must be removed immediately. Any points which may have been scored while such player was illegally in the game are counted. If other aspects of the error are correctable, the procedure to be followed is included among the duties of the officials.

SECTION 12 TIMER'S DUTIES

The timer shall:

ART. 1 . . . Note when each half is to start and shall notify the referee more than three minutes before this time so the referee may notify the teams, or cause them to be notified, at least three minutes before the half is to start.

ART. 2 . . . Signal the scorer three minutes before starting time.

ART. 3 . . . Be provided with a clock to be used for timing quarters, extra periods and intermissions, and a stopwatch for timing time-outs. The clock shall be operated by the official timer. The clock and a stopwatch shall be placed so that they may be seen by the timer. The clock shall be started or stopped as prescribed in Rule 5-8 and 5-9.

ART. 4 . . . Sound a warning signal 15 seconds before the expiration of an intermission or a 60-second charged time-out and at 15 seconds of a 30-second time-out, immediately after which the players shall prepare to be ready to resume play, and signal again at the end of the intermission or time-out.

ART. 5 . . . Sound a warning signal 15 seconds before the expiration of the 20 seconds (maximum) permitted for replacing a disqualified or injured player, or for

a player directed to leave the game.

NOTE: The official shall signal the timer to begin the 20-second interval for replacing an injured player after the injured player has been removed from the court and the coach has been notified that a replacement is required, except as in 3-3-6.

ART. 6 . . . Stop the clock at the expiration of time for each quarter or extra period, and when an official signals time-out, as in 5-8. For an intermission or a charged time-out, start the stopwatch and signal the referee as outlined in Article 5.

ART. 7 . . . Indicate by signal the expiration of playing time in each quarter or extra period. If a red/LED light is used, the light is the official expiration of playing time.

SECTION 13 TIMERS' EQUIPMENT

If the red/LED light fails to illuminate and the timer's signal fails to sound, or is not heard, the timer shall go onto the court or use other means to immediately notify the referee. If in the meantime, a goal has been made or a foul has occurred, the referee shall consult the timer:

ART. 1 . . . If table officials agree that time expired before the ball was in flight, the goal shall not count.

ART. 2 . . . If table officials agree that the quarter or extra period ended, as in 5-6-2 before the foul occurred, the foul shall be disregarded, unless it was intentional or flagrant.

ART. 3 . . . If table officials disagree, the goal shall count and/or the foul shall be penalized, unless the referee has knowledge which alters such ruling.

Rule 3 *Players, Substitutes and Equipment*

SECTION 1 TEAM, CAPTAIN

ART. 1 . . . Each team consists of five players, one of whom is the captain.

NOTE: A team must begin the game with five players, but if it has no substitutes to replace disqualified or injured players, it must continue with fewer than five. When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that team has an opportunity to win the game.

ART. 2 . . . The captain is the representative of his/her team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the court.

SECTION 2 ROSTERS, STARTERS, NUMBERS

ART. 1 . . . At least 10 minutes before the scheduled starting time, each team

shall supply the official scorer with the name and number of each team member and designate the five starting players. Failure to comply results in a technical foul (see 10-1-1 Penalty).

ART. 2 . . . After the 10-minute time limit specified in Article 1, a team is charged with a maximum of one technical foul regardless of how many infractions of the following are committed (see 10-1-2 Penalty):

- a. Changing a designated starter, unless necessitated by illness, injury, illegal equipment or apparel, etc., or to attempt a technical-foul free throw.
- b. Adding a name to the team member list.
- c. Requiring the scorer to change a team member's or player's number in the scorebook.
- d. Requiring a player to change to the number in the scorebook.
- e. Having identical numbers on team members and/or players.

SECTION 3 SUBSTITUTION

ART. 1 . . . A substitute who desires to enter shall report to the scorer, giving his/her number.

- a. Between quarters, at halftime and during a time-out, the substitute must report or be in position to report to the scorer, prior to the warning signal which is sounded 15 seconds before the end of the intermission or the time-out.

NOTE: When a substitute is not properly reported, the players in the game at the conclusion of the quarter/when the time-out was called shall begin play for the new quarter/after the time-out.

- b. Substitutions between halves may be made by the substitute or a team representative.
- c. During multiple free throws resulting from personal fouls, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted.

EXCEPTION: When a player is required by rule to be replaced prior to administering the free throw(s), then all other substitutes who have legally reported may also enter the game.

- d. If entry is at any time other than between quarters, and a substitute who is entitled and ready to enter reports to the scorer, the scorer shall use a sounding device or game horn, if, or as soon as, the ball is dead and the clock is stopped.
- e. A captain may request a defensive match-up if three or more substitutes from the same team enter during an opportunity to substitute.

ART. 2 . . . The substitute shall remain outside the boundary until an official beckons, whereupon he/she shall enter immediately. If the ball is about to become live, the beckoning signal should be withheld. The entering substitute shall not replace a designated jumper or a free thrower except as in 8-2 and 3. If the substitute enters to replace a player who must jump or attempt a free throw, he/she shall withdraw until the next opportunity to substitute.

ART. 3 . . . A substitute becomes a player when he/she legally enters the court.

If entry is not legal, the substitute becomes a player when the ball becomes live. A player becomes bench personnel after his/her substitute becomes a player or after notification of the coach following his/her disqualification.

ART. 4 . . . A player who has been replaced, or directed to leave the game shall not re-enter before the next opportunity to substitute after the clock has been started properly following his/her replacement.

ART. 5 . . . A player not wearing the pants/skirt properly and above the hips and/or a player not tucking in a team jersey (front and back) designed to be worn inside the pants/skirt, shall be directed to leave the game as in 3-3-4; a charged time-out shall not alter this requirement.

ART. 6 . . . A player who has been injured to the extent that the coach or any other bench personnel is beckoned and/or comes onto the court shall be directed to leave the game, unless a time-out is requested by, and granted to, his/her team and the situation can be corrected by the end of the time-out.

ART. 7 . . . A player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition, unless a time-out is requested by, and granted to, his/her team and the situation can be corrected by the end of the time-out.

NOTES: (ARTS. 6, 7)

1. If players from both teams are directed to leave the game because of injury/blood, both teams must request and be granted a time-out in order to keep each player in the game.
2. A time-out granted to keep a player in the game must be requested before the replacement interval begins.

ART. 8 . . . Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health care professional. (See NFHS Suggested Guidelines for Management of Concussion in Appendix D on page 75.)

SECTION 4 UNIFORMS

ART. 1 . . . Team jersey color and design shall adhere to the following:

- a. The torso of the team jersey shall be the same single solid color for all team members.
- b. The torso is the portion of the jersey from an imaginary line at the base of the neckline extending to each armhole, down to the bottom hem of the jersey and from side seam/insert to side seam/insert. The imaginary line at the base of the neckline shall not extend beyond 1½ inches from the lowest point of the neckline apex/opening.
- c. The torso color shall be white for the home team and a contrasting dark color for the visiting team.

- d. There are no color/design restrictions in the area of the team jersey from the imaginary line at the base of the neckline to the top of the shoulder and in the corresponding area on the back of the jersey.
- e. Side inserts, including trim/piping/accent color(s), shall be no more than 4 inches in width (2 inches on each side of seam) of any color(s) or design, centered vertically below the armpit. Side inserts for all team jerseys shall be the same width.
- f. Trim, piping or an accent color differing from the torso color shall not exceed 1 inch around the arm openings, except as in item d above.

ART. 2 . . . Logos/flags/patches shall adhere to the following:

- a. A visible manufacturer's logo/trademark/reference is not permitted on the team jersey.
- b. The American flag may be worn anywhere on the team jersey provided it does not exceed 2 x 3 inches and does not interfere with the visibility of the player's number.
- c. One commemorative/memorial patch may be worn on the jersey. The patch shall not exceed 4 square inches, shall not be a number and must be located above the neckline or in the side insert.
- d. A school or conference logo/mascot may be located at the apex/opening of the neckline, in the corresponding area on the back of the jersey and/or in either side insert.

ART. 3 . . . Numbers shall adhere to the following:

- a. Team jerseys shall include the team member's number, which shall be at least 6 inches high on the back and at least 4 inches high on the front and not less than 3/4 inch in width excluding the border.
- b. The number(s) shall be centered vertically and horizontally.
- c. The number(s) on the front and back of the team jersey shall be the same color and style.
- d. Each team member shall be numbered on the front and back of the team jersey with plain Arabic numerals. The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. A team member list shall not have both numbers 0 and 00.
- e. No more than three colors may be used on the number. The style of the number must be clearly visible and conform to one of the following:
 - 1. A solid contrasting color with no more than two solid color 1/4-inch borders around the entire number. If the team jersey color is used as a border, it must be counted as one of the allowed colors.
 - 2. The team jersey color itself when bordered with not more than two 1/4-inch solid border(s) contrasting with the team jersey color.
 - 3. A solid contrasting color with a "shadow" trim of a contrasting color on part of the number not to exceed 1/2 inch in width and may be used with one 1/4-inch border.

ART. 4 . . . Identifying name(s) shall adhere to the following:

- a. If used, lettering with team names and/or abbreviations or team member's names must be placed horizontally on the jersey.

- b. Lettering above a number may be arched, but the first and last letters must be on the same horizontal plane, such plane shall not be below a plane extending through the top of the number(s).
- c. Lettering below a number must have the first and last letters on the same horizontal plane and said plane shall not be above a plane extending through the bottom of the numbers(s).
- d. Any point on any letter shall not be closer than one inch to any point on any number(s).
- e. Any form of decorative accent (e.g., paw, halo, crown, star) in an identifying name or abbreviation is only permitted if the name or abbreviation is located above the number.
- f. If a tail is used in the lettering of an identifying name or abbreviation, the name or abbreviation must be located below the number.

ART. 5 . . . Uniform pants/skirts shall adhere to the following:

- a. Only one visible manufacturer's logo/trademark/reference is permitted. See 3-6-2 for size requirements.

SECTION 5 TEAM MEMBER'S EQUIPMENT, APPAREL

ART. 1 . . . The referee shall not permit any team member to wear equipment or apparel which, in his/her judgment, is dangerous or confusing to other players or is not appropriate.

ART. 2 . . . Guards, casts, braces and compression sleeves must meet the following guidelines:

- a. A guard, cast or brace made of a hard and unyielding substance, such as, but not limited to, leather, plaster, plastic or metal shall not be worn on the elbow, hand, finger/thumb, wrist or forearm; even though covered with soft padding.
- b. Hard and unyielding items (guards, casts, braces, etc.) on the upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½" thick.
- c. Knee and ankle braces which are unaltered from the manufacturer's original design/production are permitted and do not require any additional padding/covering.
- d. A protective face mask may be worn and made of hard material, but must be worn molded to the face with no protrusions.
- e. Must be worn for medical reasons.

NOTE: Each state association may authorize the use of artificial limbs which in its opinion are no more dangerous to players than the corresponding human limb and do not place an opponent at a disadvantage.

ART. 3 . . . Wristbands and headwear shall meet the following guidelines:

- a. Headbands and wristbands shall be white, black, beige or a single solid school color and shall be the same color for each item and all participants. See 3-6 for logo requirements.
- b. A headband is any item that goes around the entire head. If worn, only one headband is permitted, it must be worn on the forehead/crown, it must be nonabrasive and unadorned, and it must be a maximum of 2 inches.

- c. If worn, only one wristband is permitted on each wrist, each must be worn on the arm below the elbow, each must be moisture-absorbing, nonabrasive and unadorned, and each must be a maximum of 4 inches.
- d. Rubber, cloth or elastic bands may be used to control hair. Hard items, including, but not limited to, beads, barrettes and bobby pins, are prohibited.
- e. Head decorations and headwear, except those specified above, are prohibited.

EXCEPTION: State associations may on an individual basis permit a player to participate while wearing a head covering if it meets the following criteria:

- a. For medical or cosmetic reasons – In the event a participant is required by a licensed medical physician to cover his/her head with a covering or wrap, the physician's statement is required before the state association can approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely that it will come off during play.
- b. For religious reasons – In the event there is documented evidence provided to the state association that a participant may not expose his/her uncovered head, the state association may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely it will come off during play.

ART. 4 . . . Equipment which is unnatural and designed to increase a player's height or reach or to gain an advantage shall not be permitted. Equipment and apparel shall not be modified from the original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

ART. 5 . . . Undershirts shall be a single solid color similar to the torso of the jersey and shall be hemmed and not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length. A visible manufacturer's logo/trademark/reference is not permitted on the undershirt.

ART. 6 . . . Compression shorts/tights shall be a single solid color similar to the predominant color of the pants/skirt; the length shall be above the knee. Undergarments shall not extend below the pants/skirt. See 3-6 for logo requirements.

ART. 7 . . . Jewelry is prohibited. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.

SECTION 6 LOGO/TRADEMARK/REFERENCE

ART. 1 . . . One visible manufacturer's logo/trademark/reference or school logo/mascot is permitted on the wristbands, headband and compression shorts (3-5-3, 3-5-6).

ART. 2 . . . The size shall be limited to 2¼ square inches and shall not exceed 2¼ inches in any dimension on any item.

SECTION 7 SAFETY CONCERNS

The referee shall not permit any team member to participate if in his/her judgment any item constitutes a safety concern, such as, but not limited to, a player's fingernails or hairstyle.

Rule **4** *Definitions*

SECTION 1 AIRBORNE SHOOTER

ART. 1 . . . An airborne shooter is a player who has released the ball on a try for a goal or has tapped the ball and has not returned to the floor.

ART. 2 . . . The airborne shooter is considered to be in the act of shooting.

SECTION 2 ALTERNATING POSSESSION AND ARROW

ART. 1 . . . Alternating possession is the method of putting the ball in play by a throw-in as outlined in 6-4.

ART. 2 . . . The possession arrow is a device located at the scorer's table which is used to indicate the direction of a team's basket for the alternating-possession procedure.

SECTION 3 SETTING DIRECTION OF INITIAL ARROW

Alternating-possession control is established and the initial direction of the possession arrow is set toward the opponent's basket when:

ART. 1 . . . A player secures control of the ball, as after the jump ball.

ART. 2 . . . The ball is placed at the disposal of the free thrower after a common foul when the bonus free throw is in effect.

ART. 3 . . . The ball is placed at the disposal of the thrower after:

- a. A violation during or following the jump before a player secures control.
- b. The free throws for a noncommon foul.
- c. A common foul before the bonus free throw is in effect.

NOTE: This procedure is used only to establish the alternating-possession procedure. See 6-4 for using the procedure and reversing the possession arrow.

SECTION 4 BALL LOCATION, AT DISPOSAL

ART. 1 . . . A ball which is in contact with a player or with the court is in the backcourt if either the ball or the player (either player if the ball is touching more than one) is touching the backcourt.

ART. 2 . . . A ball which is in contact with a player or with the court is in the frontcourt if neither the ball nor the player is touching the backcourt.

ART. 3 . . . A ball which is in flight retains the same location as when it was last

in contact with a player or the court.

ART. 4 . . . A ball which touches a player or an official is the same as the ball touching the floor at that individual's location.

ART. 5 . . . A ball which touches the front faces or edges of the backboard is treated the same as touching the floor inbounds; see also 4-15-1.

ART. 6 . . . During a dribble from backcourt to frontcourt, the ball is in the frontcourt when the ball and both feet of the dribbler touch the court entirely in the frontcourt.

ART. 7 . . . A ball is at the disposal of a player when it is:

- a. Handed to a thrower or free thrower.
- b. Caught by a player after it is bounced to him/her.
- c. Placed on the floor at the spot.
- d. Available to a player after a goal and the official begins the throw-in count.

SECTION 5 BASKET, CHOICE

ART. 1 . . . A team's own basket is the one into which its players try to throw or tap the ball.

ART. 2 . . . Each team's basket for practice before the game and for the first half shall be the one farther from its team bench.

ART. 3 . . . The teams shall change baskets for the second half.

ART. 4 . . . If by mistake the officials permit a team to go the wrong direction, when discovered all points scored, fouls committed, and time consumed shall count as if each team had gone the proper direction. Play shall resume with each team going the proper direction based on bench location.

SECTION 6 BASKET INTERFERENCE

Basket interference occurs when a player:

ART. 1 . . . Touches the ball or any part of the basket (including the net) while the ball is on or within either basket.

ART. 2 . . . Touches the ball while any part of the ball is within the imaginary cylinder which has the basket ring as its lower base.

EXCEPTION: In Arts. 1 or 2, if a player has his/her hand legally in contact with the ball, it is not a violation if such contact with the ball continues after it enters a basket cylinder or if in such action, the player touches the basket. Dunking or stuffing is legal and is not basket interference.

ART. 3 . . . Touches the ball outside the cylinder while reaching through the basket from below.

ART. 4 . . . Pulls down a movable ring so that it contacts the ball before the ring returns to its original position.

SECTION 7 BLOCKING, CHARGING

ART. 1 . . . Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.

ART. 2 . . . Charging is illegal personal contact caused by pushing or moving into an opponent's torso.

- a. A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his/her path.
- b. If a guard has obtained a legal guarding position, the player with the ball must get his/her head and shoulders past the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
- c. There must be reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in his/her path. If there is less than 3 feet of space, the dribbler has the greater responsibility for the contact.
- d. The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble.

SECTION 8 BONUS FREE THROW

ART. 1 . . . A bonus free throw is the second free throw awarded for a common foul (except a player-control or team-control foul) as follows:

- a. Beginning with a team's seventh foul in each half and for the eighth and ninth foul, the bonus is awarded only if the first free throw is successful.
- b. Beginning with a team's 10th foul in each half the bonus is awarded whether or not the first free throw is successful.

NOTE: Rule 2-10-1a, b is applied if a merited free throw is not awarded or an unmerited free throw is awarded.

ART. 2 . . . Player-control, team-control and technical fouls are counted as team fouls to reach the bonus. When a technical foul is also charged indirectly to the head coach, it counts only as one team foul.

SECTION 9 BOUNDARY LINES

ART. 1 . . . Boundary lines of the court consist of end lines and sidelines.

ART. 2 . . . The inside edges of these lines define the inbounds and out-of-bounds areas.

SECTION 10 CLOSELY GUARDED

A closely guarded situation occurs when a player in control of the ball in his/her team's frontcourt, is continuously guarded by any opponent who is within six feet of the player who is holding or dribbling the ball. The distance shall be measured from the forward foot/feet of the defender to the forward foot/feet of the ball handler. A closely guarded count shall be terminated when the offensive player in control of the ball gets his/her head and shoulders past the defensive player.

SECTION 11 CONTINUOUS MOTION

ART. 1 . . . Continuous motion applies to a try or tap for field goals and free throws, but it has no significance unless there is a foul by any defensive player

during the interval which begins when the habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight.

ART. 2 . . . If an opponent fouls after a player has started a try for goal, he/she is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.

ART. 3 . . . Continuous motion does not apply if a teammate fouls after a player has started a try for a goal and before the ball is in flight. The ball becomes dead immediately.

SECTION 12 CONTROL, PLAYER AND TEAM

ART. 1 . . . A player is in control of the ball when he/she is holding or dribbling a live ball inbounds. There is no player control when, during a jump ball, a jumper catches the ball prior to the ball touching the floor or a non-jumper, or during an interrupted dribble.

ART. 2 . . . A team is in control of the ball:

- a. When a player of the team is in control.
- b. While a live ball is being passed among teammates.
- c. During an interrupted dribble.

ART. 3 . . . Team control continues until:

- a. The ball is in flight during a try or tap for goal.
- b. An opponent secures control.
- c. The ball becomes dead.

ART. 4 . . . While the ball remains live a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.

ART. 5 . . . Team control does not exist during a jump ball or the touching of a rebound, but is re-established when a player secures control.

ART. 6 . . . Neither team control nor player control exists during a dead ball, throw-in, a jump ball or when the ball is in flight during a try or tap for goal.

SECTION 13 COURT AREAS

ART. 1 . . . The frontcourt of a team consists of that part of the court between its end line and the nearer edge of the division line, including its basket and the inbounds part of the backboard.

ART. 2 . . . The backcourt of a team consists of the rest of the court, including the entire division line and the opponent's basket and inbounds part of the opponent's backboard.

SECTION 14 DISQUALIFIED PLAYER

ART. 1 . . . A disqualified player is one who is barred from further participation in the game because of having committed his/her fifth foul (personal and technical), two technical fouls or a flagrant foul.

ART. 2 . . . A player is officially disqualified and becomes bench personnel when the coach is notified by an official.

SECTION 15 DRIBBLE

ART. 1 . . . A dribble is ball movement caused by a player in control who bats (intentionally strikes the ball with the hand(s)) or pushes the ball to the floor once or several times. It is not a part of a dribble when the ball touches a player's own backboard.

ART. 2 . . . During a dribble the ball may be batted into the air provided it is permitted to strike the floor before the ball is touched again with the hand(s).

ART. 3 . . . The dribble may be started by pushing, throwing or batting the ball to the floor before the pivot foot is lifted.

ART. 4 . . . The dribble ends when:

- a. The dribbler catches or causes the ball to come to rest in one or both hands.
- b. The dribbler palms/carries the ball by allowing it to come to rest in one or both hands.
- c. The dribbler simultaneously touches the ball with both hands.
- d. The ball touches or is touched by an opponent and causes the dribbler to lose control.
- e. The ball becomes dead.

ART. 5 . . . An interrupted dribble occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. There is no player control during an interrupted dribble.

ART. 6 . . . During an interrupted dribble:

- a. A closely guarded count shall not be started or shall be terminated.
- b. A player-control foul cannot be committed.
- c. A time-out request shall not be granted.
- d. Out-of-bounds violation does not apply on the player involved in the interrupted dribble.

SECTION 16 DUNKING

Dunking or stuffing is the driving, forcing, pushing or attempting to force a ball through the basket with the hand(s).

SECTION 17 EXTRA PERIOD

An extra period is the extension of playing time necessary to break a tie score. The length of each extra period is four minutes.

SECTION 18 FIGHTING

Fighting is a flagrant act and can occur when the ball is dead or live. Fighting includes, but is not limited to combative acts such as:

ART. 1 . . . An attempt to strike, punch or kick by using a fist, hands, arms, legs or feet regardless of whether contact is made.

ART. 2 . . . An attempt to instigate a fight by committing an unsporting act that causes a person to retaliate by fighting.

SECTION 19 FOUL

A foul is an infraction of the rules which is charged and is penalized.

ART. 1 . . . A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. A personal foul also includes contact by or on an airborne shooter when the ball is dead.

NOTE: Contact after the ball has become dead is ignored unless it is ruled intentional or flagrant or is committed by or on an airborne shooter.

ART. 2 . . . A common foul is a personal foul which is neither flagrant nor intentional nor committed against a player trying or tapping for a field goal nor a part of a double, simultaneous or multiple foul.

ART. 3 . . . An intentional foul is a personal or technical foul which neutralizes an opponent's obvious advantageous position. Contact away from the ball or when not making a legitimate attempt to play the ball or a player, specifically designed to stop or keep the clock from starting, shall be intentional. Intentional fouls may or may not be premeditated and are not based solely on the severity of the act. A foul also shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent.

ART. 4 . . . A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking and kneeing. If technical, it involves dead-ball contact or noncontact at any time which is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant act.

ART. 5 . . . A technical foul is:

- a. A foul by a nonplayer.
- b. A noncontact foul by a player.
- c. An intentional or flagrant contact foul while the ball is dead, except a foul by an airborne shooter.
- d. A direct technical, charged to the head coach because of his/her actions or for permitting a player to participate after having been disqualified.
- e. An indirect technical, charged to the head coach as a result of a bench technical foul being assessed to team bench personnel, or a technical foul being assessed to a team member for dunking or grasping the ring during pregame warm-up or at intermission.

ART. 6 . . . A player-control foul is a common foul committed by a player while he/she is in control of the ball or by an airborne shooter.

ART. 7 . . . A team-control foul is a common foul committed by a member of the team that has team control.

ART. 8 . . . Double fouls:

- a. A double personal foul is a situation in which two opponents commit

personal fouls against each other at approximately the same time.

- b. A double technical foul is a situation in which two opponents commit technical fouls against each other at approximately the same time.

ART. 9 . . . A false double foul is a situation in which there are fouls by both teams, the second of which occurs before the clock is started following the first, and such that at least one of the attributes of a double foul is absent.

ART. 10 . . . A simultaneous foul (personal or technical) by opponents is a situation in which there is a foul by both teams which occurs at approximately the same time, but are not committed by opponents against each other.

ART. 11 . . . A multiple foul is a situation in which two or more teammates commit personal fouls against the same opponent at approximately the same time.

ART. 12 . . . A false multiple foul is a situation in which there are two or more fouls by the same team and the last foul is committed before the clock is started following the first, and at least one of the attributes of a multiple foul is absent.

ART. 13 . . . A team foul is any personal foul or technical foul (except indirect technical fouls) which is charged to either team. All team fouls are counted to reach the bonus free throw.

ART. 14 . . . An unsporting foul is a noncontact technical foul which consists of unfair, unethical, dishonorable conduct or any behavior not in accordance with the spirit of fair play.

SECTION 20 FREE THROW

ART. 1 . . . A free throw is the opportunity given a player to score one point by an unhindered try for goal from within the free-throw semicircle and behind the free-throw line.

ART. 2 . . . The free throw starts when the ball is at the disposal of the free thrower.

ART. 3 . . . The free throw ends when the try is successful, when it is certain the try will not be successful, when the try touches the floor or any player, or when the ball becomes dead.

SECTION 21 FUMBLE

A fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player's grasp.

SECTION 22 GOALTENDING

Goaltending occurs when a player touches the ball during a field-goal try or tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight, or an opponent of the free thrower touches the ball outside the cylinder during a free-throw attempt.

SECTION 23 GUARDING

ART. 1 . . . Guarding is the act of legally placing the body in the path of an offensive opponent. There is no minimum distance required between the guard and opponent, but the maximum is 6 feet when closely guarded. Every player is entitled to a spot on the playing court provided such player gets there first without illegally contacting an opponent. A player who extends an arm, shoulder, hip or leg into the path of an opponent is not considered to have a legal position if contact occurs.

ART. 2 . . . To obtain an initial legal guarding position:

- a. The guard must have both feet touching the playing court.
- b. The front of the guard's torso must be facing the opponent.

ART. 3 . . . After the initial legal guarding position is obtained:

- a. The guard may have one or both feet on the playing court or be airborne, provided he/she has inbound status.
- b. The guard is not required to continue facing the opponent.
- c. The guard may move laterally or obliquely to maintain position, provided it is not toward the opponent when contact occurs.
- d. The guard may raise hands or jump within his/her own vertical plane.
- e. The guard may turn or duck to absorb the shock of imminent contact.

ART. 4 . . . Guarding an opponent with the ball or a stationary opponent without the ball:

- a. No time or distance is required to obtain an initial legal position.
- b. If the opponent with the ball is airborne, the guard must have obtained legal position before the opponent left the floor.

ART. 5 . . . Guarding a moving opponent without the ball:

- a. Time and distance are factors required to obtain an initial legal position.
- b. The guard must give the opponent the time and/or distance to avoid contact.
- c. The distance need not be more than two strides.
- d. If the opponent is airborne, the guard must have obtained legal position before the opponent left the floor.

SECTION 24 HANDS AND ARMS, LEGAL AND ILLEGAL USE

ART. 1 . . . It is legal to extend the arms vertically above the shoulders and need not be lowered to avoid contact with an opponent when the action of the opponent causes contact. This legal use of the arms and hands usually occurs when guarding the player making a throw-in, the player with the ball in pressing tactics and a player with the ball who is maneuvering to try for goal by pivoting, jumping, etc.

ART. 2 . . . It is legal use of hands to reach to block or slap the ball controlled by a dribbler or a player throwing for goal or a player holding it and accidentally hitting the hand of the opponent when it is in contact with the ball.

ART. 3 . . . It is legal to hold the hands and arms in front of the face or body

for protection and to absorb force from an imminent charge by an opponent. This same protective use of the arms and hands occurs when a player who has set a screen outside the opponent's visual field is about to be run into by the player being screened. The action, however, should be a recoil action rather than a pushing action.

ART. 4 . . . It is not legal to use hands and arms or hips and shoulders to force his/her way through a screen or to hold the screener and then to push him/her aside in order to maintain a guarding position relative to his/her opponent.

ART. 5 . . . It is not legal to use hands on an opponent which in any way inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping.

ART. 6 . . . It is not legal to extend the arms fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms occurs. The extension of the elbows when the hands are on the hips or when the hands are held near the chest or when the arms are held more or less horizontally are examples of the illegal positions used.

ART. 7 . . . It is not legal to use the hand and/or forearm to prevent an opponent from attacking the ball during a dribble or when throwing for goal.

ART. 8 . . . It is not legal to swing arms and elbows excessively. This occurs when:

- a. Arms and elbows are swung about while using the shoulders as pivots, and the speed of the extended arms and elbows is in excess of the rest of the body as it rotates on the hips or on the pivot foot.
- b. The aggressiveness with which the arms and elbows are swung could cause injury to another player if contacted.

Using this description as a basis, an official will promptly and unhesitatingly rule such action with arms and elbows a violation.

ART. 9 . . . It is not legal to lock arms or grasp a teammate(s) in an effort to restrict the movement of an opponent.

SECTION 25 HELD BALL

A held ball occurs when:

ART. 1 . . . Opponents have their hands so firmly on the ball that control cannot be obtained without undue roughness.

ART. 2 . . . An opponent places his/her hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a try.

SECTION 26 HOLDING

Holding is illegal personal contact with an opponent which interferes with his/her freedom of movement.

SECTION 27 INCIDENTAL CONTACT

Incidental contact is contact with an opponent which is permitted and which does not constitute a foul.

ART. 1 . . . The mere fact that contact occurs does not constitute a foul. When 10 players are moving rapidly in a limited area, some contact is certain to occur.

ART. 2 . . . Contact, which may result when opponents are in equally favorable positions to perform normal defensive or offensive movements, should not be considered illegal, even though the contact may be severe.

ART. 3 . . . Similarly, contact which does not hinder the opponent from participating in normal defensive or offensive movements should be considered incidental.

ART. 4 . . . A player who is screened within his/her visual field is expected to avoid contact with the screener by stopping or going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener, and such contact is to be ruled incidental contact, provided the screener is not displaced if he/she has the ball.

ART. 5 . . . If, however, a player approaches an opponent from behind or from a position from which he/she has no reasonable chance to play the ball without making contact with the opponent, the responsibility is on the player in the unfavorable position.

SECTION 28 JUMP BALL

ART. 1 . . . A jump ball is a method of putting the ball into play to start the game and each extra period by tossing it up between two opponents in the center restraining circle, or as in 7-3 before the alternating-possession procedure has been established.

ART. 2 . . . In all other jump-ball situations the teams will alternate taking the ball out of bounds for a throw-in.

ART. 3 . . . The jump ball begins when the ball leaves the referee's hand(s) and ends when the touched ball contacts a nonjumper, the floor, a basket or backboard.

SECTION 29 KICKING THE BALL

Kicking the ball is intentionally striking it with any part of the leg or foot.

SECTION 30 MULTIPLE THROW

A multiple throw is a succession of free throws attempted by the same team.

SECTION 31 PASS

A pass is movement of the ball caused by a player who throws, bats or rolls the ball to another player.

SECTION 32 PENALTY

A penalty is an action assessed by an official to a player or team for a rules infraction. See Rules 9 and 10.

SECTION 33 PIVOT

A pivot takes place when a player who is holding the ball steps once, or more than once, in any direction with the same foot while the other foot, called the pivot foot, is kept at its point of contact with the floor.

SECTION 34 PLAYERS/BENCH PERSONNEL/SUBSTITUTES/TEAM MEMBERS

ART. 1 . . . A player is one of five team members who are legally on the court at any given time, except intermission.

ART. 2 . . . Bench personnel are all individuals who are part of or affiliated with a team, including, but not limited to: substitutes, coaches, manager(s) and statistician(s). During an intermission, all team members are bench personnel for the purpose of penalizing unsporting behavior.

ART. 3 . . . A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live. A player becomes bench personnel after his/her substitute becomes a player or after notification of the coach following his/her disqualification.

ART. 4 . . . A team member is a member of bench personnel who is in uniform and is eligible to become a player.

SECTION 35 PLAYER LOCATION

ART. 1 . . . The location of a player or nonplayer is determined by where the player is touching the floor as far as being:

- a. Inbounds or out of bounds.
- b. In the frontcourt or backcourt.
- c. Outside (behind/beyond) or inside the three-point field-goal line.

ART. 2 . . . When a player is touching the backcourt, out of bounds or the three-point line, the player is located in backcourt, out of bounds or inside the three-point line, respectively.

ART. 3 . . . The location of an airborne player with reference to the three factors of Article 1 is the same as at the time such player was last in contact with the floor or an extension of the floor, such as a bleacher.

SECTION 36 POINT OF INTERRUPTION

ART. 1 . . . Method of resuming play due to an official's inadvertent whistle, an interrupted game, as in 5-4-3, a correctable error, as in 2-10-6, a double personal, double technical or simultaneous foul, as in 4-19-8 and 4-19-10.

ART. 2 . . . Play shall be resumed by one of the following methods:

- a. A throw-in to the team that was in control at a spot nearest to where the ball was located when the interruption occurred.
- b. A free throw or a throw-in when the interruption occurred during this activity or if a team is entitled to such.
- c. An alternating-possession throw-in when neither team is in control and no

goal, infraction, nor end of quarter/extra period is involved when the game is interrupted.

SECTION 37 REBOUNDING

ART. 1 . . . Rebounding is an attempt by any player to secure possession of the ball following a try or tap for goal. In a rebounding situation there is no player or team control.

ART. 2 . . . To obtain or maintain legal rebounding position, a player may not:

- a. Displace, charge or push an opponent.
- b. Extend shoulders, hips, knees or extend the arms or elbows fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occurs.
- c. Bend his/her body in an abnormal position to hold or displace an opponent.
- d. Violate the principle of verticality.

ART. 3 . . . Every player is entitled to a spot on the playing court, provided the player gets there first without illegally contacting an opponent.

SECTION 38 RESUMPTION-OF-PLAY PROCEDURE

The resumption-of-play procedure is used to prevent delay in putting the ball in play when a throw-in team does not make a thrower available or following a time-out or intermission (unless either team is not on the court to start the second half) as in 7-5-1 and 8-1-2. The procedure results in a violation instead of a technical foul for initial delay in specific situations.

SECTION 39 RULE

ART. 1 . . . A rule is one of a group of regulations which governs the game.

ART. 2 . . . A game regulation, commonly called a rule, sometimes states or implies that the ball is dead or a foul or violation is involved. If it does not, it is assumed the ball is live and no foul or violation has occurred to affect the situation.

ART. 3 . . . A single infraction is not complicated by a second infraction unless so stated or implied.

SECTION 40 SCREEN

ART. 1 . . . A screen is legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position.

ART. 2 . . . To establish a legal screening position:

- a. The screener may face any direction.
- b. Time and distance are relevant.
- c. The screener must be stationary, except when both are moving in the same path and the same direction.
- d. The screener must stay within his/her vertical plane with a stance approximately shoulder width apart.

ART. 3 . . . When screening a stationary opponent from the front or side (within

the visual field), the screener may be anywhere short of contact.

ART. 4 . . . When screening a stationary opponent from behind (outside the visual field), the screener must allow the opponent one normal step backward without contact.

ART. 5 . . . When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take his/her stationary position. The position will vary and may be one to two normal steps or strides from the opponent.

ART. 6 . . . When screening an opponent who is moving in the same path and direction as the screener, the player behind is responsible if contact is made because the player in front slows up or stops and the player behind overruns his/her opponent.

ART. 7 . . . A player who is screened within his/her visual field is expected to avoid contact by going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener and if the opponent is running rapidly, the contact may be severe. Such a case is to be ruled as incidental contact provided the opponent stops or attempts to stop on contact and moves around the screen, and provided the screener is not displaced if he/she has the ball.

ART. 8 . . . A player may not use the arms, hands, hips or shoulders to force his/her way through a screen or to hold the screener and then push the screener aside in order to maintain a guarding position on an opponent.

SECTION 41 SHOOTING, TRY, TAP

ART. 1 . . . The act of shooting begins simultaneously with the start of the try or tap and ends when the ball is clearly in flight, and includes the airborne shooter.

ART. 2 . . . A try for field goal is an attempt by a player to score two or three points by throwing the ball into a team's own basket. A player is trying for goal when the player has the ball and in the official's judgment is throwing or attempting to throw for goal. It is not essential that the ball leave the player's hand as a foul could prevent release of the ball.

ART. 3 . . . The try starts when the player begins the motion which habitually precedes the release of the ball.

ART. 4 . . . The try ends when the throw is successful, when it is certain the throw is unsuccessful, when the thrown ball touches the floor or when the ball becomes dead.

ART. 5 . . . A tap for goal is the contacting of the ball with any part of a player's hand(s) in an attempt to direct the ball into his/her basket.

ART. 6 . . . A tap shall be considered the same as a try for field goal, except as in 5-2-5.

ART. 7 . . . The tap starts when the player's hand(s) touches the ball.

ART. 8 . . . The tap ends in exactly the same manner as a try.

SECTION 42 THROW-IN, THROWER, DESIGNATED SPOT

ART. 1 . . . The thrower is the player who attempts to make a throw-in.

ART. 2 . . . A throw-in is a method of putting the ball in play from out of bounds.

ART. 3 . . . The throw-in and the throw-in count begin when the ball is at the disposal of a player of the team entitled to it.

ART. 4 . . . The throw-in count ends when the ball is released by the thrower so the passed ball goes directly into the court.

ART. 5 . . . The throw-in ends when:

- a. The passed ball touches or is legally touched by another player inbounds.
- b. The passed ball touches or is touched by another player out of bounds, except as in 7-5-7.
- c. The throw-in team commits a throw-in violation.

ART. 6 . . . The designated throw-in spot is 3 feet wide with no depth limitation and is established by the official prior to putting the ball at the thrower's disposal.

NOTE: The thrower must keep one foot on or over the spot until the ball is released. Pivot-foot restrictions and the traveling rule are not in effect for a throw-in.

SECTION 43 TIME-OUT

ART. 1 . . . A 60-second time-out charged to a team is a maximum of one minute in length. A 30-second time-out charged to a team is a maximum 30 seconds in length.

ART. 2 . . . A successive time-out is one which is granted to either team before the clock has started following the previous time-out.

SECTION 44 TRAVELING

Traveling is moving a foot or feet in any direction in excess of prescribed limits while holding the ball. The limits on foot movements are as follows:

ART. 1 . . . A player who catches the ball with both feet on the floor, may pivot, using either foot. When one foot is lifted, the other is the pivot foot.

ART. 2 . . . A player, who catches the ball while moving or dribbling, may stop, and establish a pivot foot as follows:

- a. If both feet are off the floor and the player lands:
 1. Simultaneously on both feet, either foot may be the pivot.
 2. On one foot followed by the other, the first foot to touch is the pivot.
 3. On one foot, the player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.
- b. If one foot is on the floor:
 1. It is the pivot when the other foot touches in a step.
 2. The player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.

ART. 3 . . . After coming to a stop and establishing a pivot foot:

- a. The pivot foot may be lifted, but not returned to the floor, before the ball is released on a pass or try for goal.
- b. If the player jumps, neither foot may be returned to the floor before the ball is released on a pass or try for goal.
- c. The pivot foot may not be lifted before the ball is released, to start a dribble.

ART. 4 . . . After coming to a stop when neither foot can be a pivot:

- a. One or both feet may be lifted, but may not be returned to the floor before the ball is released on a pass or try for goal.
- b. Neither foot may be lifted before the ball is released, to start a dribble.

ART. 5 . . . A player holding the ball:

- a. May not touch the floor with a knee or any other part of the body other than hand or foot.
- b. After gaining control while on the floor and touching with other than hand or foot, may not attempt to get up or stand.

SECTION 45 VERTICALITY

Verticality applies to a legal position. Following are the basic components of the principle of verticality:

ART. 1 . . . Legal guarding position must be obtained initially and movement thereafter must be legal.

ART. 2 . . . From this position, the defender may rise or jump vertically and occupy the space within his/her vertical plane.

ART. 3 . . . The hands and arms of the defender may be raised within his/her vertical plane while on the floor or in the air.

ART. 4 . . . The defender should not be penalized for leaving the floor vertically or having his/her hands and arms extended within his/her vertical plane.

ART. 5 . . . The offensive player whether on the floor or airborne, may not "clear out" or cause contact within the defender's vertical plane which is a foul.

ART. 6 . . . The defender may not "belly up" or use the lower part of the body or arms to cause contact outside his/her vertical plane which is a foul.

ART. 7 . . . The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules.

SECTION 46 VIOLATION

A violation is one of three types of rule infractions which are listed and the penalty outlined in 9-1 through 13. Following are the types of violations:

ART. 1 . . . Type 1: Floor violations including basket interference by a teammate of the player attempting a field goal or free throw or goaltending a field goal and other violations which are not connected with a free throw or try or tap for goal.

ART. 2 . . . Type 2: Basket interference or goaltending by a player at the opponent's basket.

ART. 3 . . . Type 3: Free-throw violations other than those involving basket interference or goaltending.

SECTION 47 WARNING FOR DELAY

A warning to a team for delay is an administrative procedure by an official which is recorded in the scorebook by the scorer and reported to the coach:

ART. 1 . . . For throw-in plane violations, as in 9-2-10, 10-1-5c.

ART. 2 . . . For huddle by either team and contact with the free thrower, as in 10-1-5d.

ART. 3 . . . For interfering with the ball following a goal as in 10-1-5e.

ART. 4 . . . For failure to have the court ready for play following any time-out as in 10-1-5f.

Rule **5** *Scoring and Timing Regulations*

SECTION 1 GOAL

ART. 1 . . . A goal is made when a live ball enters the basket from above and remains in or passes through. No goal is scored if an untouched throw-in goes through the basket.

ART. 2 . . . Whether the clock is running or stopped has no influence on the counting of a goal. If a player-control foul occurs before or after a goal, the goal is canceled.

SECTION 2 SCORING

ART. 1 . . . A successful try, tap or thrown ball from the field by a player who is located behind the team's own 19-foot, 9-inch arc counts three points. A ball that touches the floor, a teammate inside the arc, an official, or any other goal from the field counts two points for the team into whose basket the ball is thrown. See 4-5-4.

ART. 2 . . . A goal from a free throw counts one point for the free-thrower's team and is credited to the free thrower. See 4-5-4.

ART. 3 . . . If a player scores a field goal in the opponent's basket, it is not credited to a player, but is indicated in a footnote. See 4-5-4.

ART. 4 . . . The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.

ART. 5 . . . When play is resumed with a throw-in or free throw and three-tenths (.3) of a second or less remains on the clock, a player may not gain control of the ball and try for a field goal. In this situation only a tap could score.

NOTE: This rule does not apply if the clock does not display tenths of a second.

SECTION 3 WINNING TEAM

The winning team is the one which has accumulated the greater number of points when the game ends as in 2-2-4.

SECTION 4 FORFEITURE, PROTEST, INTERRUPTED GAME

ART. 1 . . . The referee shall forfeit the game if a team refuses to play after being instructed to do so by any official. The referee may also forfeit a game if any player, team member, bench personnel or coach fails to comply with any technical-foul penalty, or repeatedly commits technical-foul infractions or other acts which make a travesty of the game. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 2-0 in its favor.

ART. 2 . . . The NFHS Basketball Rules Committee does not recognize protests.

ART. 3 . . . Whenever a game is interrupted because of events beyond the control of the responsible administrative authorities, it shall be continued from the point of interruption unless the teams agree to terminate the game with the existing score, or there are conference, league or state association rules to cover the situation.

SECTION 5 LENGTH OF QUARTER

ART. 1 . . . Playing time for teams of high school age shall be four quarters of eight minutes each with intermissions of one minute after the first and third quarters, and 10 minutes between halves. The halftime intermission may be extended to a maximum of 15 minutes for special activities, provided home management has properly notified the visiting team prior to the start of the game.

ART. 2 . . . Games involving only students below the ninth grade shall be played in six-minute quarters with intermissions as in Article 1. An organization sponsoring games involving teams which combine ninth-grade students with students in the eighth and/or seventh grades, may play those games in quarters of eight minutes.

ART. 3 . . . A quarter(s) may be shortened in an emergency or at any time by mutual agreement of the opposing coaches and referee. Playing time and number of quarters for nonvarsity game quarters may be reduced by mutual agreement of opposing coaches.

NOTE: A state association by adoption may institute a running clock when a specified point differential is reached at a specified time in the game.

SECTION 6 BEGINNING, ENDING A QUARTER OR EXTRA PERIOD

ART. 1 . . . Each quarter or extra period begins when the ball first becomes live.

ART. 2 . . . Each quarter or extra period ends when the signal illuminates or sounds indicating time has expired, as in 1-14.

EXCEPTIONS:

1. If the ball is in flight during a try or tap for field goal, the quarter or extra period ends when the try or tap ends.
2. If a held ball or violation occurs so near the expiration of time that the clock is not stopped before time expires, the quarter or extra period ends with the held ball or violation.

3. If a foul occurs so near the expiration of time that the timer cannot get the clock stopped before time expires or after time expires, but while the ball is in flight during a try or tap for field goal. The quarter or extra period ends when the free throw(s) and all related activity have been completed. No penalty or part of a penalty carries over from one quarter or extra period to the next, except when a correctable error, as in 2-10, is rectified. No free throw(s) shall be attempted after time has expired for the fourth quarter or any extra period, unless the point(s) would affect the outcome of the game.
4. If a technical foul occurs after the ball has become dead to end a quarter or extra period, the next quarter or extra period is started by administering the free throws. This applies when the foul occurs after any quarter has ended, including the fourth quarter, provided there is to be an extra period. If there is no way to determine whether there will be an extra period until the free throws are administered, the free throws are attempted immediately, as if the foul had been part of the preceding quarter.

SECTION 7 EXTRA PERIOD

ART. 1 . . . If the score is tied at the end of the fourth quarter, play shall continue without change of baskets for one or more extra periods with a one-minute intermission before each extra period.

ART. 2 . . . The game ends if, at the end of any extra period, the score is not tied.

ART. 3 . . . The length of each extra period shall be four minutes (or half the time of a regulation quarter for non-varsity contests). As many such periods as are necessary to break the tie shall be played. Extra periods are an extension of the fourth quarter.

ART. 4 . . . Once the ball becomes live in the extra period, it will be played even though a correction in the fourth quarter score is made.

SECTION 8 TIME-OUT, STOPPING PLAY

Time-out occurs and the clock, if running, shall be stopped when an official:

ART. 1 . . . Signals:

- a. A foul.
- b. A held ball.
- c. A violation.

ART. 2 . . . Stops play:

- a. Because of an injury as in 3-3-6, 7.
- b. To confer with the scorer or timer.
- c. Because of unusual delay in getting a dead ball live.
- d. For any other situations or any emergency.

NOTE: When a player is injured as in Art. 2(a), the official may suspend play after the ball is dead or is in control of the injured player's team or when the opponents complete a play. A play is completed when a team loses control (including throwing for goal) or withholds the ball from play by ceasing to attempt to score or advance the ball to a scoring position. When necessary to protect an injured player, the official may immed-

ately suspend play.

ART. 3 . . . Grants a player's/head coach's oral or visual request for a time-out, such request being granted only when:

- a. The ball is in control or at the disposal of a player of his/her team.
- b. The ball is dead, unless replacement of a disqualified, or injured player(s), or a player directed to leave the game is pending, and a substitute(s) is available and required.

ART. 4 . . . Responds to the scorer's signal to grant a coach's request that a correctable error, as in 2-10, or a timing, scoring or alternating-possession mistake be prevented or rectified. The appeal to the official shall be presented at the scorer's table where a coach of each team may be present.

SECTION 9 RE-STARTING THE CLOCK

ART. 1 . . . After time has been out, the clock shall be started when the official signals time-in. If the official neglects to signal, the timer is authorized to start the clock as per rule, unless an official specifically signals continued time-out.

ART. 2 . . . If play is started or resumed by a jump, the clock shall be started when the tossed ball is legally touched.

ART. 3 . . . If a free throw is not successful and the ball is to remain live, the clock shall be started when the ball touches or is touched by a player on the court.

ART. 4 . . . If play is resumed by a throw-in, the clock shall be started when the ball touches, or is legally touched by, a player on the court after it is released by the thrower.

SECTION 10 TIMING MISTAKES

ART. 1 . . . The referee may correct an obvious mistake by the timer to start or stop the clock properly only when he/she has definite information relative to the time involved. The exact time observed by the official may be placed on the clock.

ART. 2 . . . If the referee determines that the clock malfunctioned or was not started/stopped properly, or if the clock did not run, an official's count or other official information may be used to make a correction.

SECTION 11 CHARGED TIME-OUT

ART. 1 . . . A single 60-second time-out charged to a team shall not exceed one minute. A warning signal for the teams to prepare to be ready to resume play is sounded with 15 seconds remaining. Such a time-out shall not be reduced in length unless both teams are ready to play before the time-out is over.

ART. 2 . . . A single 30-second charged time-out shall not exceed 30 seconds. A warning signal for teams to prepare to be ready to resume play is sounded with 15 seconds remaining. No on-court entertainment should occur during this time.

ART. 3 . . . Only one 60-second time-out is charged (or one 30-second time-out, if that is the only type of time-out remaining) in 5-8-4 regardless of the amount of time consumed when no correction is made.

EXCEPTION: No time-out is charged:

- a. If, in 5-8-3, the player's request results from displaced eyeglasses or lens.
- b. If, in 5-8-4, the error or mistake is prevented or rectified.

SECTION 12 TIME-OUTS — EXCESSIVE, SUCCESSIVE

ART. 1 . . . Three 60-second and two 30-second time-outs may be charged to each team during a regulation game. Each team is entitled to one additional 60-second time-out during each extra period. Unused time-outs accumulate and may be used at any time.

NOTE: State associations may determine the number of electronic media time-outs for games which are transmitted and may reduce the number of charged time-outs.

ART. 2 . . . Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any extra period at the expense of a technical foul for each.

ART. 3 . . . Successive time-outs shall not be granted after expiration of playing time for the fourth quarter or any extra period.

ART. 4 . . . A time-out shall not be granted until after the ball has become live to start the game. The additional 60-second time-out provided for each extra period(s) shall not be granted until after the ball has become live to start the extra period(s).

ART. 5 . . . The 60-second time-out conference with team members shall be conducted within the confines of the time-out area. Players shall remain standing within the confines of the time-out area during a 30-second time-out. (1-13-3)

Rule 6

Live Ball and Dead Ball

SECTION 1 LIVE BALL

ART. 1 . . . The game and each extra period shall be started by a jump ball in the center restraining circle. After any subsequent dead ball, the only way to get the ball live is to resume play by a jump ball in the center restraining circle, by a throw-in or by a free throw. The dribble and traveling rules are not in effect in these situations.

ART. 2 . . . The ball becomes live when:

- a. On a jump ball, the tossed ball leaves the referee's hand(s).
- b. On a throw-in, it is at the disposal of the thrower.
- c. On a free throw, it is at the disposal of the free thrower.

NOTE: Any rules statement is made on the assumption that no infraction is involved unless mentioned or implied. If such infraction occurs, the rule governing it is followed. For example, a game or extra period will not start with a jump ball if a foul occurs before the ball becomes live.

SECTION 2 STARTING GAME/QUARTER

ART. 1 . . . The game and each extra period begins when the ball becomes live as specified in 6-1-2 for a jump ball, throw-in or free throw.

ART. 2 . . . To start the game and each extra period, the ball shall be put in play in the center restraining circle by a jump ball between any two opponents.

ART. 3 . . . To start the second, third and fourth quarters, the ball shall be put in play by a throw-in under the alternating-possession procedure.

SECTION 3 JUMP-BALL ADMINISTRATION

ART. 1 . . . For any jump ball, each jumper shall have both feet within that half of the center restraining circle which is farther from his/her basket.

ART. 2 . . . When the official is ready and until the ball is tossed, nonjumpers shall not:

- a. Move onto the center restraining circle.
- b. Change position around the center restraining circle.

ART. 3 . . . Teammates may not occupy adjacent positions around the center restraining circle if an opponent indicates a desire for one of these positions before the referee is ready to toss the ball.

ART. 4 . . . The ball shall be tossed upward between the jumpers in a plane at right angles to the sidelines. The toss shall be to a height greater than either of them can jump so that it will drop between them.

ART. 5 . . . Until the tossed ball is touched by one or both jumpers, nonjumpers shall not:

- a. Have either foot break the plane of the center restraining circle cylinder.
- b. Take a position in any occupied space.

ART. 6 . . . The tossed ball must be touched by one or both of the jumpers after it reaches its highest point. If the ball contacts the floor without being touched by at least one of the jumpers, the referee shall toss it again.

ART. 7 . . . Neither jumper shall:

- a. Touch the tossed ball before it reaches its highest point.
- b. Leave the center restraining circle until the ball has been touched.
- c. Catch the jump ball.
- d. Touch the ball more than twice.

ART. 8 . . . The jump ball and the restrictions in 6-3-7 end when the touched ball contacts one of the eight nonjumpers, an official, the floor, a basket or backboard.

NOTE: During a jump ball, a jumper is not required to face his/her own basket, provided he/she is in the proper half of the center restraining circle. The jumper is also not required to jump and attempt to touch the tossed ball. However, if neither jumper touches the ball it should be tossed again with both jumpers being ordered to jump and try to touch the ball.

SECTION 4 ALTERNATING POSSESSION

ART. 1 . . . In all jump-ball situations, other than the start of the game and each extra period, the teams will alternate taking the ball out of bounds for a throw-in. The team obtaining control from the jump ball establishes the alternating-possession procedure, and the arrow is set toward the opponent's basket. Control may also be established by the results of a violation or foul, as in 4-3.

ART. 2 . . . To start the second, third and fourth quarters, the throw-in shall be from out of bounds at the division line opposite the scorer's and timer's table.

ART. 3 . . . Alternating-possession throw-ins shall be from the out-of-bounds spot nearest to where the ball was located. An alternating-possession throw-in shall result when:

- a. A held ball occurs.
- b. The ball goes out of bounds, as in 7-3.
- c. Simultaneous floor or free-throw violations occur.
- d. A live ball lodges between the backboard and ring or comes to rest on the flange, unless a free throw or throw-in follows.
- e. The ball becomes dead when neither team is in control and no goal, infraction nor end of a quarter/extra period is involved.
- f. Opponents commit simultaneous goaltending or basket-interference violations.
- g. Double personal, double technical or simultaneous fouls occur and the point of interruption is such that neither team is in control and no goal, infraction, nor end of quarter/extra period is involved.

NOTE: If the alternating-possession procedure has not been established, the jump ball shall be between the two players involved in the center restraining circle.

ART. 4 . . . The direction of the possession arrow is reversed immediately after an alternating-possession throw-in ends. An alternating-possession throw-in ends when the throw-in ends as in 4-42-5.

ART. 5 . . . The opportunity to make an alternating-possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating-possession throw-in, it does not cause the throw-in team to lose the possession arrow.

SECTION 5 BALL IN PLAY BY THROW-IN

The ball shall be put in play by a throw-in under circumstances as outlined in 6-4-1, 2, 3; 7-1 through 6; 8-5; and 9-1 through 13.

SECTION 6 BALL IN PLAY BY FREE THROW

The ball shall be put in play by placing it at the disposal of the free thrower before each free throw.

SECTION 7 DEAD BALL

The ball becomes dead, or remains dead, when:

ART. 1 . . . A goal, as in 5-1, is made.

ART. 2 . . . It is apparent the free throw will not be successful on a:

- a. Free throw which is to be followed by another free throw.
 - b. Free throw which is to be followed by a throw-in.
- ART. 3 . . .** A held ball occurs, or the ball lodges between the backboard and ring or comes to rest on the flange.
- ART. 4 . . .** A player-control or team-control foul occurs.
- ART. 5 . . .** An official's whistle is blown (see exceptions a and b below).
- ART. 6 . . .** Time expires for a quarter or extra period (see exception a below).
- ART. 7 . . .** A foul, other than player- or team-control, occurs (see exceptions a, b and c below).
- ART. 8 . . .** A free-throw violation by the throwing team, as in 9-1, occurs.
- ART. 9 . . .** A violation, as in 9-2 through 13, occurs (see exception d below).
- EXCEPTION:** The ball does not become dead until the try or tap ends, or until the airborne shooter returns to the floor, when:
- a. Article 5, 6, or 7 occurs while a try or tap for a field goal is in flight.
 - b. Article 5 or 7 occurs while a try for a free throw is in flight.
 - c. Article 7 occurs by any opponent of a player who has started a try or tap for goal (is in the act of shooting) before the foul occurred, provided time did not expire before the ball was in flight. The trying motion must be continuous and begins after the ball comes to rest in the player's hand(s) on a try or touches the hand(s) on a tap, and is completed when the ball is clearly in flight. The trying motion may include arm, foot or body movements used by the player when throwing the ball at his/her basket.
 - d. Article 9 as in 9-3-3 or 9-13-1, occurs by an opponent.
- NOTE:** If A's try or tap is legally touched in flight, the goal counts if made, if the period ends before or after the legal touching. If the touching is interference or goaltending by A, no points are scored. If B violates, the points are awarded – either two or three depending on whether it was a two or three-point try or tap.

Rule **7** *Out of Bounds and the Throw-in*

SECTION 1 OUT-OF-BOUNDS — PLAYER, BALL

ART. 1 . . . A player is out of bounds when he/she touches the floor, or any object other than a player/person, on or outside a boundary. For location of a player in the air, see 4-35.

ART. 2 . . . The ball is out of bounds:

- a. When it touches or is touched by:
 - 1. A player who is out of bounds.
 - 2. Any other person, the floor, or any object on or outside a boundary.
 - 3. The supports or back of the backboard.
 - 4. The ceiling, overhead equipment or supports.
- b. When it passes over a rectangular backboard.

SECTION 2 CAUSING THE BALL TO GO OUT OF BOUNDS – INDIVIDUAL PLAYER

ART. 1 . . . The ball is caused to go out of bounds by the last player in bounds to touch it or be touched by it, unless the ball touches a player who is out of bounds prior to touching something out of bounds other than a player.

ART. 2 . . . If the ball is out of bounds because of touching or being touched by a player who is on or outside a boundary line, such player causes it to go out.

SECTION 3 CAUSING THE BALL TO GO OUT OF BOUNDS – SIMULTANEOUSLY

ART. 1 . . . If the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are inbounds or out of bounds, or if the official is in doubt as to who last touched the ball or if the officials disagree, play shall be resumed by the team entitled to the alternating-possession throw-in at the spot out of bounds nearest to where the simultaneous violation occurred.

ART. 2 . . . If the alternating-possession procedure has not been established, play shall be resumed by a jump ball between the two players involved in the center restraining circle.

SECTION 4 BALL AWARDED OUT OF BOUNDS

The ball is awarded out of bounds after:

ART. 1 . . . A violation, as in 9-1 through 13.

ART. 2 . . . A free throw for a technical foul, or a flagrant or intentional personal foul as in 8-5-2, 3.

ART. 3 . . . A field goal or a successful free throw for any other personal foul as in 8-5-1 or an awarded goal, as in 9-11, 12.

ART. 4 . . . The ball becomes dead while a team is in control, provided no infraction or the end of a period is involved, as in 7-5-3a.

ART. 5 . . . A player-control or team-control foul, as in 7-5-4a.

ART. 6 . . . A common foul before the bonus rule is in effect, as in 7-5-4a.

ART. 7 . . . A held ball, as in 4-25, after the alternating-possession procedure has been established.

SECTION 5 RESUMPTION-OF-PLAY PROCEDURE, THROW-INS

ART. 1 . . . When a team does not make a thrower available, after a time-out (as in 7-4-4) or the intermission between any quarter (as in 6-2-3), the resumption-of-play procedure is used to prevent delay. The administering official will sound the whistle to indicate play will resume. In each situation:

- a. The ball shall be put in play if Team A is ready or it shall be placed on the floor.
- b. The throw-in count shall begin and if a violation occurs, the procedure will be repeated for Team B.
- c. Following a violation by one team only, if that team continues to delay when authorized to make a throw-in, it is a technical foul.

- d. Following a violation by both teams, any further delay by either team is a technical foul.

ART. 2 . . . Designated out-of-bounds spot throw-in nearest the violation:

- a. After any violation, as in 9-2 through 10 and 9-13, the official shall place the ball at the disposal of an opponent of the player who committed the violation.
- b. After goaltending or basket interference by the offensive team, as in 9-12 Penalty 2
- c. After a free-throw violation by the throwing team, as in 9-1, provided there are no additional free throws to be awarded, any opponent of throwing team shall make the throw-in.

ART. 3 . . . Designated out-of-bounds spot throw-in nearest to where the ball became dead:

- a. Any player of the team in control shall make the throw-in, as in 7-4-4.
- b. After a double personal foul, as in 4-19-8a; a double technical foul, as in 4-19-8b; or a simultaneous foul, as in 4-19-10, play shall be resumed from the point of interruption. See 4-36.

ART. 4 . . . Designated out-of-bounds spot throw-in nearest the foul:

- a. After a player-control foul, as in 4-19-6; a team-control foul, as in 4-19-7; or after a common foul prior to the bonus rule being in effect, as in 4-19-2, any player of the offended team shall make the throw-in.
- b. After an intentional foul, as in 4-19-3, or a flagrant personal foul, as in 4-19-4, any player from the team to whom the free throws have been awarded shall make the throw-in.

ART. 5 . . . Designated out-of-bounds spot throw-in behind the backboard shall be made from the nearer free-throw lane line extended.

ART. 6 . . . Designated out-of-bounds spot throw-in at the division line opposite the scorer's and timer's table:

- a. After a technical foul, as in 4-19-5, any player of the team to whom the free throws have been awarded shall make the throw-in.
- b. An alternating-possession throw-in to start the second, third and fourth quarters. Any player from the team with the possession arrow shall make the throw-in.

ART. 7 . . . A throw-in anywhere along the end line after a goal or an awarded goal for basket interference or goaltending by a defensive player, as in 9-12 Penalty 1, the team not credited with the score shall make a throw-in from the end of the court where the goal was made and from any point outside the end line.

- a. Any player of the team may make a direct throw-in or he/she may pass the ball along the end line to a teammate(s) outside the boundary.
- b. A team retains this privilege if the scoring team commits a violation or common foul (before the throw-in ends and before the bonus is in effect) and the ensuing throw-in spot would have been on the end line.

SECTION 6 THROW-IN ADMINISTRATION

ART. 1 . . . The official shall hand or bounce the ball to the thrower for a throw-in unless the throw-in is from outside an end line following a successful goal.

ART. 2 . . . The throw-in starts when the ball is at the disposal of a player of the team entitled to the throw-in. The thrower shall release the ball on a pass directly into the court, except as in 7-5-7, within five seconds after the throw-in starts. The throw-in pass shall touch another player (inbounds or out of bounds) on the court before going out of bounds untouched. The throw-in pass shall not touch a teammate while it is on the out-of-bounds side of the throw-in boundary plane.

ART. 3 . . . The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass. See 4-42-6.

ART. 4 . . . The opponent(s) of the thrower shall not have any part of his/her person through the inbounds side of the throw-in boundary plane until the ball has been released on a throw-in pass. See 9-2-10 Penalty.

NOTE: The thrower shall have a minimum of 3 feet horizontally as in 1-2-2. If the court is not marked accordingly, an imaginary restraining line shall be imposed by the administering official.

ART. 5 . . . Teammates shall not occupy adjacent positions which are parallel to and within 3 feet of the boundary line if an opponent desires one of the positions. The 3-foot restraining line is sometimes the temporary boundary line as in 1-2-2.

ART. 6 . . . When the ball is awarded to the wrong team, the mistake must be rectified before the throw-in ends.

Rule **8** *Free Throw*

SECTION 1 FREE-THROW ADMINISTRATION

ART. 1 . . . When a free throw is awarded, the ball shall be placed at the disposal of the free thrower (bounced) by the administering official and the free throw count shall begin. Either or both teams may be charged with a violation.

ART. 2 . . . Following a time-out or intermission, the resumption-of-play procedure may be used to prevent delay. The administering official will sound the whistle to indicate play will resume. The ball shall be placed at the disposal of the thrower or placed on the floor and the count shall begin. Either or both teams may be charged with a violation. Following a violation by one or both teams, if the offending team(s) continues to delay, a technical foul shall be ruled.

ART. 3 . . . If the ball is to become dead when the last free throw for a specific penalty is not successful, players shall not occupy any spaces along the free-throw lane.

ART. 4 . . . During a free throw, lane spaces may be occupied as follows:

- a. Marked lane spaces may be occupied by a maximum of four defensive and two offensive players.
- b. The lane areas from the end line up to, and including, the neutral-zone marks, shall remain vacant.
- c. The first marked lane spaces on each side of the lane, above and adjacent to the neutral-zone marks, shall be occupied by opponents of the free thrower. No teammate of the free thrower shall occupy either of these marked lane spaces.
- d. The second marked lane spaces on each side may be occupied by teammates of the free thrower.
- e. The third marked lane spaces on each side, nearest the free thrower, may be occupied by the opponents of the free thrower.
- f. Players shall be permitted to move along and across the lane to occupy a vacant marked lane space within the limitations listed in this rule.
- g. Not more than one player may occupy any part of a marked lane space.

ART. 5 . . . Any player, other than the free thrower, who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.

SECTION 2 ATTEMPTING PERSONAL-FOUL FREE THROWS

The free throw(s) awarded because of a personal foul shall be attempted by the offended player. If such player must withdraw because of an injury or disqualification, his/her substitute shall attempt the throw(s) unless no substitute is available, in which case any teammate may attempt the throw(s) as selected by the team captain or head coach.

SECTION 3 ATTEMPTING TECHNICAL-FOUL FREE THROWS

The free throws awarded because of a technical foul may be attempted by any player of the offended team, including an eligible substitute or designated starter. The coach or captain shall designate the free thrower(s).

SECTION 4 TEN-SECOND LIMIT

The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower at the free-throw line. This shall apply to each free throw.

SECTION 5 RESUMING PLAY WITH THROW-IN

After a free throw which is not followed by another free throw, the ball shall be put in play by a throw-in:

ART. 1 . . . As after a field goal, as in 7-5-7, if the try is for a personal foul other than intentional or flagrant, and is successful.

ART. 2 . . . By any player of the free-thrower's team from out of bounds at the division line on the side opposite the scorer's and timer's table if the free throw is for a technical foul.

ART. 3 . . . By any player of the free-thrower's team from the out-of-bounds spot nearest the foul if the free throw is for an intentional personal foul or flagrant personal foul.

SECTION 6 RESUMING PLAY DIFFERENCES

ART. 1 . . . If a free throw for a personal foul, other than intentional or flagrant, is unsuccessful, or if there is a multiple throw for a personal foul(s) and the last free throw is unsuccessful, the ball remains live.

ART. 2 . . . If there is a multiple throw and both a personal and technical foul are involved, the tries shall be attempted in the order in which the related fouls occurred, and if the last try is for a technical foul, or intentional or flagrant personal foul, the ball shall be put in play by a throw-in.

SECTION 7 PENALTY-ADMINISTRATION SEQUENCE

Penalties for fouls are administered in the order in which the fouls occurred.

Rule 9 *Violations and Penalties*

SECTION 1 FREE-THROW PROVISIONS

ART. 1 . . . The try shall be attempted from within the free-throw semicircle and behind the free-throw line.

ART. 2 . . . Teams shall properly occupy marked lane spaces according to number and space requirements as in 8-1-4.

ART. 3 . . . After the ball is placed at the disposal of a free thrower:

- a. He/she shall throw within 10 seconds to cause the ball to enter the basket or touch the ring before the free throw ends.
- b. The free thrower shall not fake a try, nor shall any player in a marked lane space fake to cause an opponent to violate.
- c. No opponent shall disconcert the free thrower.
- d. No player shall enter a marked lane space or leave a marked lane space by contacting the court outside the 36-inch by 36-inch space.
- e. The free thrower shall not have either foot beyond the vertical plane of the edge of the free-throw line which is farther from the basket or the free-throw semicircle line.
- f. A player, other than the free thrower, who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free-throw line extended and the three-point line which is farther from the basket.
- g. A player occupying a marked lane space may not have either foot beyond the vertical plane of the outside edge of any lane boundary, or beyond the vertical plane of any edge of the space (2 inches by 36 inches) designated by a lane-space mark or beyond the vertical plane of any edge of the space (12 inches by 36 inches) designated by a neutral zone. A player shall

position one foot near the outer edge of the free-throw lane line. The other foot may be positioned anywhere within the designated 36-inch lane space.

ART. 4 . . . The restrictions in 9-1-3b through g apply until the ball touches the ring or backboard or until the free throw ends.

PENALTIES: (Section 1)

1. If the first or only violation is by the free thrower or a teammate, the ball becomes dead when the violation occurs and no point can be scored by that throw. The following out-of-bounds provisions apply if no further free throws are to be administered:
 - a. If the violation occurs during a free throw for a personal foul, other than intentional or flagrant, the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.
 - b. If the violation occurs during a free throw for a technical foul, the ball is awarded to the thrower's team for a throw-in at the division line on the side of the court opposite the scorer's and timer's table.
 - c. If the violation occurs during a free throw for a flagrant personal foul or an intentional personal foul, the ball is awarded to the thrower's team for a throw-in from the designated out-of-bounds spot nearest the foul.
2. If the violation is by the free-thrower's opponent only:
 - a. If the try is successful, the goal counts and the violation is disregarded.
 - b. If the try is not successful, the ball becomes dead when the free throw ends, and a substitute throw shall be attempted by the same free thrower under conditions the same as for the free throw for which it is substituted.
3. If there is a simultaneous violation by each team, the ball becomes dead and no point can be scored. Remaining free throws are administered or play is resumed by the team entitled to the alternating-possession throw-in from the designated out-of-bounds spot nearest to where the simultaneous violation occurred.
4. If there is a violation first by the free-thrower's opponent followed by the free thrower or a teammate:
 - a. If both offenders are in a marked lane-space, the second violation is ignored, as in penalty item (2).
 - b. If the second violation is by the free thrower or a teammate behind the free-throw line extended and the three-point line, both violations are penalized, as in penalty item (3).
 - c. If a violation by the free thrower follows disconcertion by an opponent, a substitute free throw shall be awarded.
 - d. If a fake by an opponent causes the free thrower or a teammate of the free thrower to violate, only the fake is penalized.

SECTION 2 THROW-IN PROVISIONS

ART. 1 . . . The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass.

ART. 2 . . . The ball shall be passed by the thrower directly into the court from out-of-bounds so it touches or is touched by another player (inbounds or out of bounds) on the court before going out of bounds untouched.

ART. 3 . . . The thrown ball shall not be touched by a teammate of the thrower while the ball is on the out-of-bounds side of the throw-in boundary-line plane, except as in 7-5-7.

ART. 4 . . . Once the throw-in starts, the ball shall be released on a pass directly into the court before five seconds have elapsed.

ART. 5 . . . The thrower shall not carry the ball onto the court.

ART. 6 . . . The thrown ball shall not touch the thrower in the court before it touches or is touched by another player.

ART. 7 . . . The thrown ball shall not enter the basket before it touches or is touched by another player.

ART. 8 . . . The thrown ball shall not become lodged between the backboard and ring or come to rest on the flange before it touches or is touched by another player.

ART. 9 . . . The thrower shall not be replaced by a teammate after the ball is at the thrower's disposal, except as in 7-5-7.

ART. 10 . . . The opponent(s) of the thrower shall not have any part of his/her person through the inbounds side of the throw-in boundary-line plane until the ball has been released on a throw-in pass.

NOTE: The thrower may penetrate the plane provided he/she does not touch the inbounds area or a player inbounds before the ball is released on the throw-in pass. The opponent in this situation may legally touch or grasp the ball.

PENALTIES: (Art. 10)

- 1. The first violation of the throw-in boundary-line plane by an opponent(s) of the thrower shall result in a team warning for delay being given (one delay warning per team per game). The warning does not result in the loss of the opportunity to move along the end line when and if applicable.**
- 2. The second or additional violations will result in a technical foul assessed to the offending team. See 10-1-5c Penalty.**
- 3. If an opponent(s) of the thrower reaches through the throw-in boundary-line plane and touches or dislodges the ball while in possession of the thrower or being passed to a teammate outside the boundary line (as in 7-5-7), a technical foul shall be charged to the offender. No warning for delay required. See 10-3-10 Penalty.**
- 4. If an opponent(s) of the thrower reaches through the throw-in boundary-line plane and fouls the thrower, an intentional personal foul shall be charged to the offender. No warning for delay required.**

ART. 11 . . . No teammate of the thrower shall be out of bounds after a designated-spot throw-in begins.

PENALTY: (Section 2) The ball becomes dead when the violation or technical foul occurs. Following a violation, the ball is awarded to the opponents for a throw-in at the original throw-in spot.

SECTION 3 OUT OF BOUNDS

ART. 1 . . . A player shall not cause the ball to go out of bounds.

NOTE: The dribbler has committed a violation if he/she steps on or outside a boundary, even though he/she is not touching the ball while he/she is out of bounds.

ART. 2 . . . No player shall be out of bounds when he/she touches or is touched by the ball after it has been released on a throw-in pass.

ART. 3 . . . A player shall not leave the floor for an unauthorized reason.

PENALTY: (Section 3) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. (See 6-7-9 Exception d)

SECTION 4 TRAVEL, KICK, FIST, BALL ENTERS BASKET FROM BELOW

A player shall not travel with the ball, as in 4-44, intentionally kick it, as in 4-29, strike it with the fist or cause it to enter and pass through the basket from below.

NOTE: Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.

PENALTY: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 5 ILLEGAL DRIBBLE

A player shall not dribble a second time after his/her first dribble has ended, unless it is after he/she has lost control because of:

ART. 1 . . . A try for field goal.

ART. 2 . . . A touch by an opponent.

ART. 3 . . . A pass or fumble which has then touched, or been touched by, another player.

PENALTY: (Section 5) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 6 JUMP BALL

A player shall not violate any provision of the jump ball (6-3). If both teams simultaneously commit violations during the jump ball or if the referee makes a bad toss, the toss shall be repeated.

PENALTY: The ball is dead when the violation occurs and is awarded to the

opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 7 THREE SECONDS

ART. 1 . . . A player shall not remain for three seconds in that part of his/her free-throw lane between the end line and the farther edge of the free-throw line while the ball is in control of his/her team in his/her frontcourt.

ART. 2 . . . The three-second restriction applies to a player who has only one foot touching the lane boundary. The line is part of the lane. All lines designating the free-throw lane, but not lane-space marks and neutral-zone marks, are part of the lane.

ART. 3 . . . Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves immediately to try for goal.

PENALTY: (Section 7) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 8 TEN SECONDS

A player shall not be, nor may his/her team be, in continuous control of a ball which is in his/her backcourt for 10 seconds.

PENALTY: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 9 BACKCOURT

ART. 1 . . . A player shall not be the first to touch a ball after it has been in team control in the frontcourt, if he/she or a teammate last touched or was touched by the ball in the frontcourt before it went to the backcourt.

ART. 2 . . . While in team control in its backcourt, a player shall not cause the ball to go from backcourt to frontcourt and return to backcourt, without the ball touching a player in the frontcourt, such that he/she or a teammate is the first to touch it in the backcourt.

ART. 3 . . . A player from the team not in control (defensive player or during a jump ball or throw-in) may legally jump from his/her frontcourt, secure control of the ball with both feet off the floor and return to the floor with one or both feet in the backcourt. The player may make a normal landing and it makes no difference whether the first foot down is in the frontcourt or backcourt.

PENALTY: (Section 9) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 10 CLOSELY GUARDED

ART. 1 . . . A player shall not while closely guarded:

- a. In his/her frontcourt, hold the ball for five seconds or dribble the ball for five seconds.
- b. In his/her frontcourt, control the ball for five seconds in an area enclosed by screening teammates.

ART. 2 . . . A closely guarded count shall not be started during an interrupted dribble.

ART. 3 . . . A closely guarded count shall be terminated during an interrupted dribble.

PENALTY: (Section 10) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

SECTION 11 BASKET INTERFERENCE

A player shall not commit basket interference as in 4-6.

SECTION 12 GOALTENDING

A player shall not commit goaltending, as in 4-22.

PENALTIES: (Sections 11-12)

1. If the violation is at the opponent's basket, the opponents are awarded one point if during a free throw, three points if during a three-point try and two points in any other case. See 10-3-9 for additional penalty for goaltending during a free throw. The crediting of the score and subsequent procedure are the same as if the awarded score had resulted from the ball having gone through the basket, except that the official shall hand or bounce the ball to a player of the team entitled to the throw-in.
2. If the violation is at a team's own basket, no points can be scored, and the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. See 10-3-9 for additional penalty for goaltending during a free throw.
3. If the violation results from touching the ball while it is in the basket after entering from below, no points are scored and the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.
4. If there is a violation by both teams, play shall be resumed by the team entitled to the alternating-possession throw-in at the out-of-bounds spot nearest to where the simultaneous violations occurred.

SECTION 13 EXCESSIVE SWINGING OF ARM(S)/ELBOW(S)

ART. 1 . . . A player shall not excessively swing his/her arms(s) or elbow(s), even without contacting an opponent.

ART. 2 . . . A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.

ART. 3 . . . Action of arm(s) and elbow(s) resulting from total body movements as in pivoting or movement of the ball incidental to feinting with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

PENALTY: (Section 13) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. (See 6-7-9 Exception d)

Rule **10** *Fouls and Penalties*

SECTION 1 TEAM TECHNICAL

A team shall not:

ART. 1 . . . Fail to supply the scorer with the name and number of each team member who may participate and designate the five starting players at least 10 minutes before the scheduled starting time.

PENALTY: (Art. 1) One foul for both requirements. Penalized when it occurs.

ART. 2 . . . After the 10-minute time limit specified in Article 1:

- a. Change a designated starter unless necessitated as in 3-2-2a.
- b. Add a name to the team member list.
- c. Require the scorer to change a team member's or player's number in the scorebook.
- d. Require a player to change to the number in the scorebook.
- e. Have identical numbers on team members and/or players.

PENALTY: (Art. 2) One foul only per team regardless of the number of infractions. (Art. 2a) Penalized if discovered before ball becomes live to start game. (Arts. 2b, c, d) Penalized when they occur. (Art. 2e) Penalized when discovered.

ART. 3 . . . Use television monitoring or replay equipment or computers (other than for statistics) for coaching purposes during the game or any intermission or use a megaphone or any mechanical sounding device or any electronic transmission device at courtside for coaching purposes, or electronic equipment for voice communication with players.

ART. 4 . . . Fail to occupy the team member's bench to which it is assigned.

ART. 5 . . . Allow the game to develop into an actionless contest, this includes the following and similar acts:

- a. When the clock is not running consuming a full minute through not being ready when it is time to start either half.
- b. Delay the game by preventing the ball from being made promptly live or

from being put in play. See 7-5-1 and 8-1-2 for the resumption-of-play procedure to use after a time-out or the intermission between quarters. The procedure is used prior to charging a technical foul in these specific situations.

- c. Commit a violation of the throw-in boundary-line plane, as in 9-2-10, after any team warning for delay.
- d. Contact with the free thrower or a huddle of two or more players in the lane by either team prior to a free throw following any team warning for delay.
- e. Interfering with the ball following a goal after any team warning for delay.
- f. Not having the court ready for play following any time-out after any team warning for delay.

ART. 6 . . . Have more than five team members participating simultaneously.

ART. 7 . . . Request an excess time-out.

ART. 8 . . . Commit an unsporting foul.

ART. 9 . . . Fail to have all players return to the court at approximately the same time following a time-out or intermission.

ART. 10 . . . Allow players to lock arms or grasp a teammate(s) in an effort to restrict the movement of an opponent.

PENALTY: (Section 1) Two free throws plus ball for division-line throw-in. (Arts. 3, 4, 5, 8, 9, 10) Penalized when they occur. (Art. 6) Penalized if discovered while being violated. (Art. 7) Penalized when discovered.

SECTION 2 SUBSTITUTE TECHNICAL

A substitute shall not enter the court:

ART. 1 . . . Without reporting to the scorer.

ART. 2 . . . Without being beckoned by an official, except between quarters.

PENALTY: (Section 2) Two free throws plus ball for division-line throw-in. One foul for either or both requirements. Penalized if discovered before the ball becomes live.

NOTE: A single flagrant technical foul or the second technical foul charged to a substitute results in disqualification of the offender to the team bench.

SECTION 3 PLAYER TECHNICAL

A player shall not:

ART. 1 . . . Participate after changing his/her number without reporting it to the scorer and an official.

PENALTY: (Art. 1) Flagrant foul. Penalized if discovered while being violated.

ART. 2 . . . Purposely and/or deceitfully delay returning after legally being out of bounds.

ART. 3 . . . Grasp either basket at any time during the game except to prevent injury; dunk or stuff, or attempt to dunk or stuff a dead ball.

ART. 4 . . . Illegally contact the backboard/ring by:

- a. Placing a hand on the backboard or ring to gain an advantage.
- b. Intentionally slapping or striking the backboard or causing the ring to

vibrate while a try or tap is in flight or is touching the backboard or is in the basket or in the cylinder above the basket.

ART. 5 . . . Delay the game by acts such as:

- a. Preventing the ball from being made live promptly or from being put in play.
- b. Failing when in possession, to immediately pass the ball to the nearer official when a whistle blows.
- c. The free thrower fails to be in the free-throw semicircle when the official is ready to administer the free throw unless the resumption-of-play procedure is in effect following a time-out or intermission.
- d. Repeated violations of the throw-in, as in 9-2-10.

ART. 6 . . . Commit an unsporting foul. This includes, but is not limited to, acts or conduct such as:

- a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- b. Using profane or inappropriate language or obscene gestures.
- c. Baiting or taunting an opponent.

NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.

- d. Purposely obstructing an opponent's vision by waving or placing hand(s) near his/her eyes.

NOTE: Purposely diverting an opponent's attention by waving is different than holding or waving the hands near the opponent's eyes for the express purpose of obstructing the vision so that he/she cannot see.

- e. Climbing on or lifting a teammate to secure greater height.
- f. Faking being fouled, knowingly attempting a free throw or accepting a foul to which the player was not entitled.
- g. Use tobacco or smokeless tobacco.
- h. Removing the jersey and/or pants/skirt within the visual confines of the playing area.
- i. Leave the playing court for an unauthorized reason to demonstrate resentment, disgust or intimidation.

ART. 7 . . . Intentionally or flagrantly contacting an opponent when the ball is dead and such contact is not a personal foul.

ART. 8 . . . Be charged with fighting.

PENALTY: (Art. 8) Flagrant foul.

ART. 9 . . . Goaltend during a free throw.

ART. 10 . . . Reach through the throw-in boundary-line plane and touch or dislodge the ball as in 9-2 Penalty 3.

PENALTY: (Section 3) Two free throws plus ball for division-line throw-in.

NOTE: A single flagrant technical foul or the second technical foul charged to a player results in disqualification of the offender to the team bench.

SECTION 4 BENCH TECHNICAL

The head coach is responsible for his/her own conduct and behavior, as well as substitutes, disqualified team members and all other bench personnel. Bench personnel, including the head coach, shall not:

ART. 1 . . . Commit an unsporting foul. This includes, but is not limited to, acts or conduct such as:

- a. Disrespectfully addressing an official.
- b. Attempting to influence an official's decision.
- c. Using profane or inappropriate language or obscene gestures.
- d. Disrespectfully addressing, baiting or taunting an opponent.
NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.
- e. Objecting to an official's decision by rising from the bench or using gestures.
- f. Inciting undesirable crowd reactions.
- g. Being charged with fighting.
- h. Removing the jersey and/or pants/skirt within the visual confines of the playing area.
- i. Grasping either basket except to prevent injury; dunking or stuffing, or attempting to dunk or stuff a dead ball.

ART. 2 . . . Enter the court unless by permission of an official to attend an injured player.

ART. 3 . . . Use tobacco, or smokeless tobacco.

ART. 4 . . . Stand at the team bench while the clock is running or is stopped, and must remain seated, except:

- a. The head coach as in 10-5-1.
- b. When a team member is reporting to the scorer's table.
- c. During a charged time-out, as in 5-12-5, or the intermission between quarters and extra periods.
- d. To spontaneously react to an outstanding play by a team member or to acknowledge a replaced player(s), but must immediately return to his/her seat.

PENALTY: (Arts. 1, 2, 3, 4) Two free throws plus ball for division-line throw-in. If the head coach is the offender, the foul is charged directly to him/her. The foul is charged to the offender (if not the head coach) and also charged indirectly to the head coach. (Art. 1g) Flagrant foul, the offender is disqualified. If the offender is bench personnel, each foul is also charged indirectly to the head coach.

ART. 5 . . . Leave the confines of the bench during a fight or when a fight may break out.

NOTE: The head coach may enter the court only if beckoned by an official.

PENALTY: (Art. 5) Flagrant foul, disqualification of individual offender, but only one technical-foul penalty is administered regardless of the number of

offenders. This one foul is also charged indirectly to the head coach. If the head coach is an offender, an additional flagrant technical foul is charged directly to the coach and penalized. When a simultaneous technical foul(s) by opponents occurs, the free throws are not awarded when the penalties offset.

NOTE: A single flagrant foul or the second technical foul charged to any bench personnel, other than the head coach, results in disqualification of the offender. A single flagrant foul, the second direct technical foul or the third technical (any combination of direct or indirect) charged to the head coach results in disqualification and ejection. Ejected adult bench personnel shall leave the vicinity (out of sight and sound) of the playing area immediately and are prohibited from any further contact (direct or indirect) with the team during the remainder of the game. Failure to comply with the rules of ejection may result in the game being forfeited.

SECTION 5 HEAD COACHES' RULE

ART. 1 . . . The head coach shall remain seated on the team bench, except:

- a. By state association adoption, the head coach may stand within the designated coaching box described in 1-13-2. The first technical foul charged directly or indirectly to the head coach results in loss of coaching-box privileges and the head coach must remain seated for the remainder of the game, except as stated below in 10-5-1b, c, d and e.
- b. The head coach may stand within the coaching box to request a time-out or signal his/her players to request a time-out.
- c. The head coach may stand and/or leave the coaching box to confer with personnel at the scorer's table to request a time-out as in 5-8-4.
- d. The head coach may stand within the coaching box to replace or remove a disqualified/injured player or player directed to leave the game.
- e. The head coach may stand as in 10-4-4c and 10-4-4d.

ART. 2 . . . The head coach shall replace or remove a disqualified/injured player, or player directed to leave the game, within 20 seconds when a substitute is available.

ART. 3 . . . The head coach shall not permit a team member to participate after being removed from the game for disqualification.

ART. 4 . . . The head coach shall not permit a team member to participate while wearing an illegal uniform (see 3-4).

ART. 5 . . . The head coach shall not permit team members to leave the bench area and/or playing court for an unauthorized reason.

PENALTY: (Section 5) Two free throws plus ball for division-line throw-in. The foul is charged directly to the head coach. (Arts. 3, 5) Penalized if discovered while being violated. (Art. 4) Penalized when discovered. (Arts. 4, 5) Only one technical foul is charged regardless of the number of offenders.

NOTE: A single flagrant foul, the second direct technical foul or the third technical (any combination of direct or indirect) charged to the head coach results in disqualification and ejection. Ejected adult bench personnel shall leave the vicinity (out of sight and sound) of the playing area immediately and are prohibited from any further contact

(direct or indirect) with the team during the remainder of the game. Failure to comply with the rules of ejection may result in the game being forfeited.

SECTION 6 CONTACT

ART. 1 . . . A player shall not hold, push, charge, trip or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s) or knee(s), or by bending his/her body into other than a normal position; nor use any rough tactics.

ART. 2 . . . A player shall not contact an opponent with his/her hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball.

ART. 3 . . . A player shall not use his/her hands on an opponent in any way that inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping.

ART. 4 . . . A player shall not extend the arm(s) fully or partially other than vertically so that freedom of movement of an opponent is hindered when contact with the arms occurs. A player may hold his/her hand(s) and arm(s) in front of his/her own face or body for protection and to absorb force from an imminent charge by an opponent.

ART. 5 . . . A player shall not use the forearm and/or hand to prevent an opponent from attacking the ball during a dribble or when throwing for goal.

ART. 6 . . . Contact caused by a defensive player who approaches from behind is pushing; contact caused by the momentum of a player who has thrown for a goal is charging.

ART. 7 . . . A dribbler shall neither charge into nor contact an opponent in his/her path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is such as to provide a reasonable chance for him/ her to go through without contact.

ART. 8 . . . When a dribbler, without contact, sufficiently passes an opponent to have head and shoulders in advance of that opponent, the greater responsibility for subsequent contact is on the opponent.

ART. 9 . . . When a dribbler in his/her progress is moving in a straight-line path, he/she may not be crowded out of that path, but if an opponent is able to legally obtain a defensive position in that path, the dribbler must avoid contact by changing direction or ending his/her dribble.

ART. 10 . . . The dribbler is not permitted additional rights in executing a jump try for goal, pivoting, feinting or in starting a dribble.

ART. 11 . . . A player shall adhere to the rules pertaining to illegal contact, including but not limited to, guarding as in 4-23, rebounding as in 4-37, screening as in 4-40, and verticality as in 4-45.

PENALTY: (Section 6) Offender is charged with one foul, and if it is his/her fifth foul (personal and technical) or if it is flagrant, he/she is disqualified.

PENALTIES: (Rule 10 Summary)

1. No free throws:

- a. For each common foul before the bonus rule is in effect.
- b. For a player-control or team-control foul.
- c. For double personal or technical fouls (point of interruption).
- d. For simultaneous personal or technical fouls by opponents (point of interruption).
- e. After time has expired for the fourth quarter (or extra period), unless the point(s) would affect the outcome of the game.

NOTE: If one or both fouls of a double foul are flagrant, no free throws are awarded. Any player who commits a flagrant foul is disqualified.

2. One free throw if fouled in the act of shooting and two- or three-point try or tap is successful.
 3. Bonus free throw:
 - a. For seventh, eighth and ninth team foul each half, if first free throw is successful.
 - b. Beginning with 10th team foul each half whether or not first free throw is successful.
 4. Two free throws if intentional or flagrant, plus ball for throw-in.
 5. Fouled in act of shooting and try or tap is unsuccessful:
 - a. Two free throws on two-point try or tap.
 - b. Three free throws on three-point try or tap.Plus ball for throw-in if intentional or flagrant.
 6. Multiple Foul:
 - a. One free throw for each foul:
 - (1) No try involved.
 - (2) Successful or unsuccessful two-point try or tap.
 - (3) Successful three-point try or tap.
 - b. Two free throws for each foul:
 - (1) Intentional or flagrant foul.
 - (2) Unsuccessful three-point try or tap.Plus ball for throw-in if intentional or flagrant.
- NOTE:** If one or both fouls of a multiple foul are flagrant, two free throws are awarded for each flagrant foul. Any player who commits a flagrant foul is disqualified.
7. In case of a false double foul or a false multiple foul, each foul carries its own penalty.
 8. Fighting:
 - a. Players on the court:
 - (1) Corresponding number from each team – double flagrant fouls, all participants are disqualified, no free throws are awarded, ball is put in play at the point of interruption.
 - (2) Numbers of participants are not corresponding – Flagrant fouls and disqualification for all participants, two free throws are awarded for the offended team for each additional player, offended

team awarded a division line throw in.

- b. Bench personnel leaving the team bench during a fight or when a fight may break out:

- (1) Do NOT participate in the fight – nonparticipants are assessed flagrant fouls and disqualified. The head coach is assessed a maximum of one indirect technical foul (regardless of the number leaving the bench). If the number leaving the bench for each team is corresponding, no free throws are awarded, and the ball is put in play at the point of interruption. If the number leaving the bench for each team is unequal, a maximum of two free throws are awarded the offended team, followed by a division line throw-in opposite the table.
- (2) Participate in the fight – all participants are assessed flagrant fouls and disqualified. The head coach is assessed one indirect technical foul for each person leaving the bench and participating in the fight. If the number leaving the bench for each team is corresponding, no free throws are awarded, and the ball is put in play at the point of interruption. If the number leaving the bench for each team is unequal, two free throws are awarded the offended team for each additional person leaving the bench, followed by a division line throw-in opposite the table.

NOTE: All fouls (except an indirect technical foul charged to the head coach) count toward the team's foul count in the half.

STATE ASSOCIATION ADOPTIONS

State associations may individually adopt specific coverage in the following:

1. Determining ball size for junior high boys competition. (1-12-1 Note)
2. Authorizing use and size of 14-foot (maximum) coaching box. (1-13-2 Note, 10-5-1a)
3. Authorizing use of replay equipment at the conclusion of a state championship series contest. (2-2-1 Note)
4. Authorizing use of supplementary equipment to aid in game administration. (2-4-3 Note)
5. Authorizing use of artificial limbs. (3-5-1 Note)
6. Authorizing use of head coverings for medical, cosmetic or religious reasons. (3-5-3 Exception)
7. Authorizing use of a running clock when a specified point differential is reached. (5-5 Note)
8. Determining the number of electronic media time-outs. (5-12-1 Note)

2010-11 POINTS OF EMPHASIS

1. RULES ENFORCEMENT. There appears to be continued movement away from consistent enforcement of NFHS playing rules. Personal interpretations of the rules by individual officials have a negative impact on the game. The rules are written to provide a balance between offense and defense, minimize risk to participants, promote the sound tradition of the game and promote fair play. Individual philosophies and deviations from the rules as they are written and interpreted by the NFHS, negatively impact the basic tenets and fundamentals of the game. Illegal tactics that are permitted – are promoted. When officials allow players to use illegal tactics without penalty, the behavior is condoned and consequently encouraged. When officials consistently enforce the playing rules as intended, players and coaches are able to make the proper adjustments – promoting skill development and a level playing field.

2. SPORTING BEHAVIOR. Teams entering the gymnasium prior to the contest should not run through the area occupied by the opposing team or under the basket where opponents are warming up. Teams should only enter, jog and warm up on their half of the court. Gatherings intended to motivate a team after the warm-up period, during or following player introductions and post-game celebrations should be performed in the area directly in front of the team bench. If during the pre-game or half-time warm-up period one team leaves the floor, the other team may not use the entire court; teams may only warm up on their half of the court. Only authorized personnel (cheerleaders, athletic trainers, managers, administrators, etc.) should be permitted on the floor; all spectators should be in designated areas.

3. PERIMETER PLAY. Two illegal actions are taking place on the perimeter of the court that are particularly problematic. First, defensive players are illegally using their hands to “check” the ball handler/dribbler. Secondly, offensive players are palming the ball to elude the defender. Both of these illegal tactics are going uncalled, which in turn, promotes further illegal actions (see Point of Emphasis #1).

A. Hand checking.

- 1) Hand-checking is any tactic using the hands or arms that allows a player, on offense or defense, to control (hold, impede, push, divert, slow or prevent) the movement of an opposing player.
- 2) Hand-checking is a foul and is not incidental contact.
- 3) Defensive players shall not have hand(s) on the offensive player. When a player has a hand on, two hands on or jabs a hand or forearm on an opponent, it is a foul.
- 4) When a player contacts an opponent with his or her hands as an aid in

starting, stopping, driving around, defending a screen, controlling or anticipating the opponent's next move, it is a foul. Players may not place their hands on an opponent with or without the ball.

- 5) Much of the roughness in the interscholastic game today is a direct result of not assessing the proper penalty when illegal contact with the hand(s) occurs.

B. Palming.

- 1) When the hand is in contact with the ball and the palm of the hand is beyond the perpendicular position (more than a handshake), tilted in a skyward position so the ball has come to rest on the hand, the dribble has ended.
- 2) When the player then pushes the ball to the floor, he or she is starting another dribble (illegal dribble), which is a violation.

4. CLOSELY-GUARDED SITUATIONS. Well officiated closely-guarded situations provide for better balance between offense and defense. When closely-guarded rules are not followed, there is a significant advantage for the offense. The following areas are to be emphasized:

- A. Rule basics.** A closely-guarded situation occurs when a player in control of the ball in his or her team's frontcourt, is guarded by an opponent who is within 6 feet of the player who is holding or dribbling the ball; the defensive player must obtain a legal guarding position. A player shall not hold the ball for five seconds or dribble the ball for five seconds while closely guarded in his or her frontcourt. A player can legally hold the ball while closely guarded for four seconds, dribble the ball for four seconds and hold the ball again for four seconds before violating.
- B. Measuring 6 feet.** Officials must define and have a clear image of the 6-foot guarding distance necessary. Too frequently, officials require the defensive player to be within 3 to 4 feet prior to the count being initiated. Good visual examples of this distance can be found on the court as: the distance between the free-throw line and the top of the semi-circle; from the division line to the jump circle; two adjacent marked lane spaces. Failure to properly judge the 6-foot distance and require the defender to be within 3 or 4 feet of the dribbler before beginning the count puts the defensive player in an unfair position.
- C. Ending the count.** A closely-guarded count ends when no defensive player is within 6 feet. The count also stops when a closely-guarded player: completes a dribble anywhere in the team's own frontcourt; starts a dribble in the team's own frontcourt and ends it anywhere in the frontcourt (a new five-second count will start if the player holds the ball); loses possession of the ball for any reason in the team's own frontcourt; or has his or her dribble interrupted. If a closely-guarded player beats the

defender(s) by getting head and shoulders past the defensive player, the count has ended.

- D. Multiple defenders.** The count should continue even if there is a defensive switch, provided the 6-foot distance is maintained. There is no requirement for the defensive player to remain the same during the count as long as the offensive player is closely guarded throughout.
- E. Counting mechanics.** The official begins a visible count when the 6-foot distance is established and must switch arms when going directly from one counting situation to another.

5. PRINCIPLE OF VERTICALITY. The committee is concerned that the principle of verticality is not being applied consistently, especially in situations that involve blocked shots. Verticality applies to a legal position. The following are the basic components of the principle of verticality:

- A.** Legal guarding must be obtained initially and movement thereafter must be legal.
- B.** For this position, the defender may rise or jump vertically and occupy the space within his or her vertical plane.
- C.** The hands and arms of the defender may be raised within his/her vertical plane while on the floor or in the air.
- D.** The defender should not be penalized for leaving the floor vertically or having his/her hands and arms extended within his or her vertical plane.
- E.** The offensive player, whether on the floor or airborne, may not “clear out” or cause contact within the defender’s vertical plane; this is a foul.
- F.** The defender may not “belly up” or use the lower part of the body or arms to cause contact outside his or her vertical plane; this is a foul.
- G.** The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules.
- H.** Misunderstanding of this rule generally results in the defensive player being charged with a foul when actually his or her vertical plane has likely been violated.

COMMENTS ON THE 2010-11 RULES REVISIONS

CONCUSSION PROCEDURE REVISED (2-8-5; 3-3-8): Any player who exhibits signs, symptoms or behaviors consistent with a concussion must be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. The previous rule directed officials to remove an athlete from play if “unconscious or apparently unconscious.” The previous rule also allowed for return to play based on written authorization by a medical doctor. The new rule requires that any player who exhibits signs, symptoms or behaviors consistent with a concussion, such as loss of consciousness, headache, dizziness, confusion or balance problems, shall be immediately removed from play and shall not return until cleared by an appropriate health-care professional. Officials, coaches and administrators should be looking for signs of concussion in all athletes and should immediately remove any suspected concussed athlete from play and make every effort to ensure a concussed athlete does not continue to participate.

LIST OF LEGAL HEAD/WRISTBAND COLORS EXPANDED (3-5-3a): In 2008-09 the rules stated headbands and wristbands must be a single solid color of white, black, beige or a color similar to the torso of the jersey. The rule has been revised to state that headbands and wristbands shall be white, black, beige or a single solid school color, provided all team members are wearing the same color for each item for all participants. This rule change will now allow team members to wear headbands and wristbands of school colors.

PLAYERS AND TEAM MEMBERS REQUIRED TO REMAIN ON THE COURT/IN THE BENCH AREA WHILE THE GAME IS IN PROGRESS (10-3-6i; 10-5-5): A player leaving the court for an unauthorized reason to demonstrate resentment, disgust or intimidation will be added to the list of unsporting behaviors by a player with a technical foul penalty assessed. The committee hopes this rules change will further reduce the likelihood of individual players demonstrating unsporting behavior. In addition, a similar rule will be added requiring team members to remain on the court and in the bench area while the game is in progress until each quarter or extra period has officially ended. This includes free-throw attempts by an opponent with no time remaining on the clock. Since the Head Coach is ultimately responsible for the conduct of all team members, the penalty will be a technical foul assessed directly to the Head Coach.

TECHNICAL-FOUL PENALTY SUMMARY			
TYPE FOUL	CHARGED TO:	COUNTS TOWARD	**HEAD COACH ASSESSED
Administrative: Providing rosters; starters; numbers; changes, additions, etc.; team not ready to start half, TV monitor, electronic communication; not occupying assigned bench; more than five players; excess time-out; violation after team warning for delay; all players not returning at same time after time-out or intermission (10-1)	Team	Team-foul count	
Substitutes: Entering court; no report; not beckoned (10-2)	Substitute	1. 2 Technicals 2. 5 Personal 3. Team-foul count	
Players: *Changing number without reporting; face-guarding; delaying return; grasping basket, dunking a dead ball; slapping backboard; delaying game; unsporting act/ conduct; goaltending on free throw; reaching through plane to touch or dislodge ball; contact opponent during dead ball; use of tobacco; removing jersey/pants; *fight (10-3)	Player	1. 2 Technicals 2. 5 Personal 3. Team-foul count	
Bench personnel: Unsporting act/conduct; enter court without permission; use tobacco; removing jersey/pants; grasping basket or dunking; *fight; *leave bench during fight or possible fight (10-4)	Substitute/ Bench Personnel	1. 2 Technicals 2. 5 Personal 3. Team-foul count	Indirect
Disqualified player on bench: Unsporting act/conduct	Substitute/ Bench Personnel	Team-foul count	Indirect
Assistant Coach: Unsporting act/conduct (10-4)	Assistant Coach	2 techs toward ejection Team-foul count	Indirect
Head coach: Unsporting act/conduct; off bench/outside box; not replacing player as required in 20 seconds; *leaving bench during fight unless beckoned; playing a disqualified player; illegal jersey/pants/number; team members leaving court/bench for unauthorized reason (10-5).	Head Coach	2 directs toward ejection Team-foul count	Direct

* Also disqualification. Reminder - any single flagrant act results in disqualification

** A single flagrant foul, the second direct technical foul or the third technical foul (any combination of direct or indirect) charged to the head coach results in ejection to the team's locker room or outside the building.

Basketball Rules Fundamentals

1. While the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.
2. Neither a team nor any player is ever in control during a dead ball, jump ball, throw-in, or when the ball is in flight during a try or tap for a goal.
3. A goal is made when a live ball enters the basket from above and remains in or passes through unless canceled by a throw-in violation or a player-control foul.
4. The jump ball, the throw-in and the free throw are the only methods of getting a dead ball live.
5. Neither the dribble nor traveling rule operates during the jump ball, throw-in or free throw.
6. It is not possible for a player to travel during a dribble.
7. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.
8. There are three types of violations and each has its own penalty.
9. A ball in flight has the same relationship to frontcourt or backcourt, or inbounds or out of bounds, as when it last touched a person or the floor.
10. Personal fouls always involve illegal contact and occur during a live ball, except a common foul by or on an airborne shooter.
11. The penalty for a single flagrant personal or flagrant technical foul is two free throws and disqualification plus awarding the ball to the opponents for a throw-in.
12. Penalties for fouls are administered in the order in which they occur.
13. A live-ball foul by the offense (team in control or last in control if the ball is loose), or the expiration of time for a quarter or extra period, causes the ball to become dead immediately, unless the ball is in flight during a try or tap for goal. The ball also becomes dead when a player-control foul occurs.
14. The first or only free-throw violation by the offense causes the ball to become dead immediately.
15. A double personal foul involves only personal fouls and only two opponents; no free throws awarded and the ball is put in play at the point of interruption. A double technical foul involves only technical fouls and only two opponents; no free throws are awarded, and the ball is put in play at the point of interruption.
16. The official's whistle seldom causes the ball to become dead (it is already dead).
17. "Continuous motion" applies both to tries and taps for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins when the habitual trying or tapping movement starts and ends when the ball is clearly in flight.
18. Whether the clock is running or is stopped has no influence on the counting of a goal.
19. A ball which touches the front face or edges of the backboard is treated the same as touching the floor inbounds, except that when the ball touches the thrower's backboard, it does not constitute a part of a dribble.
20. If the ball goes through the basket before or after a player-control foul, the goal shall not be counted.

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Mission Statement

The National Federation of State High School Associations serves its members, related professional organizations and students by providing leadership for the administration of education-based interscholastic activities, which support academic achievement, good citizenship and equitable opportunities.

We believe:

- the NFHS is the recognized national authority on interscholastic activity programs.
- interscholastic activity programs enrich each student's educational experience.
- participation in education-based activity programs promotes student academic achievement.
- student participation in interscholastic activity programs is a privilege.
- interscholastic participation develops good citizenship and healthy lifestyles.
- interscholastic activity programs foster involvement of a diverse population.
- interscholastic activity programs promote positive school/community relations.
- the NFHS is the pre-eminent authority on competition rules for interscholastic activity programs.
- national competition rules promote fair play and minimize risks for student participants.
- cooperation among state associations advances their individual and collective well-being.
- properly trained administrators/coaches/directors promote the educational mission of the interscholastic experience.
- properly trained officials/judges enhance interscholastic competition.

National Federation of State
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Equipment Guidelines

1. Each NFHS sports rules committee is responsible for recommending the official playing rules to the NFHS Board of Directors for adoption. The committee is not responsible for testing or approving playing equipment for use in interscholastic sports. Equipment manufacturers have undertaken the responsibility for the development of playing equipment that meets the specifications established by the committee. The NFHS urges manufacturers to work with the various independent testing agencies to ensure the production of safe products. Neither the NFHS nor the applicable NFHS sport rules committee certifies the safety of any sport equipment. Only equipment that meets the dimensions and specifications in the NFHS sport rules may be used in interscholastic competition. While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment, the committee may, from time to time, provide manufacturers with guidance as to the equipment-performance levels it considers consistent with the integrity of the game. The committee reserves the right to intercede to protect and maintain that integrity.

2. Each NFHS sport rules committee suggests that manufacturers planning innovative changes in sports equipment submit the equipment to the applicable NFHS sport rules committee for review before production.

National Federation of State
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Communicable Disease and Skin Infection Procedures

The risk for blood-borne infectious diseases, such as HIV and Hepatitis B, remains low in sports and too date has not been reported. However, proper precautions are needed to minimize the potential risk of spreading these diseases. In addition to these diseases that can be spread through transmission of bodily fluids only, skin infections that occur due to skin contact with competitors and equipment deserve close oversight, especially considering the emergence of the potentially more serious infection with Methicillin-Resistant Staphylococcus aureus (MRSA). (See position statement on this on NFHS web site and in the third edition of the NFHS Sports Medicine Handbook)

Universal Hygiene Protocol for All Sports

- Shower immediately after all competition and practice
- Wash all workout clothing after practice
- Wash personal gear, such as knee pads, periodically
- Don't share towels or personal hygiene products with others
- Refrain from (full body) cosmetic shaving

Infectious Skin Diseases

Means of reducing the potential exposure to these agents include:

- Notify guardian, athletic trainer and coach of any lesion before competition or practice. Athlete must have a health-care provider evaluate lesion before returning to competition.
- If an outbreak occurs on a team, especially in a contact sport, consider evaluating other team members for potential spread of the infectious agent.
- Follow NFHS or state/local guidelines on "time until return to competition." Allowance of participation with a covered lesion can occur if in accordance with NFHS, state or local guidelines and is no longer considered contagious.

Blood-Borne Infectious Diseases

Means of reducing the potential exposure to these agents include:

- An athlete who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the activity until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition.
- Certified Athletic trainers or caregivers need to wear gloves and take other precautions to prevent blood-splash from contaminating themselves or others.
- Immediately wash contaminated skin or mucous membranes with soap and water.
- Clean all contaminated surfaces and equipment with disinfectant before returning to competition. Be sure to use gloves with cleaning.
- Any blood exposure or bites to the skin that break the surface must be reported and evaluated by a medical provider immediately.

For more detailed information, refer to the "Infectious Disease and Blood-borne Pathogens" and "Skin Disorders" sections contained in the NFHS Sports Medicine Handbook.

Revised October 2007

National Federation of State
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Suggested Guidelines for Management of Concussion

A concussion is a traumatic brain injury that interferes with normal brain function. An athlete does not have to lose consciousness (be “knocked out”) to have suffered a concussion.

Common Symptoms of Concussion Include:

- headache
- fogginess
- difficulty concentrating
- easily confused
- slowed thought processes
- difficulty with memory
- nausea
- lack of energy, tiredness
- dizziness, poor balance
- blurred vision
- sensitive to light and sounds
- mood changes- irritable, anxious, or tearful

Suggested Concussion Management:

1. No athlete should return to play (RTP) or practice on the same day of a concussion.
2. Any athlete suspected of having a concussion should be evaluated by an appropriate health-care professional that day.
3. Any athlete with a concussion should be medically cleared by an appropriate health-care professional prior to resuming participation in any practice or competition.
4. After medical clearance, RTP should follow a step-wise protocol with provisions for delayed RTP based upon return of any signs or symptoms.

For further details please see the “NFHS Suggested Guidelines for Management of Concussion” at www.nfhs.org.

October 2009

National Federation of State
High School Associations



Coaches Code of Ethics

The function of a coach is to educate students through participation in interscholastic competition. An interscholastic program should be designed to enhance academic achievement and should never interfere with opportunities for academic success. Each student should be treated with the utmost respect and his or her welfare should be considered in decisions by the coach at all times. Accordingly, the following guidelines for coaches have been adopted by the NFHS Board of Directors.

The coach shall be aware that he or she has a tremendous influence, for either good or ill, on the education of the student and, thus, shall never place the value of winning above the value of instilling the highest ideals of character.

The coach shall uphold the honor and dignity of the profession. In all personal contact with students, officials, athletic directors, school administrators, the state high school athletic association, the media, and the public, the coach shall strive to set an example of the highest ethical and moral conduct.

The coach shall take an active role in the prevention of drug, alcohol and tobacco abuse.

The coach shall avoid the use of alcohol and tobacco products when in contact with players.

The coach shall promote the entire interscholastic program of the school and direct the program in harmony with the total school program.

The coach shall master the contest rules and shall teach them to his or her team members. The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.

The coach shall exert his or her influence to enhance sportsmanship by spectators, both directly and by working closely with cheerleaders, pep club sponsors, booster clubs, and administrators.

The coach shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against the officials. Public criticism of officials or players is unethical.

The coach should meet and exchange cordial greetings with the opposing coach to set the correct tone for the event before and after the contest.

The coach shall not exert pressure on faculty members to give students special consideration.

The coach shall not scout opponents by any means other than those adopted by the league and/or state high school athletic association.

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Officials Code of Ethics

Officials at an interscholastic athletic event are participants in the educational development of high school students. As such, they must exercise a high level of self-discipline, independence and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all interscholastic officials.

Officials shall master both the rules of the contest and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.

Officials shall work with each other and their state associations in a constructive and cooperative manner.

Officials shall uphold the honor and dignity of the profession in all interaction with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public.

Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.

Officials shall be punctual and professional in the fulfillment of all contractual obligations.

Officials shall remain mindful that their conduct influences the respect that student-athletes, coaches and the public hold for the profession.








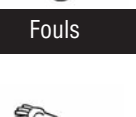






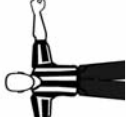

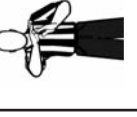



Officials shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions or situations that appear unreasonably hazardous.

Officials shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during the course of competition.



OFFICIAL NFHS BASKETBALL SIGNALS

Starting and stopping clock		Information	
1 Start clock	2 Stop clock	3 Stop clock for jump/hold ball	4 Stop clock for foul
5 Stop clock for foul (optional bird dog)	6 Directional signal	7 Designated spot	8 Visible counts
9 Beckoning substitutes	10 60-second time-out	11 30-second time-out	12 Not closely guarded
13 No score	14 Goal counts	15 Point(s) scored use 1 or 2 fingers after signal 14	16 3-point field goal Attempt and if successful
17 Bonus free throw for 2nd throw, drop one arm - for 2 throws, use 1 arm with 2 fingers - for three throws, use 1 arm with 3 fingers	18 Delayed lane violation		

Violations		Fouls					
19	 Traveling	20	 Illegal dribble	21	 Palming/ carrying the ball	22	 Over and back
23	 3-second violation * Open hand - run end line	24	 5-second violation	25	 10-second violation		
32	 Blocking	33	 Pushing or charging	34	 Player-control foul		
29	 Illegal use of hand	30	 Hand check	31	 Holding		
35	 Team-control foul			37	 Double foul		
		36	 Intentional foul	38	 Technical foul		
		26	 Free throw, designated spot, or other violation	27	 Excessively swinging arm(s)/elbow(s)	28	 Kicking



2010-11 MAJOR BASKETBALL RULES DIFFERENCES
(Men's and Women's)



ITEM	NFHS	NCAA
Blood/Contacts	Player with blood directed to leave game (may remain with time-out); player with lost/irritated contacts may remain in the game	Men – Same as NFHS Women – Player with blood or lost/irritated contact may remain in game if remedied within 20 seconds
Coaching Box Size Loss of Use	State option, 14-foot box maximum If coach is charged with any technical foul	Extends from 28-foot mark to end line No rule
Delay-of-Game Warnings	One warning for any of four delay-of-game situations; subsequent delay for any of four – technical foul	One warning for each delay-of-game situation; subsequent delay for that situation – technical foul
Disqualification/Ejection Players/Bench Personnel Player Participates after DQ	Disqualification – Fifth personal Ejection – Single flagrant; second technical Direct technical foul charged to head coach	Men – Same as NFHS, except ejection on 2 nd Class A or 3 rd Class B technical foul Women – Same as NFHS Men – Flagrant technical foul charged to offender; also Class A to head coach Women – Flagrant technical to offender
Fighting	Ejection	Ejection. One game suspension followed by season suspension – team and coaches
Free-Throw Free-Thrower Injured Players on Lane Restrictions - Violation	Normal substitution permitted Either offense or defense may occupy marked lane spaces two or three, within number limits Restrictions end when ball touches ring, backboard or free throw ends	Men – If unable to attempt FT's, opposing coach selects from four remaining players unless intentional or flagrant foul Women – Same as NFHS Men – Same as NFHS Women – Offense and defense must only occupy designated marked lane spaces Restrictions end on release of the ball for players in marked lane spaces
Goaltending	Player touches the ball during a try/tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight	Same as NFHS and includes a ball that is touched after it contacts the backboard when it is entirely above the ring level – considered to be on its downward flight
Guarding Closely-Guarded Legal Position	Holding or dribbling in frontcourt at 6-foot distance May be established anywhere on the court	Men – Same as NFHS Women – Holding only, front/back court, 3-foot distance Men – Not legal under the basket Women – Same as NFHS
Jump Ball	Re-jump must be by players involved before team control is established	Re-jump may be by any two players
Leaving the Court for Unauthorized Reason	Technical foul assessed to individual player or head coach for team	No rule
Officials on Court – Jurisdiction Begins	Fifteen minutes before start	Men – One at 30 minutes Women - On floor at 15 min.; may leave at 10 min. and must return at 3 min.
Player-control Foul	Includes airborne shooter	Men – No airborne shooter Women – Same as NFHS
Player Out of Bounds	Violation called as soon as player leaves the court for an unauthorized reason	Violation called when player returns and is first to touch ball inbounds
Shot Clock	No rule	Men – 35 seconds Women – 30 seconds

ITEM	NFHS	NCAA
Stop Clock	No rule	After made basket with 59.9 seconds or less in second half or overtime
Team-control Fouls	Ball awarded out of bounds (no bonus free throws)	Same as NFHS, except team control exists during a throw-in
Technical Fouls Types Count Toward Resuming Play	Direct & Indirect – Only applies to the head coach; direct for his/her behavior, indirect for penalty to bench personnel Team-foul total Disqualification – five personal fouls (all team members) Ejection – two technical fouls (all team personnel) Throw-in to offended team opposite table	Men – Class A and Class B technical fouls Women – Same as NFHS Men – Administrative technical fouls do not count toward team-foul total, disqualification or ejection; Class A count toward team-foul total, disqualification and ejection, Class B count toward ejection Women – Same as NFHS Point of interruption, except Men – flagrant and contact dead-ball technical fouls – throw-in at division line Women – excessive time-out and flagrant – point of interruption with loss of ball
Ten-second Rule	Must advance from backcourt	Men – Same as NFHS Women – No rule
Throw-in – Opponent Crosses Plane	May not cross boundary plane until ball has been released by thrower – violation and team warning, followed by technical foul	Men – May not cross boundary plane until ball has crossed boundary plane – violation Women – Same as Men except warning followed by technical foul
Time-out(s) Excessive Number & Length Reduction Request Return From	Technical foul Three 60-second and two 30-second time-outs per game Reduced if both teams are ready Recognized when a player is in control Technical foul for failure to have all players return at approximately the same time	Men – Two shots and point of interruption Women – Two shots and loss of ball Media – Four 30-second and one 60-second Non-Media – Four 75-second and two 30-second Reduced if calling team notifies official (non-media only) Shall not be recognized when an airborne player's momentum carries him/her out-of-bounds or into backcourt Men – Same as NFHS Women – No rule
Uniforms Color of Jersey Headband/Wristbands Jersey Design Pants/Shorts Undershirt Worn Penalty for illegal jersey/ number Videotape	Home shall wear white and visitor contrasting dark White, black, beige or solid school color Torso defined by area from base of neckline to bottom of jersey and from side insert to side insert; no design restrictions outside torso No rule Individual player must have same length sleeves Jerseys designed to be worn outside the game pants permitted; jerseys/pants may not be removed within visual confines of playing area Direct technical foul charged to head coach Illegal to use during the game or intermission for coaching	Home shall wear light and visitor contrasting dark, except altered by mutual consent White, black, beige or jersey color Neutral zone measured 4 inches from top of shoulder to bottom of jersey and 12 inches in width from center of neckline (front and back); only name/number and 15% tonal color shift permitted in neutral zone; no design restrictions outside neutral zone Must be the same predominant color of the neutral zone May not extend below the elbow Jerseys worn outside the game pants prohibited; no rule regarding removal Administrative technical foul Illegal only at courtside

NOTE: These differences do not include court markings; equipment; length of periods, game and overtime; officials' signals and mechanics, etc.



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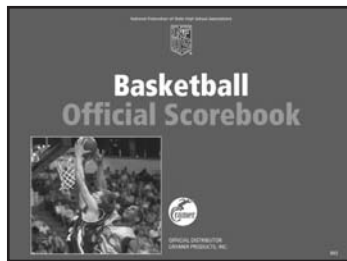
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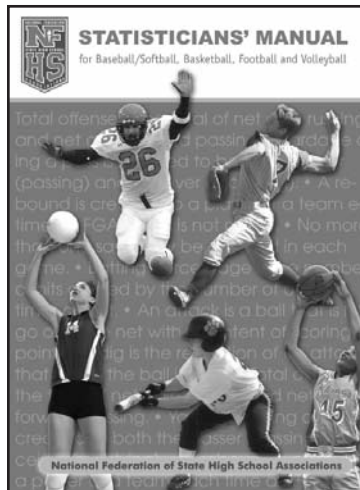
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