

National Federation of State  
High School Associations



# NFHS Basketball

2007-08

Rules Changes

Major Editorial Changes

Points of Emphasis

Major Manual Changes

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# NFHS Basketball

## 2007-08 Rules Changes

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# Replacement Interval Changed

(2-12-5, 10-5-3)

- § Timeframe often used as an “unofficial” time-out
- § Interval reduced from 30 seconds to 20 seconds
- § Includes:
  - Disqualified player
  - Injured player
  - Player directed to leave the game



# Replacement Interval Changed

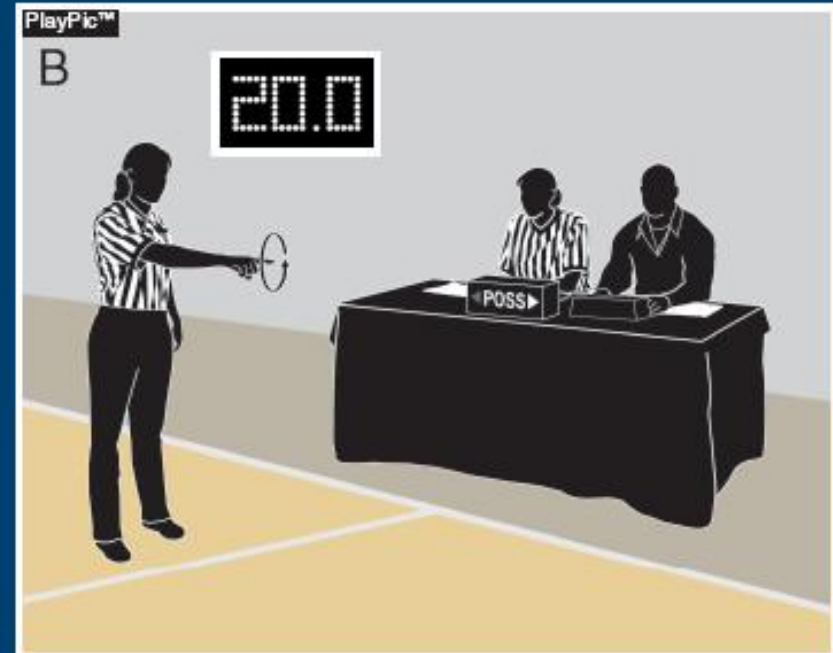
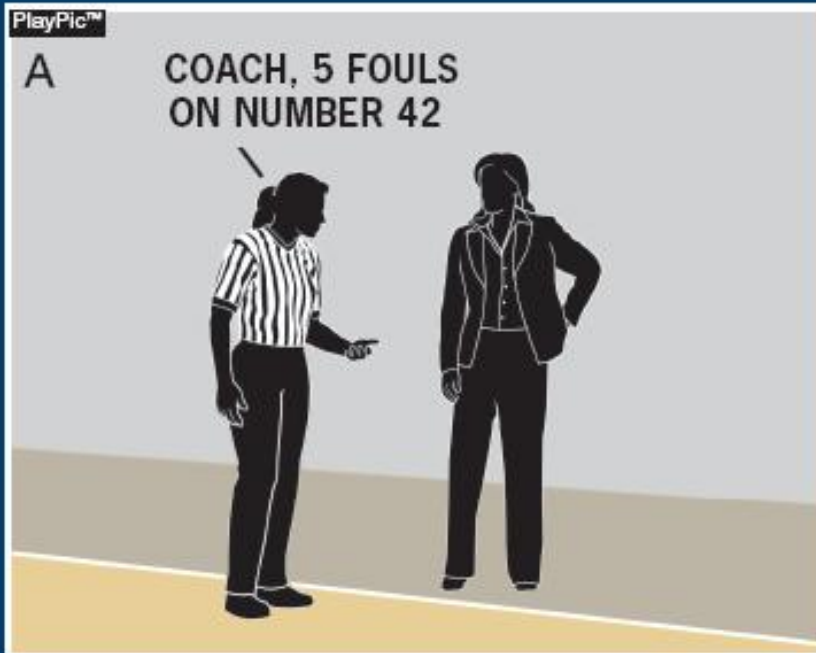
(2-12-5, 10-5-3)

- § Warning horn sounded with 15 seconds remaining in interval (five seconds into the interval)
- § Coaches encouraged to replace player in a more timely fashion





# Replacement Interval Reduced Rule 2-12-5



# Warning Horns Changed

(2-12-4, 5-11-2)

- § 30-second time-out warning horn changed to be sounded with 15 seconds remaining
- § Results in all warning horns to be the same – 15 seconds remaining
- § Includes intermissions, time-outs and replacement interval for a disqualified or injured player





## Warning Horns Consistent Rules 2-12-4; 5-11-2



**Injured/Disqualified Player =  
20 seconds**  
**\*Warning horn at 5 seconds**

**30-second time-out**  
**\*Warning horn at 15 seconds**

**60-second time-out**  
**\*Warning horn at 45 seconds**

# Ending a Dribble

(4-15-4d, 9-5-2)

- § Definition of when a dribble ends changed
- § When dribbler's loss of control is caused by the opponent touching, or being touched by, the ball
- § Rule changed to reflect long-standing interpretation



# Ending a Dribble

(4-15-4d, 9-5-2)

- § That any touching of a dribble by a defender (intentional or otherwise, by the hand or otherwise) ends the dribble
- § Previous rule implied that the touching must be by the hand and must be intentional





## Ending a Dribble Rule 4-15-4d; 9-5-2



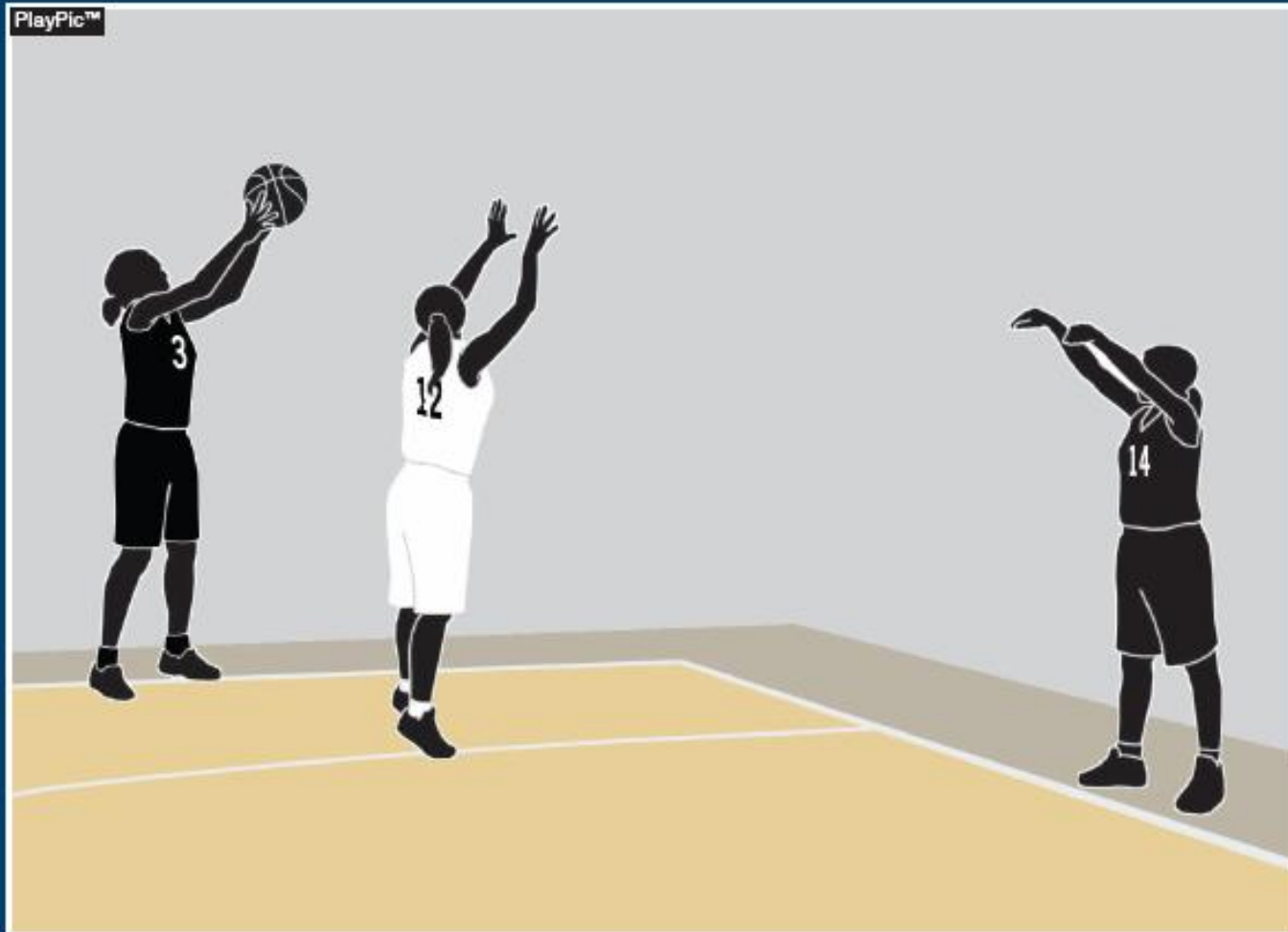
# Ending a Throw-in (4-42-5)

- § The word “legally” added to definition of when a throw-in ends
- § It now states:
  - “The throw-in ends when the passed ball touches, or is *legally* touched by, another player who is either inbounds or out of bounds.”
- § Previous rule could reward defensive team for committing a violation – especially during an AP throw-in





## Ending a Throw-in Rule 4-42-5



# Not Closely Guarded Signal (Signal Chart)

- § New signal added when a defender is NOT in a closely guarded situation
- § Clearly communicates the official is aware defender has not met the six-foot distance required to establish or continue a count



# Not Closely Guarded Signal (Signal Chart)

§ Signal intended as a means of communication

§ NOT needed in obvious situations:

- When an offensive player speeds past a defender
- When there is significant distance between the ball handler and the defender





# New Signal: Not Closely Guarded



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# NFHS Basketball

2007-08

## Major Editorial Changes

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# Guards, Casts, Braces and Compression Sleeves (3-5-2, 3-5-2d)

- § Compression sleeves added to listing
- § Clarified that all items must be worn for medical reasons





# Medical Items Rule 3-5-2d New



# Headwear Clarified

## (3-5-3d)

§ Clarified that hard items worn on the head are prohibited

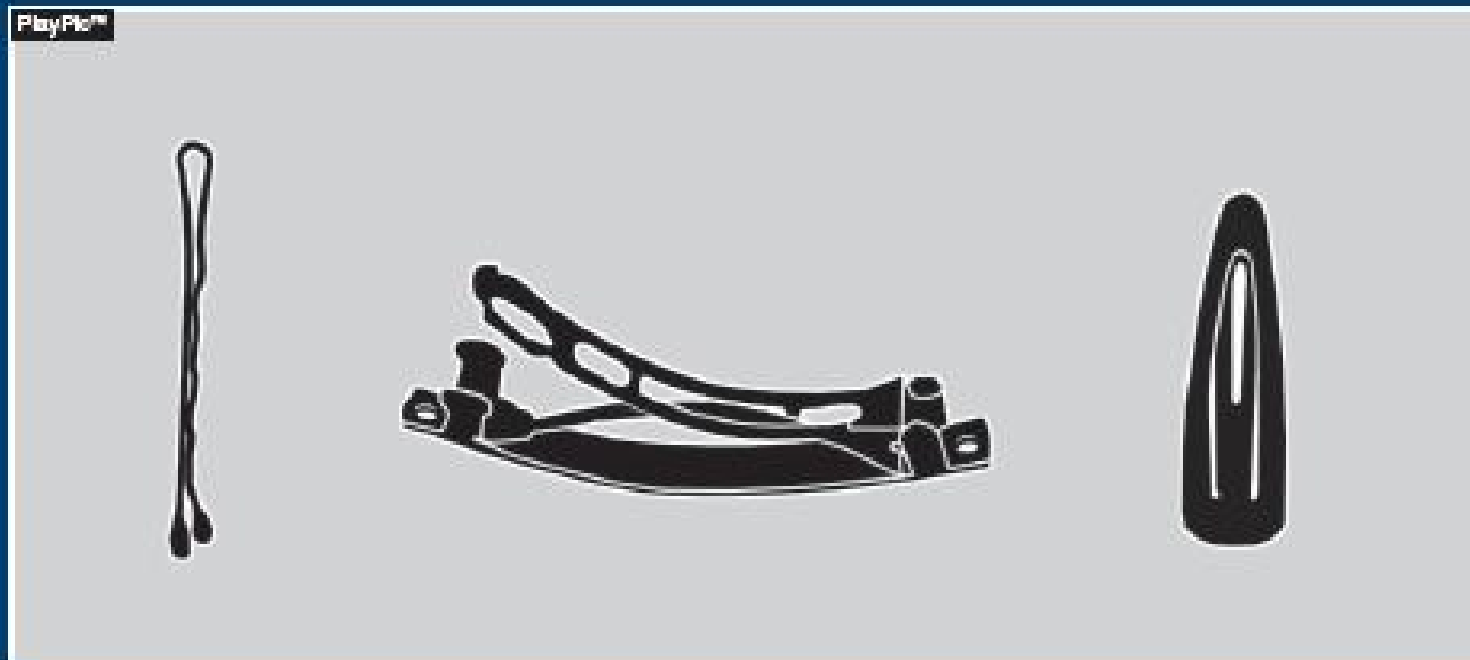
§ Items include, not limited to:

- Barrettes
- Bobby pins
- Beads





# Beads, Barettes and Bobby Pins Rule 3-5-3d



**ILLEGAL**

# Legal Screens Clarified

## (4-40-2d)

§ Language added to clarify that a screener must:

- Stay within his/her vertical plane
- With a stance approximately shoulder width apart.





# Legal Screening Position Rule 4-40-2d



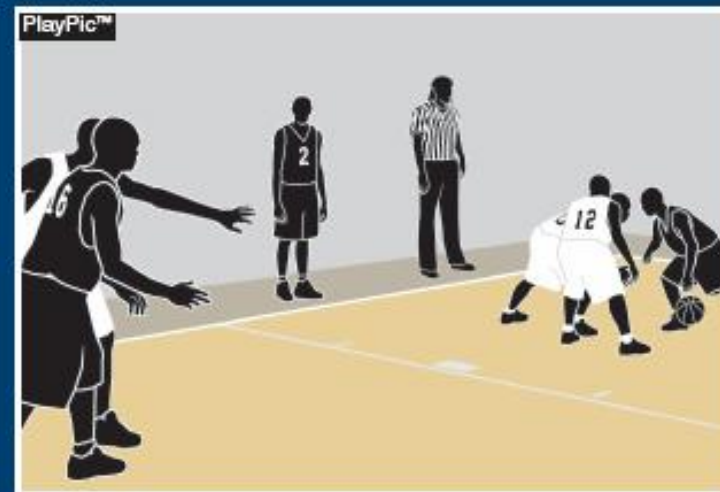
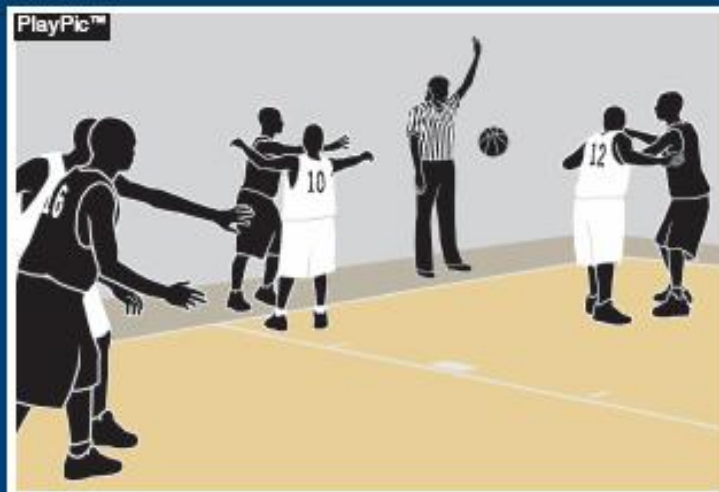
# Delay Returning to Court Clarified (10-3-3)

- § Clarified that a technical foul shall be called if a player “purposefully” or “deceitfully” delays his/her return to the court after legally being out of bounds
- § This includes coming back to the court after a substitution, time-out or throw-in





# Delay Returning Rule 10-3-3



# Articles/Sections Reorganized (7-5-2 thru 7, 10-6)

§ These articles and sections were reorganized for better understanding and clarity:

- Throw-ins – 7-5-2 thru 7-5-7
- Personal Fouls – 10-6



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# NFHS Basketball

2007-08

# Points of Emphasis

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# Uniforms

- § Questions regarding legality of uniforms continue to increase
- § More and more schools appear to be ordering and wearing illegal uniforms
- § To address that issue, uniforms are once again a point of emphasis



## Uniforms – Home White

- § New rule requiring home team to wear white jerseys takes effect
- § Change was passed in April of 2004; providing programs four years to comply
- § Visiting team required to wear dark jerseys





# White Jerseys For Home Team Rule 3-4-6b New



# Uniforms – Legal Styles/Designs

- § Uniform jerseys must comply with all rules listed in 3-4, 3-5 and 3-6
- § Uniform rules are concise and clear regarding what is, and what is not, permissible on the jersey

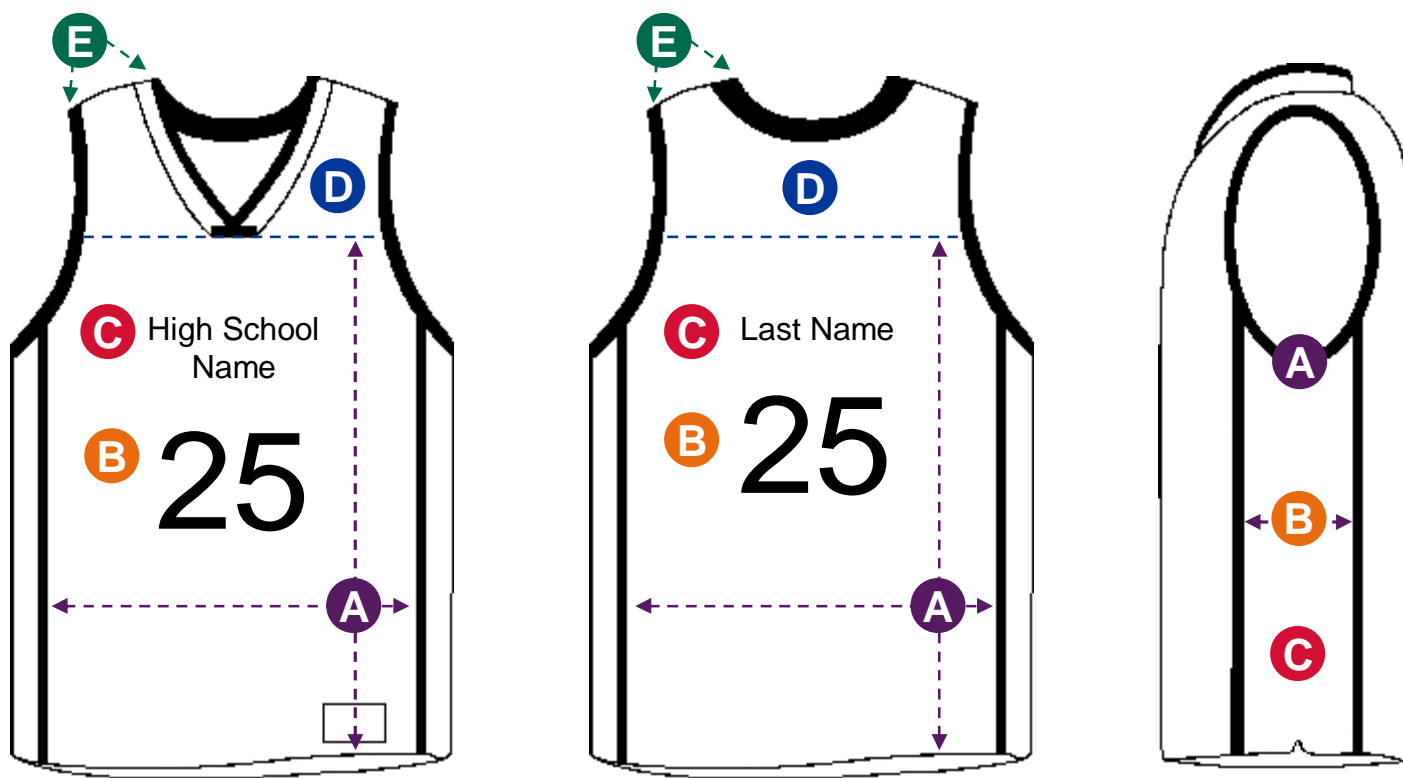


# Uniforms – Legal Styles/Designs

- § Coaches and school administrators must ensure that legal uniforms are being ordered and purchased from manufacturers/distributors
- § The following slides illustrate information sent to each state



# Uniforms – Legal Styles/Designs



Front View

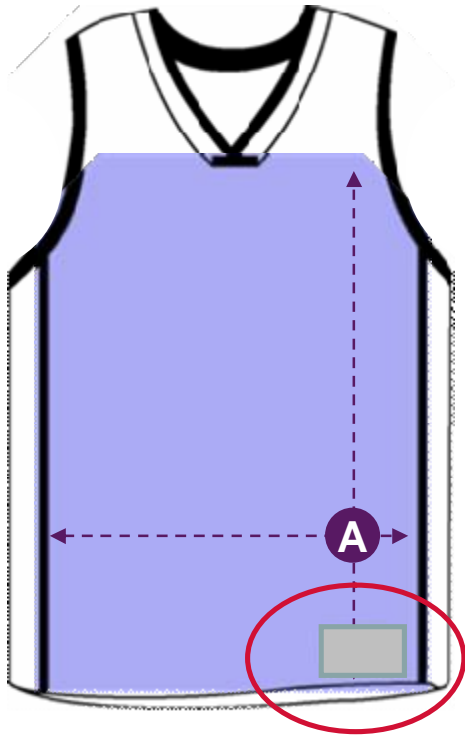
Back View

Side View



# Uniforms – Front View

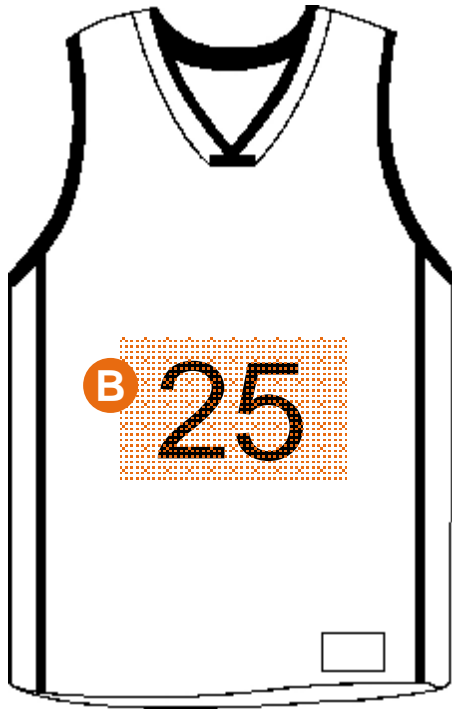
## A. JERSEY COLOR



1. The “torso” is the portion of the jersey from an imaginary horizontal line at the base of the neckline extending to each armhole, down to the bottom hem of the jersey and from side seam to side seam.
2. The torso of the jersey must be a single solid color (as of the 2007-08 season, white for home and dark for visitor).
3. A visible manufacturer’s logo/trademark/reference is NOT permitted anywhere on the jersey.

# Uniforms – Front View

## B. FRONT NUMBER

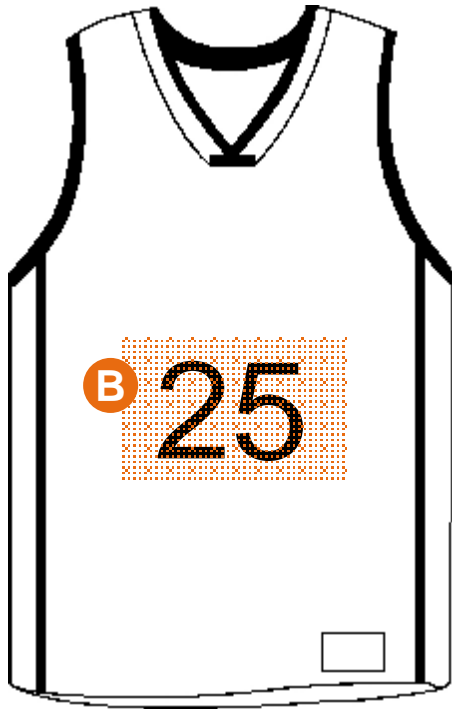


1. The number on the front shall be at least 4 inches high, not less than  $\frac{3}{4}$  inch wide (excluding the border) and centered vertically and horizontally.
2. Numbers shall be plain Arabic numerals and must be the same style and color as the number on the back of the jersey.



# Uniforms – Front View

## B. FRONT NUMBER



3. Legal numbers are: 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.
4. No more than three colors may be used in the number. The style must be clearly visible and conform to the provisions of NFHS Rule 3-4-4.

# Uniforms – Front View

## C. IDENTIFYING NAME



1. Team names and/or abbreviations or team member's names may be placed on the front of the jersey.
2. Lettering must be placed horizontally and may be arched. Names may also be on multiple lines.



# Uniforms – Front View

## C. IDENTIFYING NAME



3. The first and last letters, either above or below the number, must be on the same horizontal plane. When above the number, the plane may not be below a plane extending through the top of the number(s). When below the number, the plane may not be above a plane extending through the bottom of the number(s).
4. Any point on any letter shall not be closer than one inch to any point on any number(s).

# Uniforms – Front View

## C. IDENTIFYING NAME



5. Any form of decorative accent (i.e., paw, halo, crown, star, etc.) in a name or abbreviation is only permitted above the number.
6. If a tail is used in the lettering of an identifying name or abbreviation, the name or abbreviation must be located below the number.



# Uniforms – Front View

## D. ABOVE THE NECKLINE



1. There are no restrictions in the area of the jersey from an imaginary horizontal line at the base of the neckline extending to each armhole, up to the shoulder seam.
2. Different colors and/or designs may be used in this area.
3. Commemorative/memorial patches (not to exceed 4 square inches), if worn, must be in this area or in the side insert.

# Uniforms – Front View



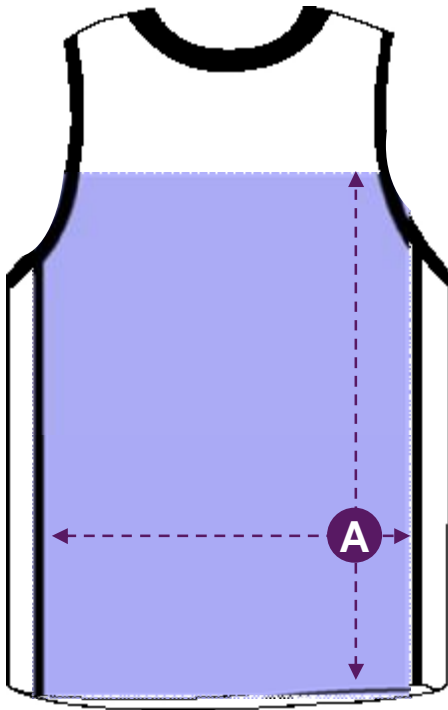
## E. NECKLINE & ARMHOLE TRIM

1. Trim shall not exceed 1 inch around the neck and arm openings.



# Uniforms – Back View

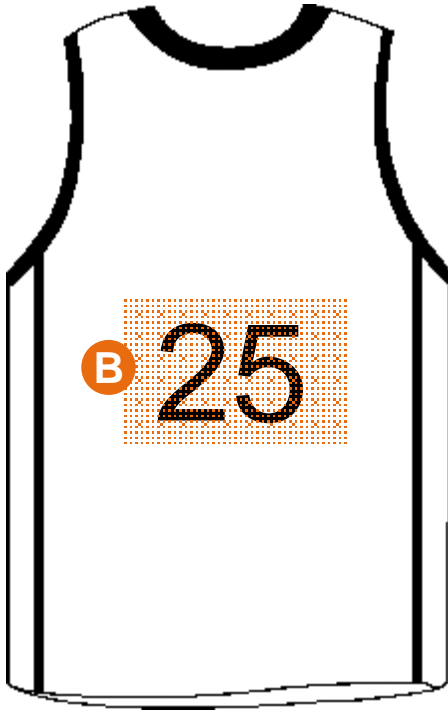
## A. JERSEY COLOR



1. The back “torso” is the portion of the jersey from the bottom of the back panel, if used, down to the bottom hem of the jersey and from side seam to side seam.
2. The back torso of the jersey must be the same single solid color as the front.
3. A visible manufacturer’s logo/trademark/reference is NOT permitted anywhere on the jersey.

# Uniforms – Back View

## B. BACK NUMBER



1. The number on the back shall be at least 6 inches high, not less than  $\frac{3}{4}$  inch wide (excluding the border) and centered vertically and horizontally.
2. The back numbers shall meet all the remaining specifications of the front number as previously noted (Front View, B.2-B.4).



# Uniforms – Back View

## C. IDENTIFYING NAME



1. Team names and/or abbreviations or team member's names may be placed horizontally on the back of the jersey.
2. Lettering on the back of the jersey shall meet all the specifications of the front lettering as previously noted (Front View, C.2-C.6).

# Uniforms – Back View

## D. BACK PANEL



1. If a back panel is used, it must be of the same color, and not exceed the size of the corresponding area in the front, above the neckline.



# Uniforms – Back View

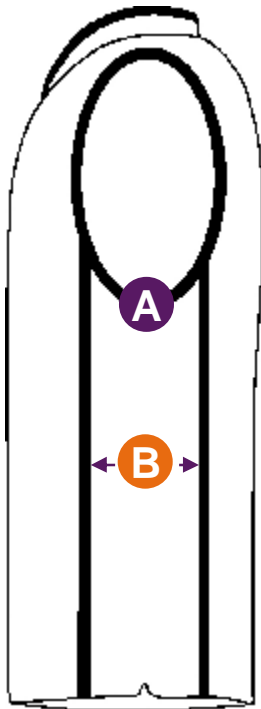
## E. NECKLINE & ARMHOLE TRIM



1. Trim shall not exceed 1 inch around the neck and arm openings.



# Uniforms – Side View



## A. LOCATION

1. Side inserts must be centered vertically below the armpit.

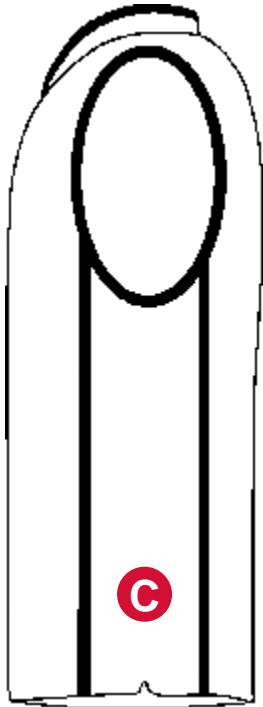
## B. WIDTH

1. Side inserts, including trim, must be a maximum of 4 inches (2 inches on each side of the seam).



# Uniforms – Side View

## C. STYLE/DESIGN



1. Side inserts may be of any color or design.
2. Side inserts must be the same width for all team jerseys.
3. Commemorative/memorial patches (not to exceed 4 square inches), if worn, must be in this area or in the area above the neckline.



# Uniforms – Enforcement

- § Rule 10-3-2 states that a player shall not wear an illegal jersey, illegal pants/skirt or an illegal number
- § Penalty is a technical foul for each starter or substitute that enters the game
- § A special report form should be filed with the state association

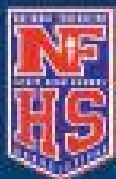


# Uniforms – Enforcement

§ Team members may not participate:

- If uniform is not worn properly – jersey tucked in and pants/skirt above hips
- If wearing items such as jewelry, illegal undershirts or undergarments that extend below the pants/skirt





# Uniforms Worn Properly



# Uniforms – Enforcement

- § Players in violation of uniform rules may not enter or shall be directed to leave the game
- § Coaches bear a great responsibility to ensure uniforms are properly worn
- § Officials must enforce the rule as written



# Free Throws

§ The Rules Committee continues to be concerned about activities surrounding free throws, especially rough play



# Free Throws – Rough Play

- § The block between players continues to serve its initial purpose
- § The same is true for player restrictions ending when the attempt hits the ring or backboard
- § Coaches must not teach players to “lock up” arms along the lane line, nor drive players further under the basket with brute force



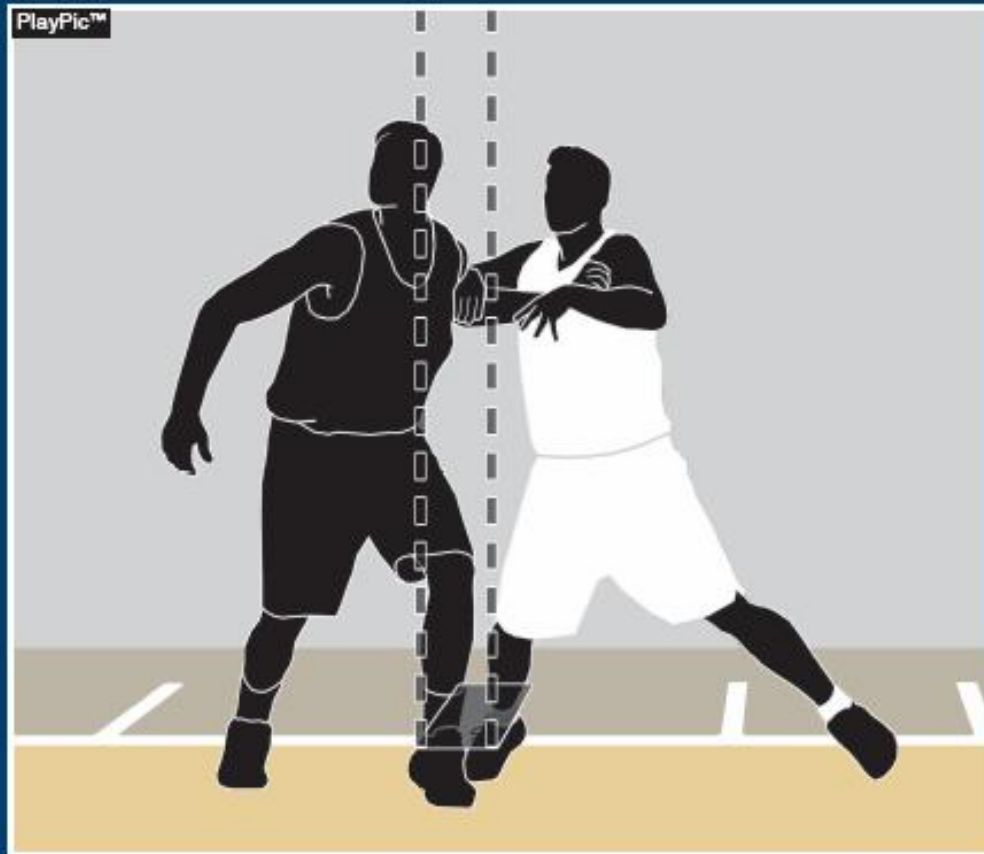
# Free Throws – Rough Play

- § Officials must call fouls for illegal contact and displacement on free throws
- § A free throw is the same as any other try and must be treated as such
- § If rebounding contact is illegal – a foul must be called





# Free Throws – Rough Play



# Free Throws – Lane Positioning

- § There has been much debate on what – if anything – to do with lane positioning on free throws
- § Some want rules that would move players up on the low block or even eliminate the first-lane space
- § The belief is that the players underneath the basket are at a rebounding disadvantage



# Free Throws – Lane Positioning

- § Data collected from a variety of sources does not support that belief
- § Multiple studies show players in the first marked lane space garner approximately 75-80 percent of all free-throw rebounds
- § That is a range the rules committee finds acceptable and is consistent with historical norms



# Free Throws – Lane Positioning

- § The team closest to the basket is supposed to get most of the rebounds, not be guaranteed a rebound
- § The rules in that case are also not designed to give each team an equal chance at securing a rebound



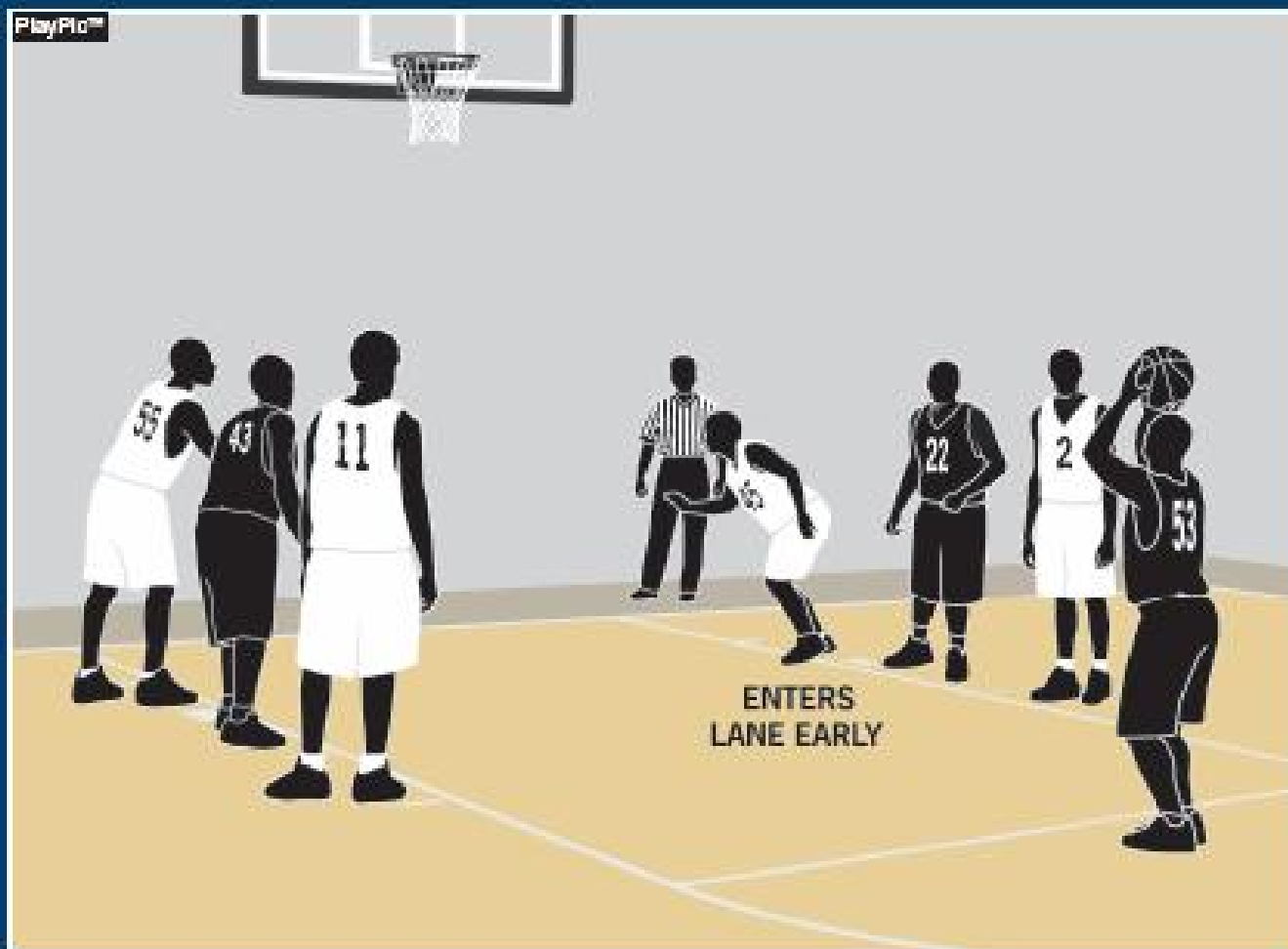
# Free Throws – Violations

- § Players are attempting to gain a rebounding advantage by violating the free-throw restrictions and entering the lane early
- § Officials must review and enforce the rules regarding offensive and defensive free-throw violations





# Free Throws – Violations



# Displacement

- § Displacement is a foul and must be called
- § The committee is concerned about two specific areas where displacement continues to occur without the appropriate fouls being assessed



## Displacement – Post Play

- § The offense may “shape up” to receive a pass
- § A foul must be called without warning when the offensive player uses the “swim stroke,” pushes, pins, elbows, forearms, holds, clears with the body, or just generally demonstrates rough physical movements or tactics



# Displacement – Post Play

- § The defense may assume a legal guarding position at the side, in front or behind the offensive post player
- § A foul must be called without warning when the defense undercuts (initiates lower-body non-vertical contact), slaps, pushes, holds, elbows, forearms or just generally demonstrates rough, physical movements or tactics



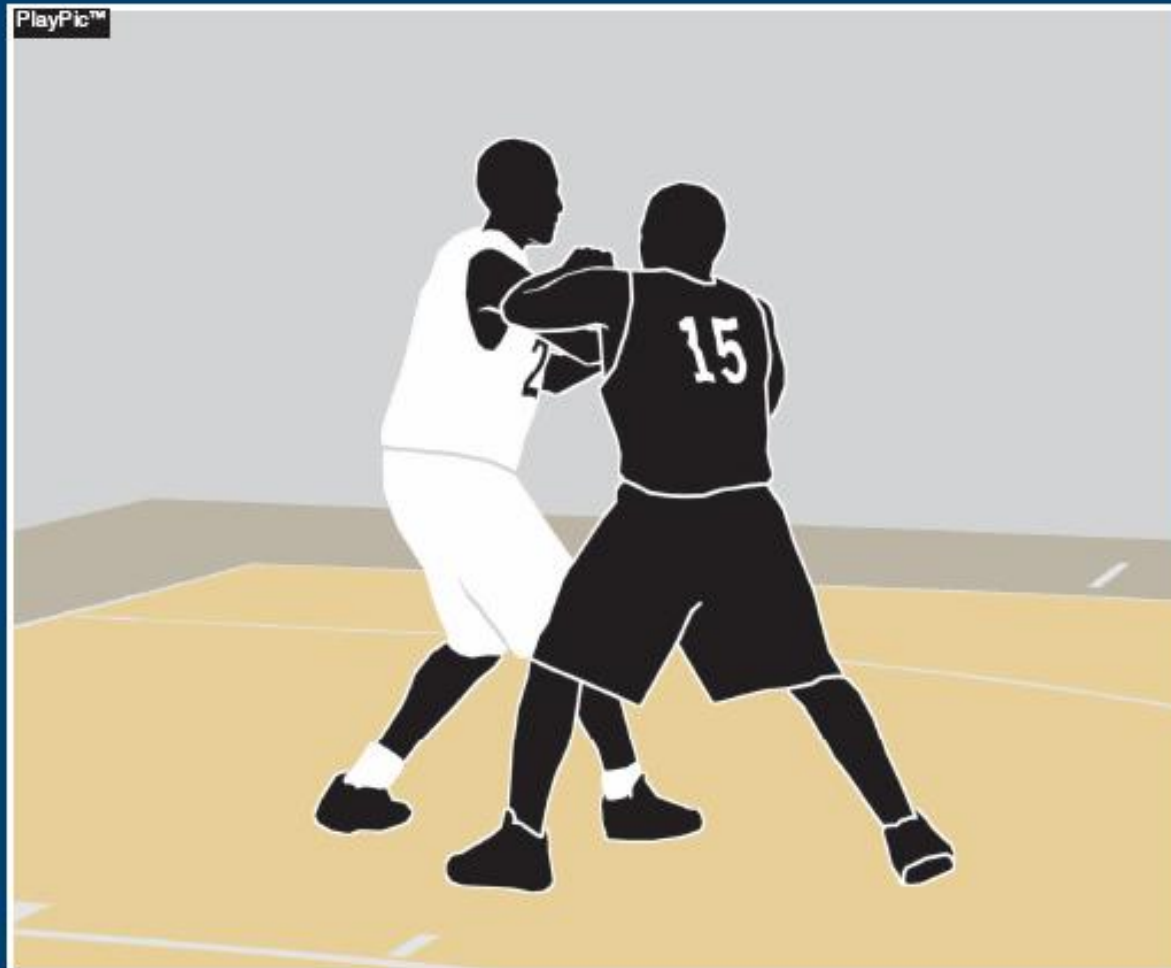
# Displacement – Post Play

§ When a player dislodges an opponent from an established position by pushing or “backing in”  
– IT IS A FOUL!





# Displacement – Post Play



# Displacement – Screening

§ A legal screener must be:

- Stationary prior to contact
- Within his/her vertical plane (hands, arms, legs and feet no more than shoulder width apart)



# Displacement – Screening

§ When these two requirements are NOT met – and when there is sufficient contact delivered by the screener to bump, slow or displace – it is a foul on the screener



# Displacement – Screening

- § Blind screen – outside visual field or a rear screen – only legal when screened player permitted a normal step backward
- § Screened player must make attempt to get around screen without forcing rough or “displacing” contact
- § If not – foul on the screened player



# Displacement – Screening

§ Screener illegally moving in an attempt to set a screen – no contact occurs with the opponent – NO foul has occurred





# Displacement – Screening REFEREE.



# Ball Handler/Dribbler – Traveling

- § Traveling rules have NOT changed
- § Rule is not being properly enforced
- § Offensive players gaining a tremendous advantage



# Ball Handler/Dribbler – Traveling

§ Areas of specific concern are:

- Post-players spin moves
- Post-players step-through moves
- Rebounders repositioning for put-backs
- Jump stops
- Perimeter shooters taking an extra “hop”
- Ball handlers lifting the pivot foot before releasing the ball on the dribble



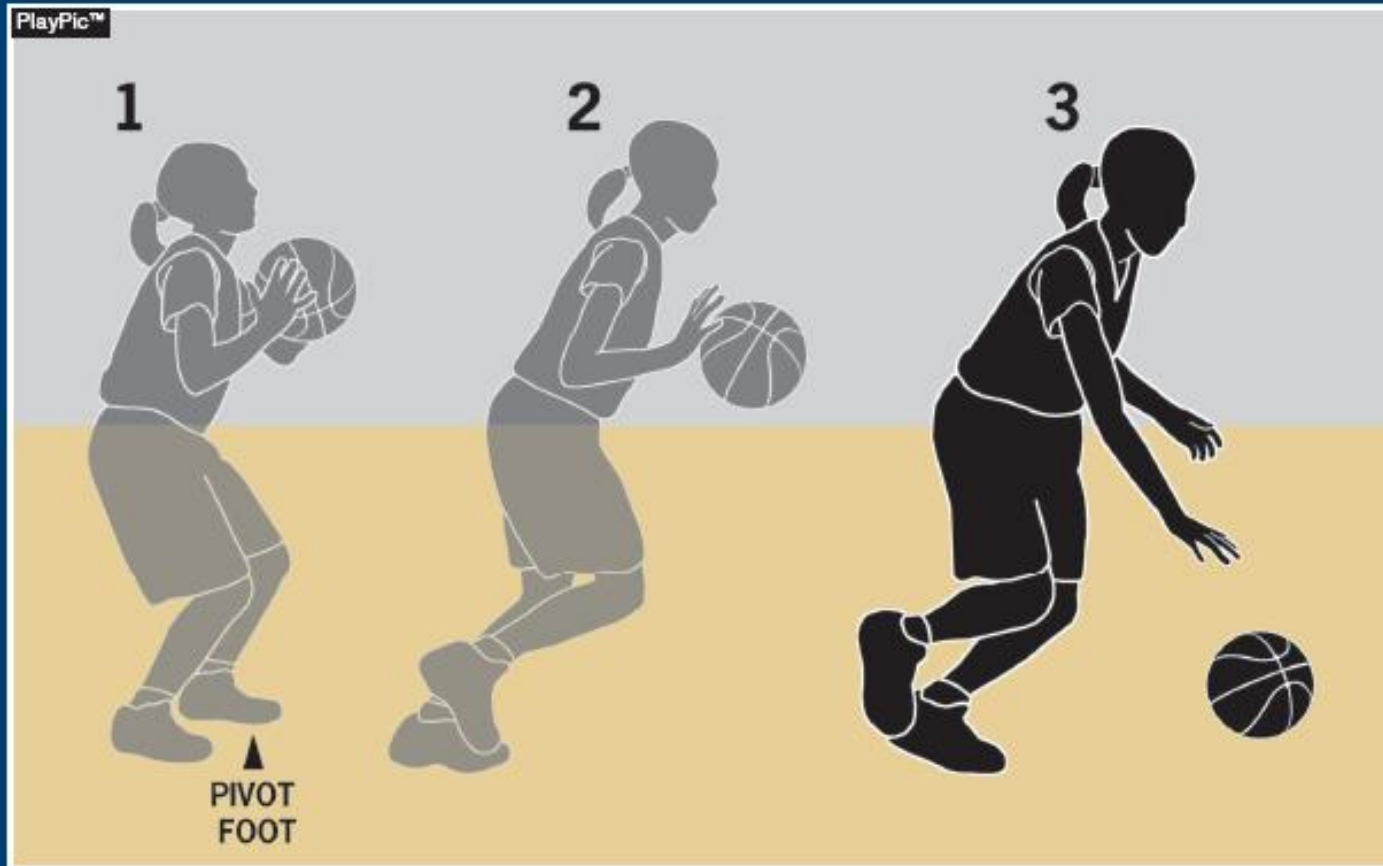
# Ball Handler/Dribbler – Traveling

- § Only way to determine legality of those moves – first find the pivot foot
- § If the player moves a foot or the feet in any direction in excess of prescribed limits – a traveling violation has occurred
- § Officials must challenge themselves to improve their accuracy in this area
- § Players' skills will then improve as a result





# Ball Handler/Dribbler



**Pivot Foot Must Not Move  
Prior to Starting Dribble**

# Ball Handler/Dribbler – Palming

§ Offensive players “palming” the ball continue to gain a tremendous advantage

§ Emphasis must be given to:

- Dribbler’s hand position
- Activity of the ball while the dribble is occurring



# Ball Handler/Dribbler – Palming

- § “Palming” not only occurs while the palm is facing “skyward”
- § Also occurs while the palm is facing the floor.
- § Must determine if the ball has “come to rest”



# Ball Handler/Dribbler – Palming

- § Advantage gained on the hesitation “move” to beat a defender (toward the basket or just to go by them)
- § In many instances, the ball is “coming to rest”
- § A violation must be called by the official
- § There is no way to legally defend against this move





# Palming



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# NFHS Basketball

## 2007-09 Major Manual Changes

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# NFHS 2007-09 Basketball Officials Manual

- § Completely rewritten and reorganized
- § All information in outline format
- § Information easier to reference and locate



# NFHS 2007-09 Basketball Officials Manual

- § Introduction – Changes & POE's
- § Part 1 – Officiating Principles
- § Part 2 – Two Officials
- § Part 3 – Three Officials
- § Part 4 – Appendices



# NFHS 2007-09 Basketball Officials Manual

## § Parts 2 & 3 –

- Terminology
- Pregame
- Putting the Ball in Play
- Court Coverage
- Play is Stopped
- Communication



# Referee Designates Tosser

- § Referee may designate the official to toss the jump ball
- § Permits best tosser to properly start game or overtime
- § Referee still administers AP throw-in to begin each period





# Referee May Designate Tosser



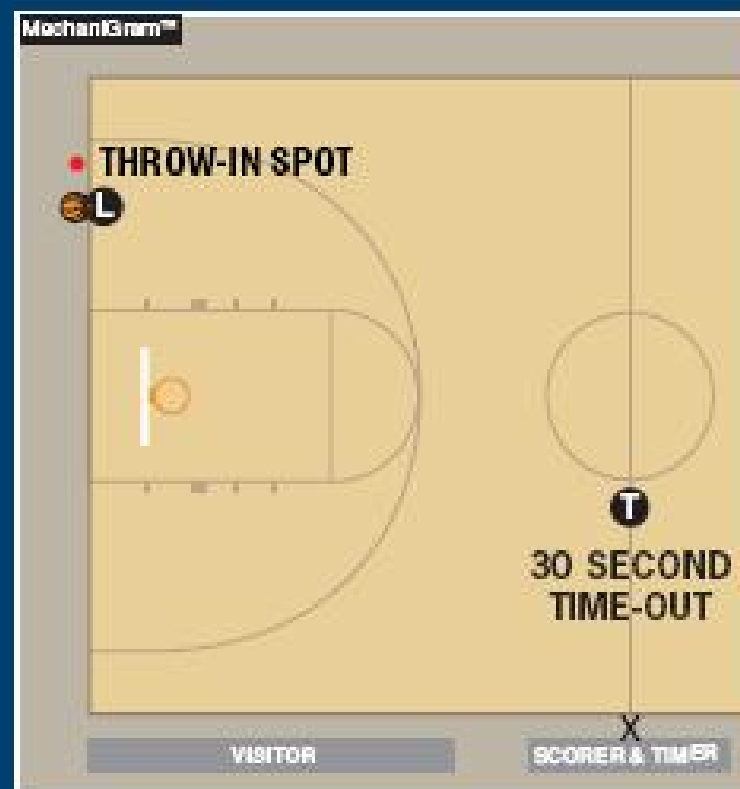
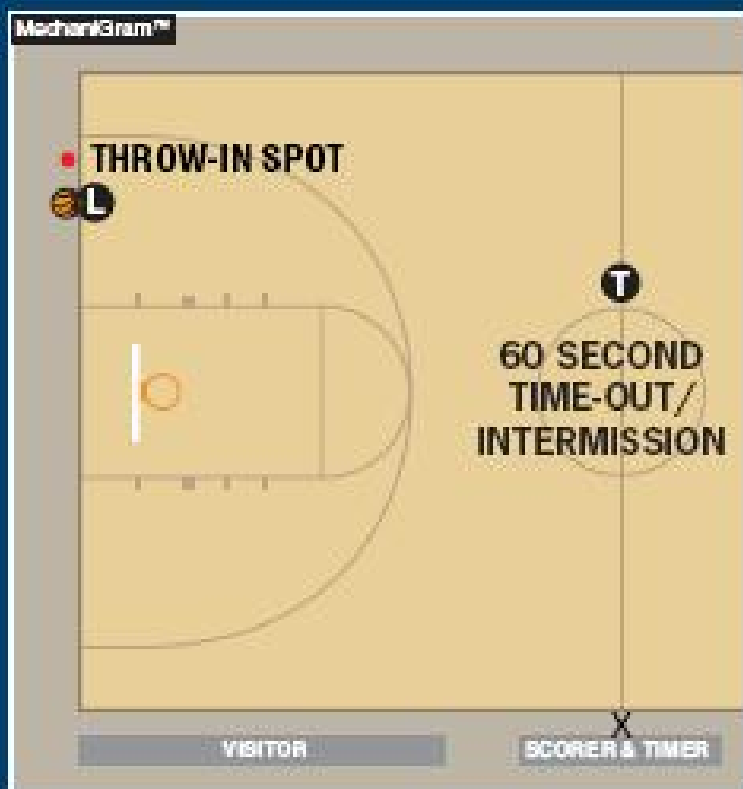
# Time-Out/Intermission Positions – Crew of Two

- § Time-out and intermission positions changed
- § Administering official stands where play will be resumed
- § Non-administering official stands facing table, on division line
  - 30-second time-out – on circle nearest table
  - Intermission/60-second time-out – on circle furthest from table





# Time-out/Intermission Positions Crew of Two



# Ball On Floor During Time-Out or Intermission

- § During time-out or intermission
- § If movement is necessary away from resumption spot to communicate with table or partner(s)
- § Administering official *may* set ball down on floor where play will be resumed
- § If activity on floor – move ball to safe location near resumption spot





# Ball on Floor During Time-out/Intermission



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**QUESTIONS?**

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