

Welcome



Rule Change Topics

- **Non Playing Personnel permissible locations**
- **Replacement of disqualified or injured player now 15 seconds**
- **Undershirts now similar to jersey color**
- **Compression shorts are now treated as sleeves/tights**
- **Expanded definition of a knee brace**
- **Protection of Free Throw Shooter**
- **No use of e-cigarettes**



National Federation of State
High School Associations



NFHS Basketball

2016-17

Rules Changes

Major Editorial Changes

Points of Emphasis

Take Part. Get Set For Life.™

NFHS INTERPRETATIONS

PIAA is the sole and exclusive source of binding interpretation for contests involving its member schools. Any person having questions about the interpretations of the NFHS rules should contact the rules interpreter designated by his or her state high school association.

The NFHS is the sole and exclusive source of model interpretations of NFHS rules. State rules interpreters may contact the NFHS for model rules interpretations. No other model rules interpretations should be considered.

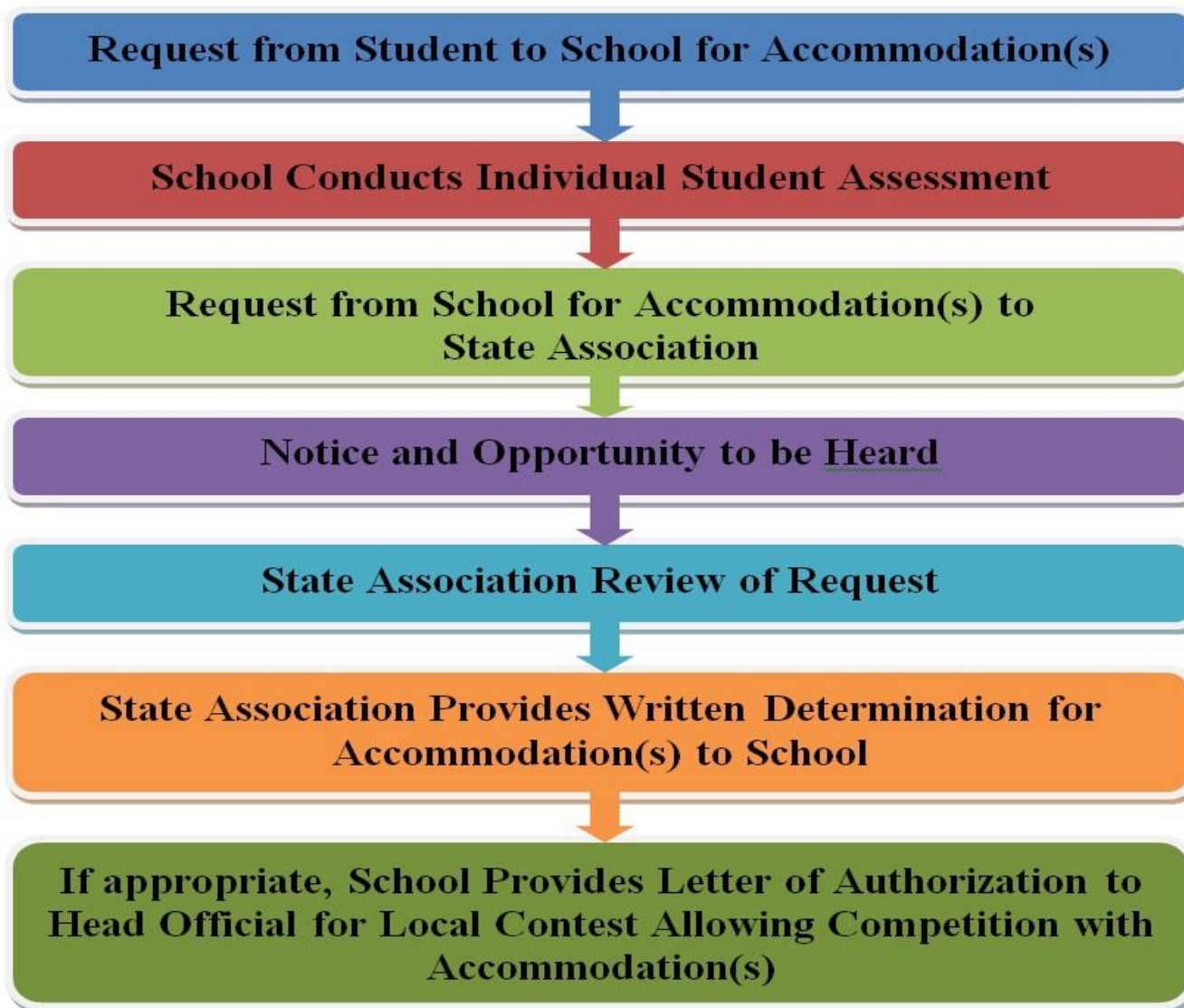




District Rules Interpreters

- 1 Bill Hopton billhopton@aol.com
- 2 Jim Gross james.p.gross@gmail.com
- 3 Craig Bradley cbgolf62@aol.com
- 4 Marty Maurer k3lpx@comcast.net
- 5 Ron Koppenhaver ron_22@hotmail.com
- 6 Chris Rickens cchrisref@verizon.net
- 7 Regis Giles rmgiles@comcast.net
- 8 Dan Robinson
dan.robinson@alleghenycounty.us
- 9 Bill Howard referee3@frontiernet.net
- 10 Tim Lavan tlavan@mail.ocasd.org
- 11 Frank D'Angelo fdangelo@bloomu.edu
- 12 Jim Moore jimmoore122@comcast.net

Inclusion of Students with Disabilities Guidelines for Schools and State Associations for Consideration of Accommodations



National Federation of State
High School Associations



NFHS Basketball

2016-17 Rules Changes



Take Part. Get Set For Life.™

Non-Playing Personnel





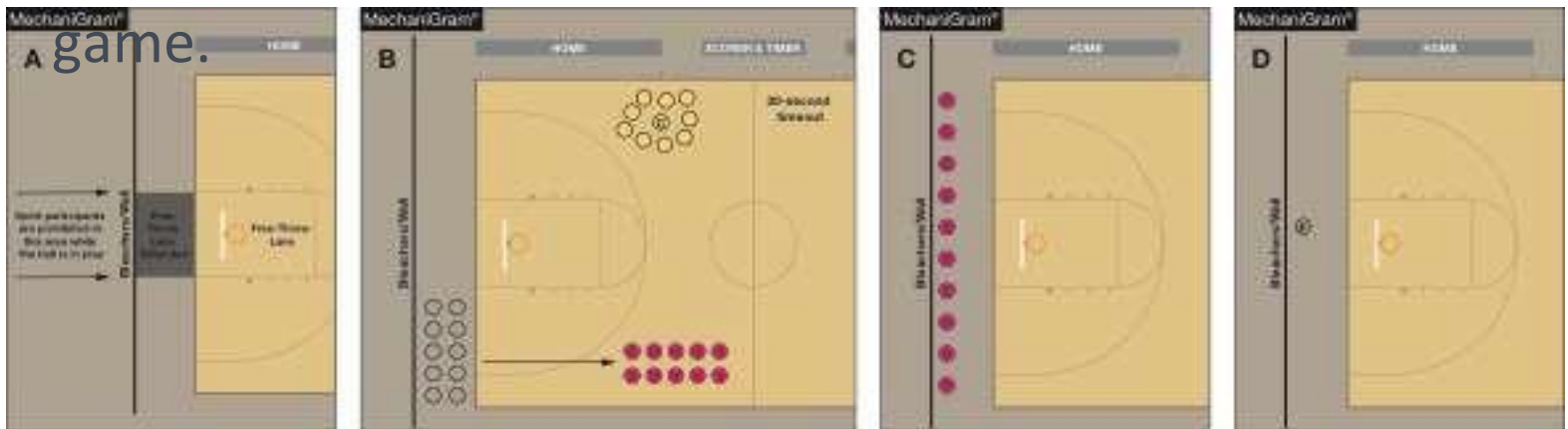
RULE 1-20 NEW NON-PLAYING PERSONNEL

- 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:** Allows the official to manage them when they may not be in an appropriate place.



RULE 1-20 NEW NON-PLAYING PERSONNEL

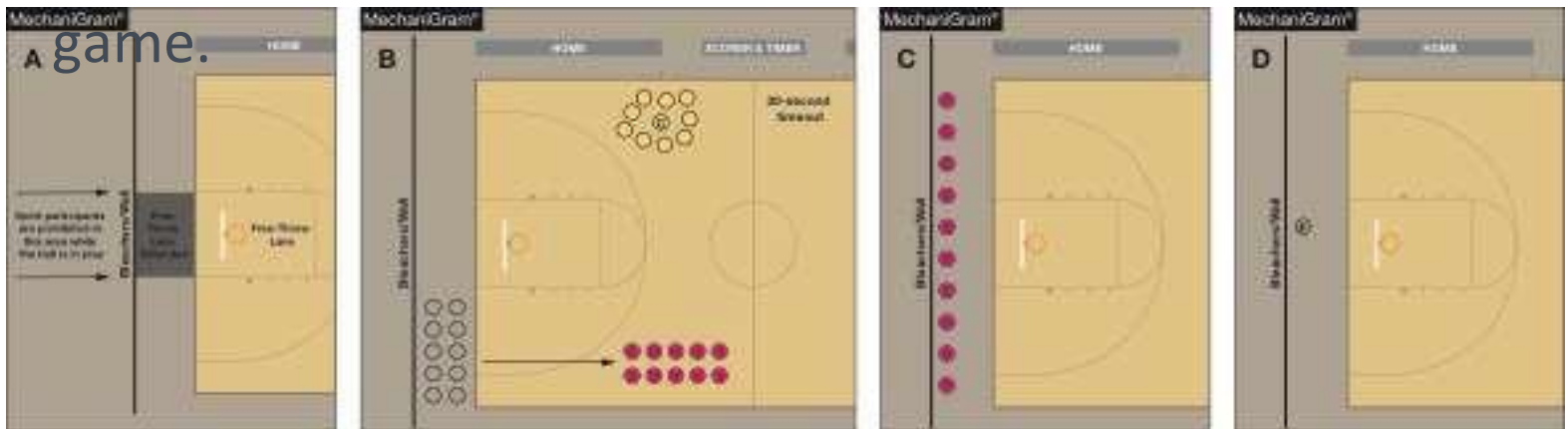
- In PlayPic A, the prohibited area is displayed in gray. In PlayPic B, illegal as non-playing personnel shall remain outside of the playing area during a 30-second or less time-out during the game. In PlayPic C and D, illegal as non-playing personnel shall stand outside the free-throw lane lines extended toward the sidelines throughout the



RULE 1-20 NEW

NON-PLAYING PERSONNEL

- In PlayPic A, the prohibited area is displayed in gray. In PlayPic B, illegal as non-playing personnel shall remain outside of the playing area during a 30-second or less time-out during the game. In PlayPic C and D, illegal as non-playing personnel shall stand outside the free-throw lane lines extended toward the sidelines throughout the





RULE 2-12-5 TIMER'S DUTIES



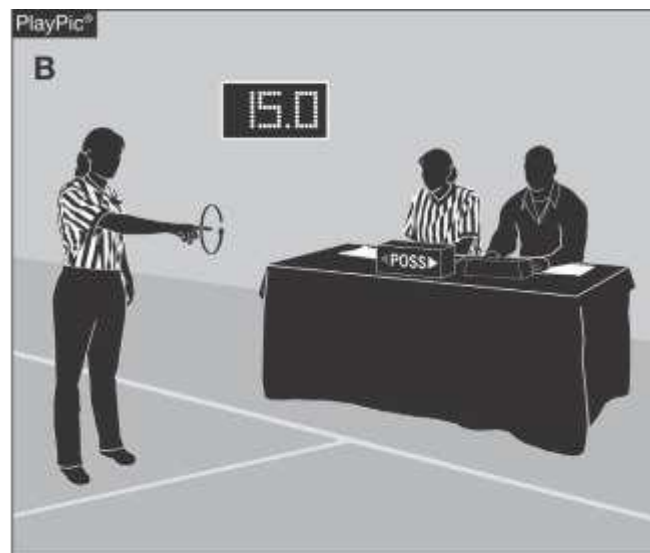


RULE 2-12-5 TIMER'S DUTIES

- Sound a warning signal to begin the 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.

RULE 2-12-5 TIMER'S DUTIES

- The timer shall sound a warning signal, when so indicated by the official, to begin the 15 seconds permitted for replacing a disqualified or injured player, or for a player directed to leave the game.



RULE 3-5-6

TEAM MEMBER'S EQUIPMENT, APPAREL





RULE 3-5-6

TEAM MEMBER'S EQUIPMENT, APPAREL

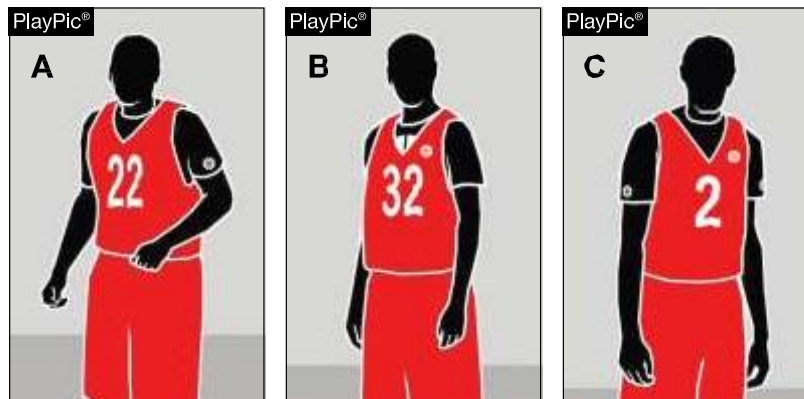
- **Undershirts** shall be a single solid color similar to the torso of the jersey and shall be hemmed and not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length.
- A visible manufacturer's logo/trademark/reference is permitted on the undershirt. Rule 3-6 covers the logo specifications.



RULE 3-5-6

TEAM MEMBER'S EQUIPMENT, APPAREL

- Undershirts shall be a single solid color similar to the torso of the jersey... Illegal in PlayPic A , B – wrong color shirt; and illegal in C – too many logos.





RULES 3-5-3b,c and 3-6 TEAM MEMBER'S EQUIPMENT, APPAREL

- Compression shorts were added the rule that covers sleeves, and tights. This addition will require the compression shorts to meet the color requirement outlined for all the items in that rule.
- The rule section (3-5-7) governing compression shorts was eliminated.
- **Rationale:** The addition of this information to Rule 3-5-3 assists the officials with enforcing the rules for uniforms and other apparel.



RULES 3-5-3b,c and 3-6

TEAM MEMBER'S EQUIPMENT, APPAREL

- Sleeves/tights and compression shorts shall be black, white, beige or the predominant color of the jersey
- All teammates sleeves/tights and compression shorts shall be the same solid color and must be the same color as any headband or wristband worn.





RULES 3-5-3b,c and 3-6 TEAM MEMBER'S EQUIPMENT, APPAREL

- **Compression shorts** were added the rule that covers sleeves, and tights.
- This addition will require the compression shorts to meet the color requirement outlined for all the items in that rule.
- The rule section (3-5-7) governing compression shorts was eliminated.
- **Rationale:** The addition of this information to Rule 3-5-3 assists the officials with enforcing the rules for uniforms and other apparel.



Team Member's Apparel, cont.



Compression Shorts (3-5-3)

- **PIAA Interpretation on $\frac{3}{4}$ length tights:** Any length of compression shorts/tights/sleeves are now permissible, and must meet the color restrictions of 3-5-3. They shall be black, white, beige or the predominant color of the jersey and the same for each item and all participants.



EQUIPMENT AND APPAREL RULE 3-5-3, 3-5-4



The sleeves/tights, headbands and wristbands shall be black, white, beige or the predominant color of the *jersey*.

Team Member's Equipment, Apparel (3-4-5, 3-5-7)

Uniform pants/skirts shall have only one visible manufacturer's logo/trademark/reference.

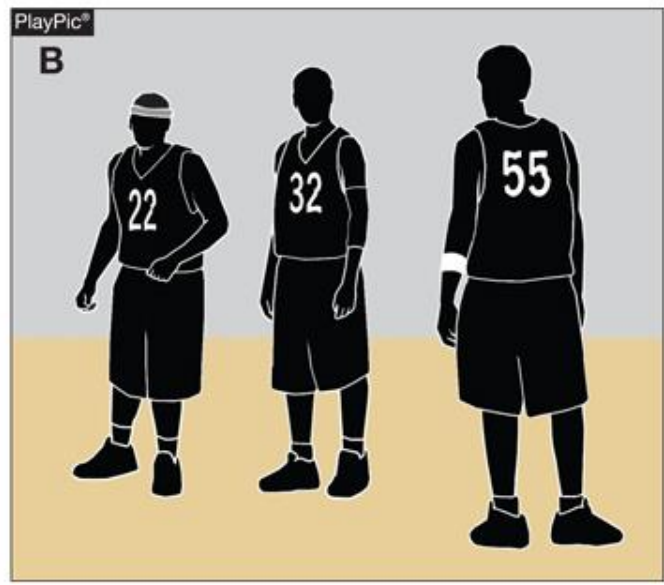




Illegal logos and drawstring.

**EDITORIAL
CHANGE**

EQUIPMENT AND APPAREL RULE 3-5-3, 3-5-4




Team members wearing any combination of headbands, wristbands and sleeves/tights must all wear the same single color. In PlayPic A , the items worn are legal. They all are the same single color. In PlayPic B, 55 does not match 22 or 32.

Equipment and Apparel RULE 3-5-4b



A headband is any item that goes around the entire head. If worn, only one is permitted, it must be worn on the forehead/crown, it must be nonabrasive and unadorned, and it must be a maximum of two inches. In PlayPic A legal and in PlayPic B illegal.

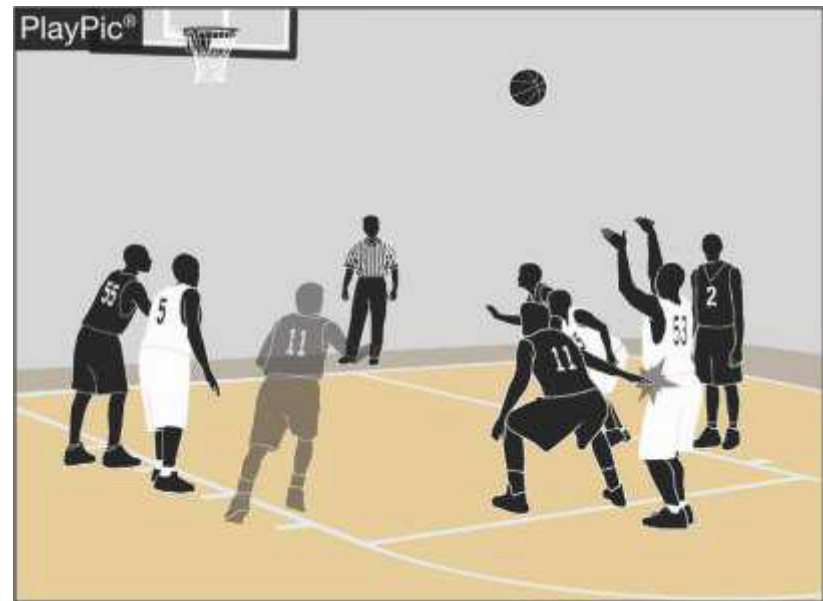


RULE 9-1-3h NEW FREE-THROW PROVISIONS

- 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. This rule adds protection for the shooter.

RULE 9-1-3h NEW FREE-THROW PROVISIONS

- 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.



National Federation of State
High School Associations



NFHS Basketball

2016-17

Major Editorial Changes

Take Part. Get Set For Life.™



RULE 3-5-3 NOTE TEAM MEMBER'S EQUIPMENT, APPAREL

- A **brace** is defined as anything worn for a medical purpose to increase stability.
- In general, it is made of neoprene or elastic knit with an insert embedded to support the joint.
- It may or may not have a hinge and/or straps or an opening over the knee cap.

RULE 3-5-3 NOTE

TEAM MEMBER'S EQUIPMENT, APPAREL

- A brace is defined as anything worn for a medical purpose to increase stability.
- **Rationale:** This definition was rephrased because of the need to be more inclusive of other braces on the market.





RULE 9-1-3f

FREE-THROW PROVISIONS

- 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, until the ball touches the ring or until the free throw ends.
- **Rationale:** Backboard was removed from this rule.

RULE 9-1-3f

FREE-THROW PROVISIONS

- A player, outside a marked lane space, may not have either foot beyond the free-throw line extended and three-point line until the ball touches the ring or until the free throw ends.



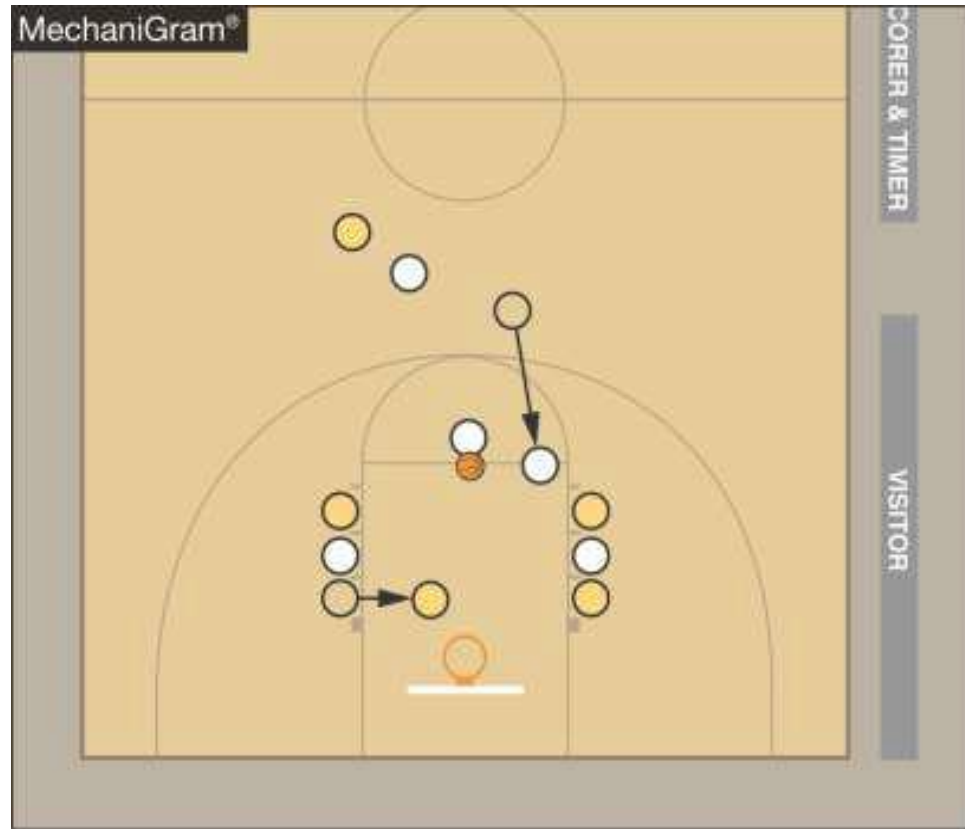


RULE 9-1 PENALTIES 4b FREE-THROW PROVISIONS

- If there is a violation first by the free-thrower's opponent followed by the free thrower or a teammate behind the free throw line extended and/or the three-point line, both violations are penalized.
 - **Penalty:** 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 A/P throw in.

RULE 9-1 PENALTIES 4b FREE-THROW PROVISIONS

- If the second violation is by the free thrower or a teammate behind the free-throw line extended and/or the three-point line, both are penalized, as in penalty item 3.





RULE 10-5-3

BENCH TECHNICAL

- Bench personnel, including the coach, shall not...
 - Use tobacco, smokeless tobacco or e-cigarettes.

Rationale: E-cigarettes was added to the rule to be inclusive of all products that are by-products of tobacco.

National Federation of State
High School Associations



NFHS Basketball

2016-17

Points of Emphasis

Take Part. Get Set For Life.™



Points of Emphasis

1. Acknowledging and Granting Time-out Criteria
2. Technical Fouls
3. Replacing a Disqualified or Injured Player
4. Protecting the Free Thrower
5. Post Play





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.

ACKNOWLEDGING AND GRANTING TIMEOUT CRITERIA

- 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.





ACKNOWLEDGING AND GRANTING TIMEOUT CRITERIA (CONT.)

- 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.



GRANTING TIME-OUTS

- In PlayPic A, the official incorrectly grants a time-out without player control. When a secondary official sees or hears a request for a time-out, that official needs to ensure the ball status prior to granting a time-out. In PlayPic B, the official correctly does not grant a time-out with player-control status unknown. In PlayPic C, the officials ensure player-control status prior to granting the timeout.



TECHNICAL FOULS – RULE 10

- 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.



TECHNICAL FOULS (CONT.)

- 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.





TECHNICAL FOULS (CONT.)

- The Technical-Foul Penalty Summary chart is a good reference guide for review and use in pre-game conferences. It is in the rule book and is reprinted in the pre-season bulletin.



ADMINISTRATIVE AND TEAM TECHNICAL FOULS

- **Administrative technical fouls** are team fouls resulting in the administration of two free throws and the ball at the opposite 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 foul being assessed.





REPLACING A DISQUALIFIED OR INJURED PLAYER

- In the case of disqualification or removing a player for injury, a coach will have **15 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**.

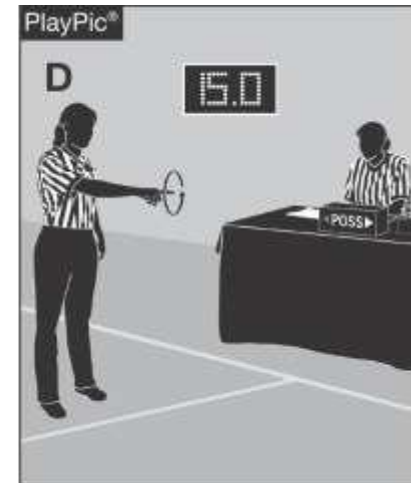
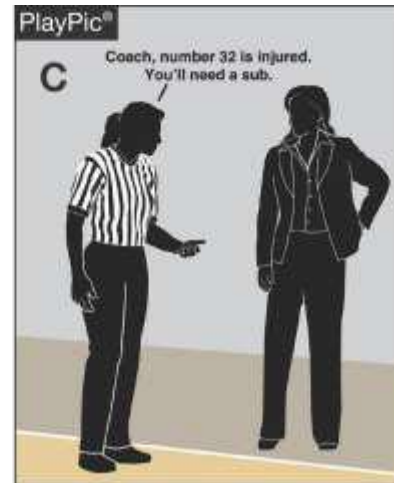
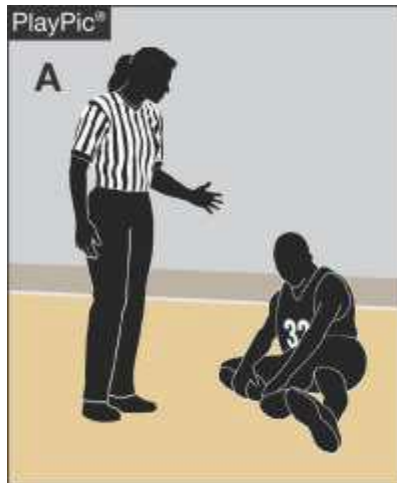


REPLACING A DISQUALIFIED OR INJURED PLAYER (CONT.)

- 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.

SUBSTITUTION AND WARNING-HORN MANAGEMENT

- As soon as the coach has tended to the injured player (as in PlayPics A and B) and is able to resume coaching duties (as in PlayPic C), an official shall request the timer to sound the horn to begin the 15-second replacement interval (as in PlayPic D).



Timer's Duties (2-12-5)

Disqualification Procedure (5th foul)

- Ruling official shall notify the **coach**
- Request the **timer** to sound the horn beginning the 15 sec. replacement interval
- Notify the **player**



PROTECTING THE FREE THROW SHOOTER

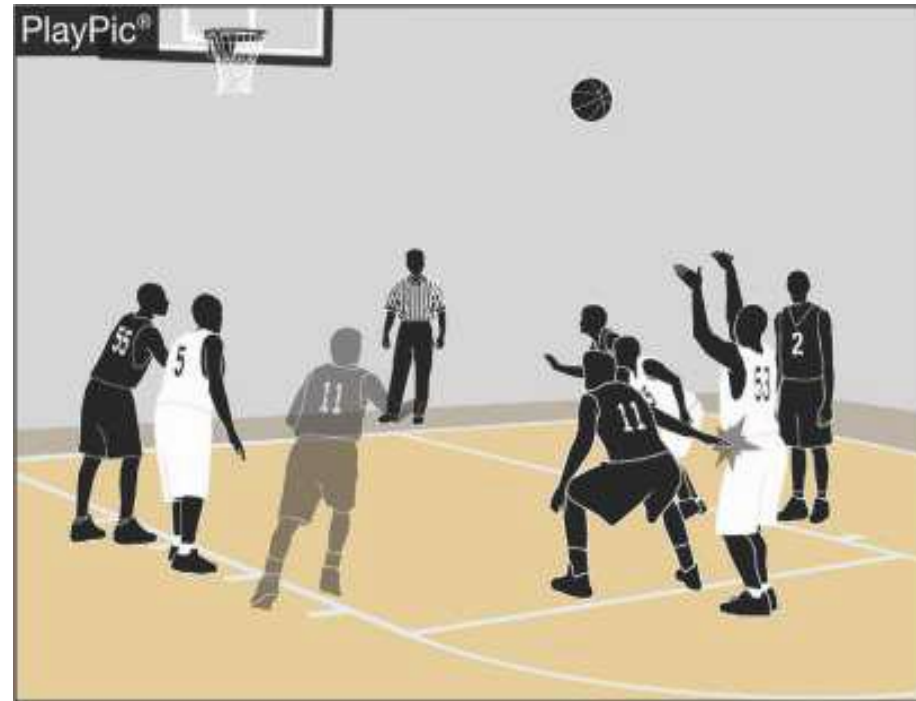
- Protect the free throw shooter.
- On release of the ball the defender “boxing out” shall not cross the free-throw line into the semicircle until the ball contacts the ring.
- Officials should be aware that contact and displacement of the free throw shooter is illegal and shall be enforced.



RULE 9-1-3a

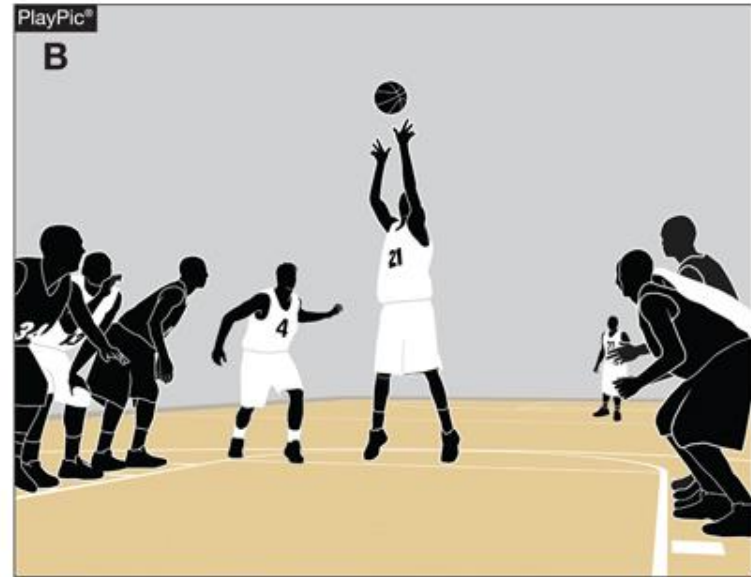
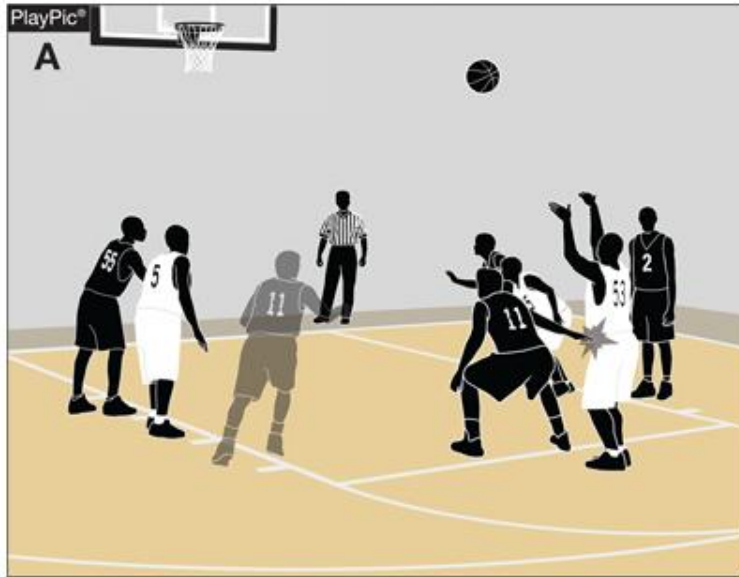
PROTECTING THE FREE THROWER

- A “boxing out” defender cannot cross the free-throw line into the semicircle until the ball contacts the ring.
- When illegal contact or displacement of the free thrower occurs, the officials should enforce those fouls.



POINT OF EMPHASIS

PROTECTING THE FREE-THROW SHOOTER



The free-throw shooter is the only player allowed in the semicircle prior to the ball contacting the ring.



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:
- An opponent is **displaced** from a legally established or obtained position
- An **arm-bar is extended** and displaces an opponent
- A **locked and/or extended elbow** displaces an opponent





POST PLAY

- A leg or knee is used in the rear of an opponent to hold or displace
- Holding, hooking, slapping, pinning or pushing the leg or body of an opponent
- An offensive post player “backs-down” and displaces the defender once that defender has obtained a legal guarding position



POST PLAY AND THE FOUR CRITERIA

- Illegal contact on post players including **arm bars, elbows, use of leg or knee and backing down** into or through an established position to displace an opponent (offensive or defensive) from a legally obtained position should be ruled a foul.



**RULE
CHANGE**

CONTACT RULE 10-6-12



A player becomes a ball handler/dribbler when he/she receives the ball. This would include a player in a post position.

**RULE
CHANGE**

CONTACT RULE 10-6-12



The following acts constitute a foul when committed against a ball handler/dribbler, post player: two hands on, extended arm bar on, keeping a hand on and contacting more than once.

POST PLAY

- New information was added last season to the Rule Book that addresses cleaning up post play.
- It is legal for offensive and defensive players to touch when both are maintaining a legally established position.



POST PLAY



Illegal contact on post players include **extended arm bars, elbows, use of leg or knee and backing down** into or through an established position to displace an opponent from a legally obtained position should be ruled a foul.

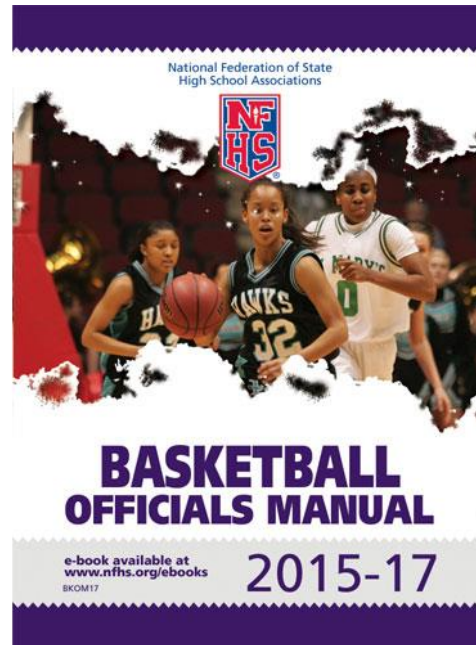
National Federation of State
High School Associations



RULES EXCEPTIONS/CONCERNS

Take Part. Get Set For Life.™

OFFICIALS MANUAL



The new and improved Basketball Officials Manual now has five sections:

1. Officiating Philosophy,
2. Terminology,
3. Signals with Descriptions,
4. Two-Person,
5. Three-Person.

NFHS SIGNALS



The NFHS prescribed signals are in place to communicate to the table officials and to officials on the floor.

Announcer Responsibilities

PIAA Interpretation of prior NFHS Point of Emphasis:

- The announcer is permitted, during a live ball and while the clock is running, to announce basic information that does not potentially affect play in general, the players, the coaches, or the officials.
- The announcer may not “cheer on the team” or otherwise act to incite the crowd, or make special emphasis regarding plays.



Announcer Responsibilities, cont.

- As in the past, general information concerning the Contest can continue to be announced during dead ball situations. Announcements which may incite the crowd or interfere with the Contest in any way continue to be prohibited.
- The announcer who performs professionally promotes good sportsmanship by what he/she says and how he/she acts upon saying it.





PIAA Exceptions to NFHS:

A. Uniform*:

1. Shirt - Alternating black and white 1-inch vertically striped, short-sleeved shirt A PIAA patch must be worn on the left shoulder. Wide panel shirts are not permitted.
2. Slacks - Black full length trousers.
3. Belt – Black (if worn).
4. Socks - Black.
5. Shoes - Solid black with black laces.
6. Lanyard - Black.
7. Whistle – Black (Pink whistle, single game only “awareness” contest, no other pink items permitted, not for a month, etc.)

*All approved uniforms are listed in the officials’ manual at www.piaa.org



PIAA Exceptions to NFHS:

B. Disqualification:

Any Coach and/or contestant ejected for unsportsmanlike conduct or flagrant misconduct is disqualified for the remainder of the day and in all Contests on the next Contest day of the same level (varsity, junior varsity, or otherwise). For a Coach, participation in the next Contest includes any contact by the Coach with members of the Team, including other Coaches, between the time that the Team arrives at the Contest site and the conclusion of the last Contest of the day. The Principal must direct the Coach not to attend all of the Contest(s).



B. Disqualification cont.

Any Coach and/or contestant ejected from the last Contest(s) in that sport in a sport season is disqualified from Coaching and/or participating in the first Contest(s) in that sport in the subsequent sport season, at the same level (varsity, junior varsity, or otherwise) of competition, at any PIAA member school or, if the Coach and/or student changes levels of competition, such as from junior varsity to varsity, the first Contest(s) in that sport.



B. Disqualification cont.

The official must file a report with the PIAA Office within 24 hours of the contest.

In Basketball, the athletic director and principal must meet with the ejected coach/contestant and detail in a report what corrective action has been taken. This report then must be signed by all parties and sent to the district Basketball chairperson.



PIAA Exceptions to NFHS:

Sportsmanship:

1. It is mandatory that both head coaches attend the pre-game meeting with the captains and officials.
2. PIAA requires all registered sports' officials to enforce the sportsmanship rule for the coaches and contestants. The statement is located on the back of the official identification card as well as the Pre-Season Basketball Bulletin and must be read to the head coaches and captains at the pregame meeting.



U1 and U2 continue to monitor warmups.

Photo courtesy of Scott R. Davis



SPECIAL NOTE ON SPORTSMANSHIP

This message shall be read to the head coach and captains prior to each contest officiated by a registered PIAA official. This message shall be enforced by contest officials and its enforcement shall include a strict and swift enforcement when unsportsmanlike actions involve demeaning remarks or actions that may be related to the racial or ethnic background of any party.

PIAA requires all registered sports' officials to enforce the sportsmanship rules for coaches and contestants. Actions meant to demean opposing contestants, team, spectators, and officials are not in the highest ideals of interscholastic education and will not be tolerated. Let today's contest reflect mutual respect. Coaches please certify to the officials that your players are legally equipped and uniformed according to NFHS rules and PIAA adoptions. Good luck in today's contest..



Television Monitor Review/Media Timeouts

- May use television/replays for post-regular season tournament (PIAA Championship) for determining two or three-point goal or if try is released prior to expiration of time
- Media Timeouts may be used in Inter-district play. Playoff officials should review media timeout procedures in pregame. This is available at www.piaa.org/rules



- Adopt Rules 1-13-2 and 1-13-2 NOTE, Coaching box and alternate placement of same, at all levels (varsity, junior varsity, or otherwise) of competition
- Adopt Rule 10-5-1, the head coach, at all levels (varsity, junior varsity, or otherwise) of competition, may be off the bench in front of his/her seat within the confines of the designated 14-foot coaching box to give instructions to his/her players and/or substitutes
- Fall season note: Fall basketball leagues are to play under the previous seasons' rules. Rule changes take effect on the official winter start date and may begin with pre-season scrimmages.



- 3-3-8... 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 until cleared by an appropriate health care professional.
- PIAA Modified Rule 3-3-8 (Concussion Rule), to clarify that “an appropriate health-care professional” is a licensed physician of medicine or osteopathic medicine (MD or DO).



- Adopt Rule 5-5 NOTE, running clock, at all levels (varsity, junior varsity, or otherwise) of competition, upon completion of the first half and one Team gains a 40-point differential over its opponent, the clock shall be stopped only when an official's time-out is taken, a charged time-out is granted, a period ends, or administering free throws.

National Federation of State
High School Associations



QUESTIONS?

Take Part. Get Set For Life.™



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.



2-12-5

Sound a warning signal to begin 15 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game.



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.

(May have 1 logo)



3-5-7

**Removed the compression shorts rule;
add compression shorts to Rule 3-5-3
which means compression shorts
now must meet the guidelines
outlined in this rule.**



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.



3-5-3 NOTE

A brace is defined as anything worn for medical purpose to increase stability. In general, it is made of neoprene or elastic knit with an insert embedded to support the joint. It may or may not have a hinge and/or straps or an opening over the knee cap.



9-1 Penalties 4b

If the second violation is by the free thrower or a teammate behind the free-throw line extended and/or the three-point line, both violations are penalized, as in penalty item 3. (NFHS Rules p. 56)



10-5-3

May notUse tobacco, or smokeless tobacco or e-cigarettes.

National Federation of State
High School Associations



**THANK YOU and
HAVE A GREAT SEASON!**

Take Part. Get Set For Life.™