



2016-17 BASKETBALL

Rules Changes, Comments on the Rules, Points of Emphasis

RULES CHANGES

1-20 NEW: Non-playing personnel, e.g., spirit participants, media, shall remain outside of the playing area during a 30-second or less time-out during the game.

Non-playing personnel shall stand outside the free throw lane lines extended toward the sidelines throughout the game.

Rationale: Making officials aware of the standards set for the spirit participants allows the official to manage them when they may not be in an appropriate place.

2-12-5: Sound a warning signal to begin the ~~20~~ 15 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game.

Rationale: The amount of time presently given is too long and allows for gamesmanship to be deployed.

3-5-6: 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.~~ See 3-6 for logo requirements.

Rationale: This would now allow all extra apparel that is worn to have one logo. Last year we simplified the color requirements to be consistent on all sleeves, tights, wristbands and headwear. This would be one more step to assist our officials in simplifying the enforcement of the uniform rules.

~~**3-5-7:** Compression shorts shall be a single solid color similar to the predominant color of the uniform; the length shall be above the knee. Undergarments shall not extend below the pants/skirt. See 3-6 for logo requirements.~~

Rationale: This rule is no longer needed and would simplify the enforcement of the uniform rules for our officials. Compression shorts will be added to rule 3-5-3.

9-1-3h NEW: Players occupying marked free-throw lane line spaces may not enter the free-throw semicircle until the ball touches the ring or until the free throw ends.

Rationale: The addition of this information makes the rule complete and easy to understand.

COMMENTS ON THE RULES

NEW SECTION (1-20): Clarifies the location of non-playing personnel along the end line. The addition of this new section makes it clear that non-playing personnel shall not be located within the area of the

free throw lane lines extended. Non-playing personnel shall be located outside the free throw lane lines extended.

REPLACING DISQUALIFIED OR INJURED PLAYER, OR FOR A PLAYER DIRECTED TO LEAVE THE GAME

(2.12.5): This rule changes the time allowed for replacing a player who has been disqualified, injured or directed to leave the game from 20-seconds to 15 seconds.

UNDERSHIRTS (3.5.6): This rule change now allows for undershirts to have a logo. The change now allows ALL extra apparel that is worn to have one logo (3.6).

RULE ARTICLE DELETED (3.5.7): Article 7 of Rule 3 Section 5 has been deleted. It is no longer needed and will simplify the enforcement of rules regarding team member's apparel for officials and coaches.

EDITORIAL CHANGES

(3.5.3 – NOTE): The committee expanded the definition of a brace for clarification purposes.

(9.1.3a): Deleted "or backboard"

NEW ARTICLE (9.1.3h): Players occupying marked free throw lane line spaces may not enter the free throw semicircle until the ball touches the ring or until the free throw ends.

FREE-THROW PROVISIONS: (9.1 PENALTIES 4b): Addition of "behind the free throw line extended and/or the three-point line," to the present penalty statement.

BENCH TECHNICAL (10.5.3): Added the use of e-cigarettes.

POINTS OF EMPHASIS

1. Acknowledging and Granting Timeout criteria. Granting a time-out is an aspect of the game allowed by rule where knowledge of ball position, player control and dead/live ball criteria can all be factors in awarding the requested timeout. Consideration has been given regarding continuing the opportunity for a head coach to call a time-out. The committee wanted to maintain the current time-out criteria. When a ball is live, player control is required. A player or the head coach of the team in possession may request and be granted a time-out. When the ball is dead, the crew must maintain its coverage areas on the court but also be aware of the opportunity for a head coach to request a time-out. This request can be oral or visual, but must be verified by the ruling official. If the request meets criteria, a time-out should be granted.

2. Technical Fouls. This area of the rules book has been restructured to better define the different types of technical fouls.

Administrative technical fouls include roster changes in the scorebook, more than five (5) players on the court, and violation after a team warning for delay. This results in a team foul as well as the administration of two (2) free throws and the ball at the division line for a throw-in. The head coach does not lose the opportunity to stand in the coaching box due to an administrative technical being assessed.

A player technical foul counts as one of his/her five (5) fouls towards disqualification. This type of technical foul also counts towards the team foul total.

A bench technical foul counts towards the team total. Examples of a bench technical foul are unsporting act/conduct by a non-player, grasping the basket or dunking, and leaving the bench area during a fight. The head coach loses the opportunity to stand in the coaching box during live ball situations if a bench technical foul is assessed.

The Technical-Foul Penalty Summary chart is a good reference guide for review and use in pre-game conferences.

3. Replacing a Disqualified or Injured Player. In the case of disqualification or removing a player for injury, a coach will have 15 seconds (Previously 20 seconds) to insert a replacement player into the game. If it is a player's disqualifying foul, the ruling official shall report the foul to the official scorer and then notify the coach that the player has been disqualified. This begins the 15-second replacement interval. If the replacement is for an injured player, as soon as the coach has tended to the injured player and is able to resume coaching duties, the ruling official shall request the timer to sound the horn to begin the 15-second replacement interval. If a replacement player has not been made available, the timer shall sound the horn at the conclusion of the 15 seconds.

4. Protecting the Free Thrower. This continues to be an area of emphasis. The rule change last year was implemented to protect the free thrower. On release of the ball by the player attempting the free throw, the defender "boxing out" shall not cross the free-throw line into the semicircle until the ball contacts the ring. In addition, officials should be aware that contact and displacement of the free thrower is illegal and shall be enforced.

5. Post Play. This was an area of improvement last year and continues to be an area of awareness and enforcement. A review of the criteria is as follows:

- a. An opponent is displaced from a legally established or obtained position;
- b. An arm-bar is extended and displaces an opponent;
- c. A locked and/or extended elbow displaces an opponent;
- d. A leg or knee is used in the rear of an opponent to hold or displace;
- e. Holding, hooking, slapping, pinning or pushing the leg or body of an opponent;
- f. An offensive post player "backs-down" and displaces the defender once that defender has obtained a legal guarding position.