


National Federation of State
High School Associations



NFHS Basketball

2009-10 Rules Changes Major Editorial Changes Points of Emphasis Mechanics Changes

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NFHS Basketball

2009-10 Rules Changes

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Replay at State Championship Contests (2-2-1 Note)

- Only a state association may authorize use of replay equipment.
- Technology may be available at these culminating contests.
- Already used by media and others.
- Limited use intended.
 - End of game = No time to overcome a critical error




Replay at State Championship Contests (2-2-1 Note)

- Specific regulations:
 - State championship series contest(s) only – determined by state association
 - Facilities; equipment available
 - Equity
 - Used by game or replay officials – determined by state association
 - Experience
 - Training





Replay at State Championship Contests (2-2-1 Note)

- Specific regulations:
 - End-of-game
 - Zeros on the game clock
 - 4th quarter or extra period
 - To determine outcome –
 - Was successful try released in time?
 - Was it a 2- or a 3-point try?



End-of-Game Replay 2-2-1 Note NEW

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Red/LED Light Permitted to End Quarter/Extra Period (1-14; 5-6-2)

- When a red light *behind* the backboard OR an LED *on* the backboard are present – they may be used to end the period.
- If malfunctioning or not present, the timer’s audible signal will be used.



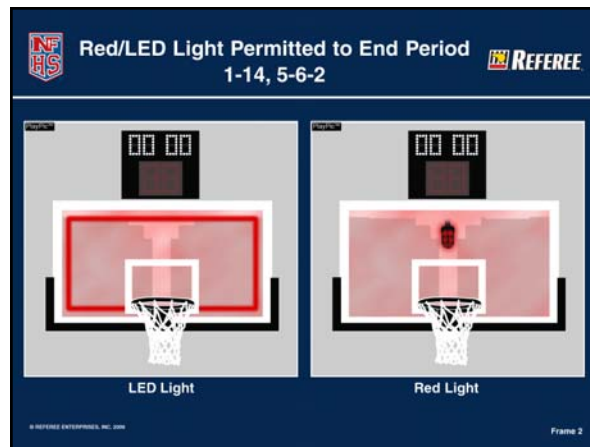
Red/LED Light Permitted to End Quarter/Extra Period (1-14; 5-6-2)

- This equipment is currently in some facilities.
- Rules change permits the equipment to be utilized rather than ignored.



Red/LED Light Permitted to End Quarter/Extra Period (1-14; 5-6-2)

- Red/LED lights give a visual reference to officials and may assist with end-of-period situations.
- Officials must determine upon arrival or during pregame responsibilities if the facility has functioning red/LED lights.



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Time-Out Area Clarified
(1-13-3; 5-12-5)

- Rules language was adjusted to indicate that the imaginary rectangle area around the bench was for time-out purposes.
- Distinguished it from other rules regarding bench activities or restrictions (e.g., being seated at the team bench while the clock is running).



Time-Out Area Clarified
1-13-3, 5-12-5

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Frame 3

Replacing an Injured Player
(2-12-5 Note)

- A note was added to clarify when the clock starts to replace an injured player.
- The official signals the timer to begin the 20-second interval to replace an injured player *AFTER* that player has been removed from the court and the head coach has been notified.

Replacing an Injured Player
(2-12-5 Note)

- Some officials and timers were beginning the 20 seconds when the player was still on the court receiving attention.
- The note clarifies that the interval is not to begin until the player is removed and the coach notified.

Replacing an Injured Player
Rule 2-12-5 Note NEW

Injured Player — Player Removed — Inform Coach — Begin 20-Second Interval

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Frame 4

Safety Concerns
(3-7)

- The rule was clarified to prohibit *any item*, in the judgment of the official, that constitutes a safety concern.
- A player's fingernails and hairstyle are still given as examples.

Safety Concerns
3-7

FINGERNAILS TOO LONG

SHARP EDGES

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Frame 5

Leaving a Marked Lane Space (9-1-3d)

- Clarifies that a player **leaves** a marked lane space during a free throw when he/she touches any part of the court outside that 36"x 36" space.
- Confusion existed regarding when a player lost his/her balance and touched (with the hands) inside the lane while restrictions were in place.
- This is a free-throw violation.



Free-Throw Violation 9-1-3d






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Frame 6

Occupying a Marked Lane Space (9-1-3g)

- Added that in order to properly occupy a marked lane space a player shall have one foot near the free-throw lane line.
- Players were attempting to gain a rebounding advantage by moving away from the lane line, near the back of the 36" x 36" space.



Occupying a Marked Lane Space (9-1-3g)

- Since there is no line marked on the court designating the back of the space, enforcement became difficult.
- The rule now requires that each player have at least one foot near the free-throw lane line while restrictions are in place.



Free-Throw Positioning 9-1-3g






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Frame 7

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2009-10 Points of Emphasis

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Traveling

- Traveling rule has not changed.
- Specific areas of concern:
 - Spin move
 - Step-through move
 - Jump stop
 - Perimeter shooters taking extra 'hop'
 - Lifting the pivot foot before starting the dribble




Traveling

- Guidelines for teaching & officiating:
 - Find the pivot foot.
 - At start of dribble, ball must be released before the pivot is lifted.
 - After dribble has ended, the pivot may be lifted, but the ball must be released on a pass or try before it returns to the floor.
 - A player may never take two steps while in possession of the ball.




Closely Guarded

- Closely-guarded rule is in place to create better balance between the offense and defense.
- The offense gains a tremendous advantage if the rule is not enforced properly and consistently.




Closely Guarded

- The rule basics:
 - Player is in control in his/her team's frontcourt.
 - Guarded by an opponent who is within 6 feet.
 - Defensive player must obtain a legal guarding position.




Closely Guarded

- The rule basics:
 - Player may legally...
 - **HOLD** for 4 seconds
 - **DRIBBLE** for 4 seconds
 - **HOLD** for 4 seconds



Closely Guarded

- Measuring 6 feet:
 - Officials must have clear image of the guarding distance necessary.
 - Visual examples on the court:
 - Free-throw line and top of semi-circle.
 - Division line to jump circle.
 - Two adjacent FT marked lane spaces.




Closely Guarded  



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Closely Guarded

- A closely-guarded count continues if defenders are switched – provided the 6-foot distance and legal guarding position is maintained.
- Officials use a visible count when the 6-foot distance is established and switch counting arms when going from one counting situation to another.




Three-Seconds

- The restricted area includes the lane and all lines defining it.
- Rule is in effect when a *team* is in *control* in its frontcourt.
- *Team control* exists:
 - Player is holding/dribbling the ball.
 - Passing among teammates.
 - Interrupted dribble.




Three-Seconds

- *Team control* CONTINUES until:
 - Ball is in flight during a try for goal.
 - An opponent secures the ball.
 - The ball becomes dead.
- *Team control* DOESN'T exist during:
 - The tapping of a rebound.
 - A loose ball following a try.
 - A throw-in.




Three-Seconds

- An allowance is made and the count stopped when a player in the restricted area has the ball and dribbles/moves to try for a goal.
- The previous count is resumed if the player does not continue and execute a try or if the ball is jarred loose.



Three-Seconds

- Rough post play is reduced when the three-second rule is properly enforced.
- Defenders cannot defend/deny in the post indefinitely.
- When offensive post players are permitted to “camp out” – defenders get more physical in an attempt to move them out.
- Making this call cleans up the game.



Three Seconds

REFeree

Frame 9

Block/Charge

- One of the most difficult plays for coaches to teach and officials to adjudicate.
- Knowing and understanding the rules regarding legal guarding position are critical in coaching and officiating this play.

Block/Charge

- The two main components of legal guarding are:
 - *Obtaining* a legal guarding position
 - *Maintaining* a legal guarding position
- The following rules pertaining to guarding can be found in Rule 4-23.

Block/Charge

- To *obtain* an initial legal guarding position:
 - The guard must have both feet touching the court.
 - The front of the guard's torso must be facing the opponent.

Block/Charge

- To *maintain* a legal guarding position:
 - One or both feet on the court or airborne, with inbounds status.
 - Doesn't have to continue facing.
 - May move laterally or obliquely, but not toward the opponent when contact occurs.
 - May raise hands or jump in vertical plane; may turn/duck to absorb imminent contact.

**Block/Charge
Legal Guarding Position**

Two Feet on the Court With Front Of Guard's Torso Facing the Opponent


Once Legal Position Has Been Established, Guard May Move Laterally to Maintain Legal Guarding Position

REFeree


Frame 11

Block/Charge

- Guarding an opponent WITH THE BALL or STATIONARY without the ball:
 - Time and distance not required to *obtain* a legal guarding position.
 - If airborne, guard must have *obtained* legal position before the opponent left the floor.



Block/Charge




REFeree

Frame 10

Block/Charge

- Guarding a MOVING opponent without the ball (screening):
 - Time and distance are required to *obtain* legal guarding position.
 - Time and/or distance for opponent to avoid contact.
 - Distance is no more than two strides.
 - If airborne, guard must obtain legal position before the opponent left the floor.



Free-Throw Administration

- Committee still concerned over rough play during free throws.
- Many rules changes and Points of Emphasis have occurred over the years as a result.
- Most recently, last year's change of moving players up one space toward the shooter.




Free-Throw Administration

- Lane-space requirements:
 - Defense shall occupy first spaces.
 - Offense shall not occupy the first spaces.
 - Offense may have second spaces; defense third spaces.
 - Limit of four defensive and two offensive players along lanes.



Free-Throw Administration

- Fouls must be called when they occur during free throws – just as they would for illegal contact during rebounding activity off of any try.
- Of specific concern:
 - Players locking-up arms.
 - Use of force to drive players under the basket.
 - Pushing and displacing.




Free-Throw Administration

- Disconcertion is also a concern since the spaces closest to the shooter are now occupied.
- Other violations may occur as players attempt to gain a rebounding advantage.
- Players shall not enter, leave or touch the court outside the marked lane space.



Free-Throw Administration

- Appropriate free-throw positioning by the officials will assist in proper penalty enforcement.
 - **Lead** is approximately 4 feet from near lane line for ALL free throws.
 - **Center** is halfway between the near lane line and the sideline; just above the free-throw line extended.
 - **Trail** is at approximately the 28-foot mark and just inside the tableside boundary line – NOT at the division line.




Free-Throw Administration




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2009-11 Mechanics Changes

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Free-Throw Positioning (2)

- Two-person crews only.
- When free-throws are to be attempted, the calling official will become trail and will be positioned tableside.
- The lead official will be positioned opposite the table.
- The change puts the calling official in a better position to communicate with the head coach.



Free-Throw Positioning (2)

- If the calling official was already the trail, no switch will occur, but the official will always go tableside.
- The trail is still responsible for table activity – substitutions, time-outs, etc.
- The lead should also glance at the table prior to administering the free throws.



Free-Throw Positioning (2)

- The calling official has the option of going to lead (opposite) to avoid a confrontational situation.
- This practice should rarely be used and should be discussed thoroughly in the pregame conference.
- If NO free-throws are to be attempted, the officials will switch positions on the foul – as in the past.



Two-Person Mechanics Change (Switch Involving Free Throws)

Lead Calls Foul; Becomes Tableside Trail

Trail Calls Foul Opposite; Becomes Tableside Trail

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Free-Throw Positioning (2)

- **Lead** is opposite table approximately 4 feet from near lane line for ALL free throws.
- **Trail** is tableside halfway between the near lane line and the sideline; just above the free-throw line extended.



Two-Person Mechanics Change (New Coverage on Free Throws)

Calling Official Will Assume Tableside Trail Position

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Trail Mirrors Lead's 'Chop' (3)

- Three-person crews only.
- When the lead is administering frontcourt end line throw-ins, the trail will now mirror the lead's stop- and start-clock (chop) signal.
- This helps the timer to accurately start the clock when his/her view of the lead is obscured.



Trail Mirrors Lead's 'Chop' (3)

- The trail must open his/her position and field of vision to watch both the primary coverage area and mirror the start clock.
- The trail's primary coverage must not be sacrificed in order to mirror the chop signal.





NFHS 2009-11 Officials Manual

- Points of Emphasis:
 - Signals & Communication
 - Positioning on Free Throws
 - End of Time-out Procedures
 - Positioning




NFHS 2009-11 Officials Manual

- Major Editorial Changes:
 - Free-throw coverage areas adjusted based on players occupying the marked lane spaces closest to the shooter.
 - Clarified lead takes the same position for all free throws.
 - Language added addressing a state association authorizing a monitor review for a state championship contest.




NFHS 2009-11 Officials Manual

- Major Editorial Changes:
 - Added procedures when play is stopped for a held-ball situation.
 - Duties of the alternate official were added to the appendix.



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QUESTIONS?

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