

National Federation of State
High School Associations




NFHS Basketball

2008-09 Rules Changes Major Editorial Changes Points of Emphasis

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NFHS Basketball

2008-09 Rules Changes

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Headbands Defined, Colors Added (3-5-3)

- Headband is any item that goes around the *entire* head
- Includes:
 - Elastic strips
 - Elastic bands
 - Pre-wrap
 - Moisture-absorbing terry cloth
 - Other similar items




Headbands Defined, Colors Added (3-5-3)

- Headbands must be:
 - Worn on the forehead/crown
 - Nonabrasive
 - Unadorned
 - Maximum of 2 inches
- Only one logo (school or manufacturer) permitted
- Head decorations prohibited



Headbands Defined, Colors Added (3-5-3)

- All headbands must meet other requirements of:
 - Color
 - Maximum size
 - Logo restrictions
 - Team uniformity
- Ponytail holders are considered hair-control devices – no restrictions



Headbands and Hair-Control Devices 3-5-3




REFeree

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Headbands Defined, Colors Added (3-5-3)

- Black and beige added to list of permissible colors
- Permitted colors now includes:
 - White
 - Black
 - Beige (standard pre-wrap color)
 - Predominant jersey color




Headbands Defined, Colors Added (3-5-3)

- Rule now easier to apply and enforce
- Additional colors provide low-cost options to student-athletes
- Team uniformity still required – same color for all items and team members
- Non-compliant items must be removed prior to participation

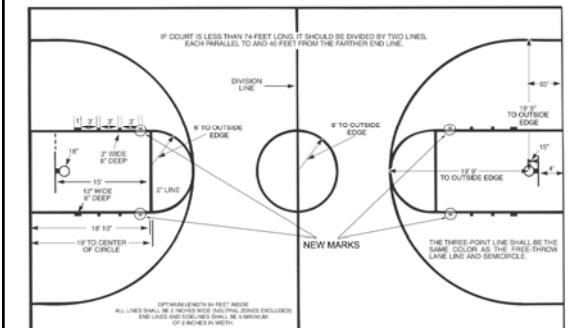


Free-Throw Lane Spaces (8-1-4b, c, d, e)

- All players moved up one space on free-throw lane
- Two spaces closest to end line now remain vacant
- New 2" x 8" mark must be added to lane near free-throw line – temporary or permanent
- Old 2" x 8" mark near end line need not be removed



Free-Throw Lane Spaces (8-1-4b, c, d, e)



Free-Throw Lane Spaces Changed 8-1-4b, c, d, e





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Free-Throw Lane Spaces (8-1-4b, c, d, e)

- Georgia experiment results indicated:
 - Free-throw fouls reduced
 - Offensive and defensive rebounding percentages within acceptable ranges
- Lane movement upward makes disconcertion of the shooter more of a possibility
- Officials must remain vigilant in calling violations and fouls during free-throw action





Illegal Uniform Penalty (10-5-4)

- Maximum of one technical foul for:
 - Illegal uniform(s)
 - Illegal pant(s) or skirt(s)
 - Illegal number(s)
- Previous penalty was one technical foul assessed to *each* starter/substitute
- Technical foul now charged directly to head coach
- Must be seated for the remainder of the game in states utilizing the optional coaching box



Penalty for Illegal Uniforms 10-5-4 New







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Illegal Uniform Penalty (10-5-4)

- Proliferation of illegal uniforms in recent years
- Previous penalty was severe and many games started with multiple technical fouls
- Penalty changed because head coach is ultimately responsible for the ordering, purchasing and wearing of legal uniforms
- No change to rule regarding illegal items such as jewelry, undershirts, etc.



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2008-09 Major Editorial Changes

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Uniform Section (3-4)

- Entire uniform section reorganized
- Articles grouped by topic:
 - Art. 1...Team jersey color and design
 - Art. 2...Logos/flags/patches
 - Art. 3...Numbers
 - Art. 4...Identifying names
 - Art. 5...Uniform pants/skirts
- Some terminology changed to reflect current industry standards (trim = piping)



Incidental Contact (4-27-2)

- Portion of previous definition removed
- Clarifies that a foul should be called when displacement occurs during a loose ball
- Many erroneously believed that any contact is legal if the ball is loose
- Previous definition didn't support the calling of a foul for displacement



Throw-in Ends (4-42-5)

- Definition of a throw-in ending reorganized into sub-articles for clarity
- The throw-in ends when:
 - The passed ball touches or is legally touched by another player inbounds
 - The passed ball touches or is touched by another player out of bounds, except as in 7-5-7
 - The throw-in team commits a throw-in violation



Head Coaches' Rule (10-5)

- Section reorganized for better understanding and clarity
 - Art. 1...Regulations regarding standing/sitting
 - Art. 2...Replacing a disqualified player
 - Art. 3...Playing a disqualified player
 - Art. 4...Illegal uniforms (new)



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NFHS Basketball 2008-09 Points of Emphasis

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Legal Uniforms

- Ordering/purchasing improvements have been made
- Educational push last year – PowerPoint & PDF on NFHS Website
- Updated documents for 2008-09 posted
- NFHS also working with manufacturer's to approve new designs and improve compliance



Legal Uniforms

- Officials must enforce the rules to continue to improve compliance
- Uniform rules are in place for a reason
- Officials must also continue to enforce the penalty for uniforms not being worn properly – direct players to leave the game or may not enter



Legal Uniforms

- Items of specific concern:
 - Jerseys not tucked in
 - Pants not on waist
 - Jewelry
 - Illegal head/wristbands (color, logo, size)
 - Illegal undershirts (visible logo, color, hems)
 - Undergarments (color, above knee)



Legal Uniforms   

A




B



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Rough Play

- Continued concern with increasing level of rough play
- There is a difference between physical play and rough play
- Rough play creates conflict between players and increases the opportunity for injuries and unsporting situations
- Of particular concern:
 - Post play
 - Hand-checking
 - Loose-ball contact



Rough Play – Post Play

- Key word is displacement
- If a player is displaced – a foul has occurred
- Types of displacement in post:
 - Offensive players backing down opponents
 - Defensive players moving opponents off a legally established spot on the floor



 **Rough Play Displacement in Post** 



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Rough Play – Hand-checking

- Defenders are not permitted to have hands on the ball handler/dribbler or other offensive players away from the ball
- Contact is NOT incidental
- Offensive players are not permitted to use hands or body to push off to create space



Rough Play – Hand-checking

- A foul must be called, regardless of where it happens on the court, when a player:
 - Continuously places a hand on an opponent
 - Places two hands on an opponent
 - Continuously jabs a hand or forearm on an opponent




Rough Play
Hand Check on Ball Handler   







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Rough Play – Loose-ball Contact

- A loose-ball situation is not consent for jumping on an opponent who is on the floor to create a held ball
- “Going for the ball” is not permission to take out or displace an opponent who is in a more advantageous position
- Incidental contact is permitted when players are in equally favorable positions




Rough Play
Contact on Loose Ball   







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Time-outs

- Coaches must realize:
 - Not all time-out requests may be granted
 - Officials have other immediate responsibilities to the game that require their attention
 - Officials must verify the status of the ball
- Officials must ensure:
 - Player control has been obtained during live-ball situations before granting a time-out
 - Request is coming from a player or the head coach of the team whose player is in control




Granting Time-outs   







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Time-outs

- If in doubt as to which player has obtained control during a loose-ball situation – call a jump ball, rather than a time-out




Granting Time-outs During Loose-Ball Scramble   




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Slapping the Backboard

- More players are slapping the backboard during the course of playing action
- Officials must determine if the act is:
 - Unintentional – part of a legitimate attempt to block a try for goal = LEGAL
 - Intentional – venting frustration or drawing attention to him/herself = TECHNICAL FOUL
- By definition, this backboard contact cannot be basket interference



Slapping Backboard (Legally)   



Backboard contacted as part of block attempt

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Slapping Backboard (Illegally)   




Backboard contacted on opposite side of try

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Officials' Mechanics & Signals

- Communication and consistency most important elements of officiating
- Officials must be familiar and comfortable with proper NFHS mechanics and signals
- Use only approved NFHS mechanics and signals to:
 - Effectively cover the court with individual primary coverage areas
 - Effectively communicate with partners
 - Provide immediate information/feedback to coaches, players, scorers, timers and fans



Officials' Mechanics & Signals

- Signals are used to communicate – not to draw attention to the official
- Use of unauthorized signals can confuse because meaning may be unknown
- Signals should be given in a calm, controlled, professional manner – NOT “hit and run”
- Uniformity in mechanics and signaling is essential to promote consistency and communication from one game site to the next



  **Unauthorized Signals** 




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  **Uniformity of Mechanics** 



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QUESTIONS?

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