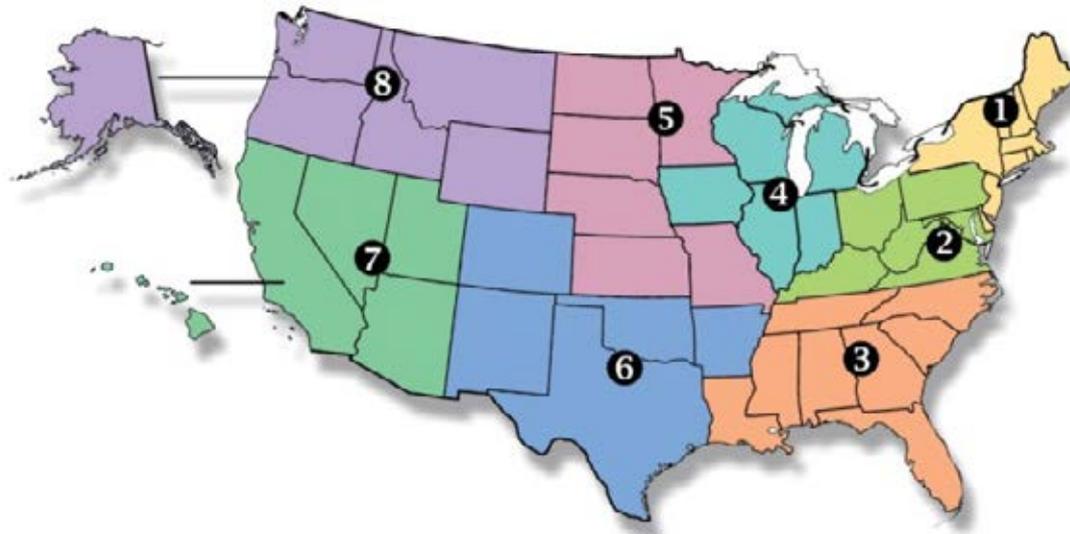


NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS

- Membership = 50 member state associations and D.C.
- NFHS reaches more than 19,000 high schools and 12 million participants in high school activity programs, including more than 7.8 million in high school sports.





2016-17

RULES CHANGES





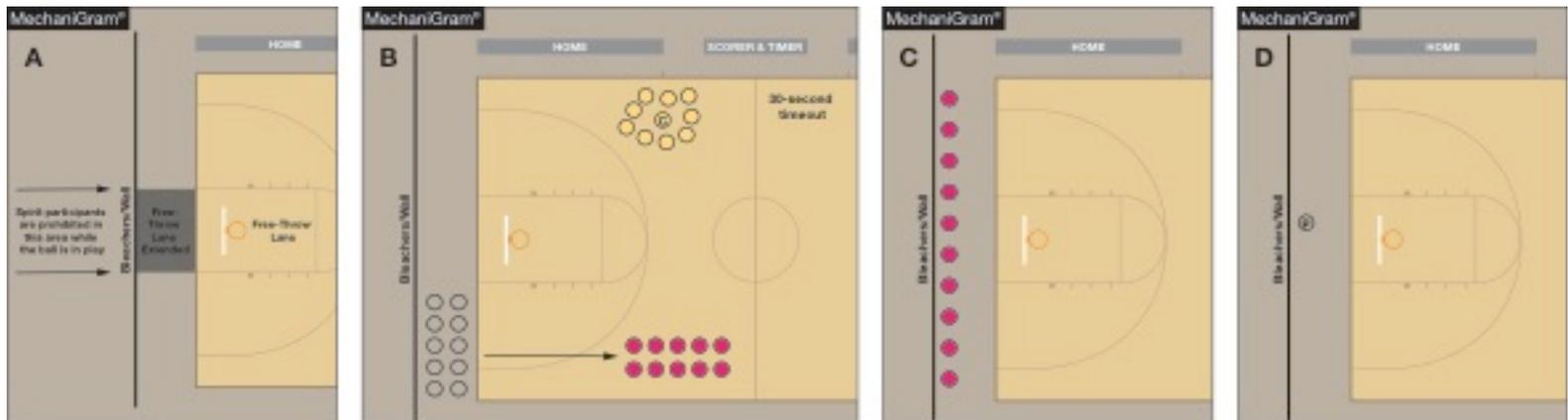
RULE 1-20 NEW NON-PLAYING PERSONNEL

- 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:** 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.



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 game.





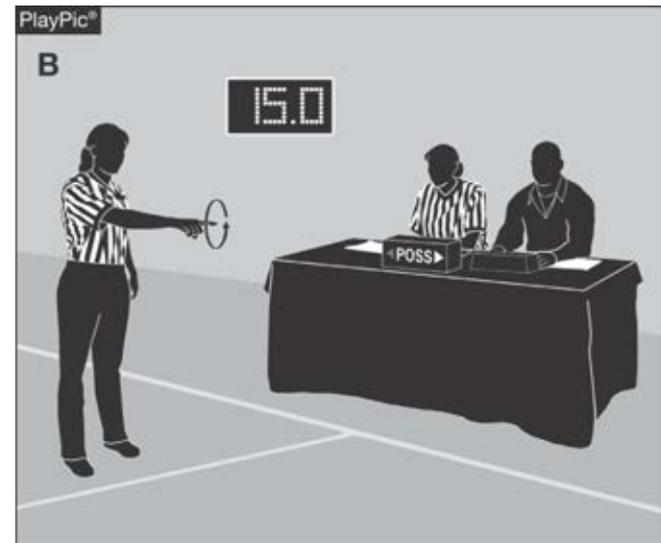
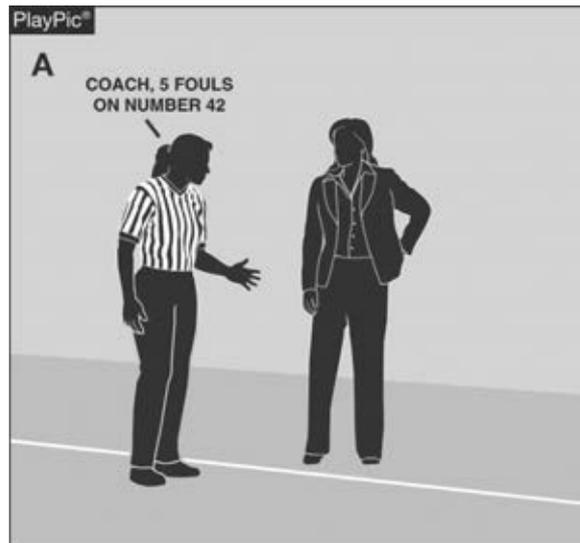
RULE 2-12-5 TIMER'S DUTIES

- 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 should sound a warning signal, when indicated so 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.





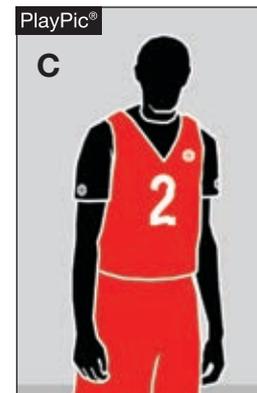
RULE 3-5-6 TEAM MEMBER'S EQUIPMENT, APPAREL

- 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.
- **Rationale:** 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 and shall be hemmed and not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length. See 3-6 for logo requirements. Illegal in PlayPic A , B – wrong color undershirt, logos okay; and illegal in C – too many logos.





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

- Compression shorts were added to 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

- Arm sleeves, knee sleeves, lower-leg sleeves, tights and compression shorts are permissible. The sleeves/tights and compression shorts shall be black, white, beige or the predominant color of the jersey and the same color sleeves/ tights worn by teammates. All sleeves/tights and compression shorts shall be the same solid color and must be the same color as any headband or wristband worn.





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.





2016-17

EDITORIAL CHANGES





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, 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 three-point line which is farther from the basket, until the ball touches the ring or until the free throw ends.





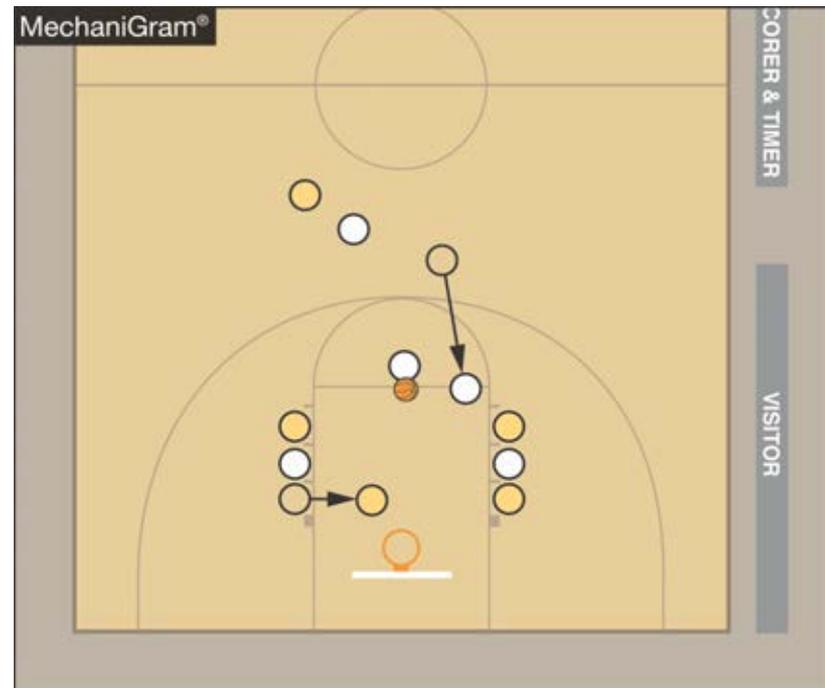
RULE 9-1 PENALTIES 4b FREE-THROW PROVISIONS

- If there is a violation first by the free-thrower's opponent followed by the free thrower or a teammate:
 - **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.
 - **Penalty:** the ball becomes dead and no point can be scored. The remaining free throws are administered or play is resumed by the team entitled to the alternating-possession throw-in from the designated out-of-bounds spot nearest to where the violations occurred.



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: 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.





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.





2016-17

POINTS OF EMPHASIS



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.





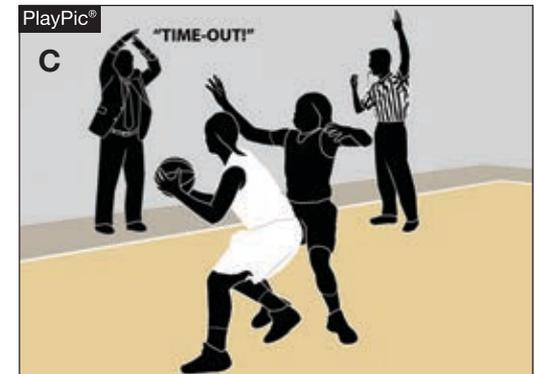
ACKNOWLEDGING AND GRANTING TIMEOUT CRITERIA (CONT.)

- 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.



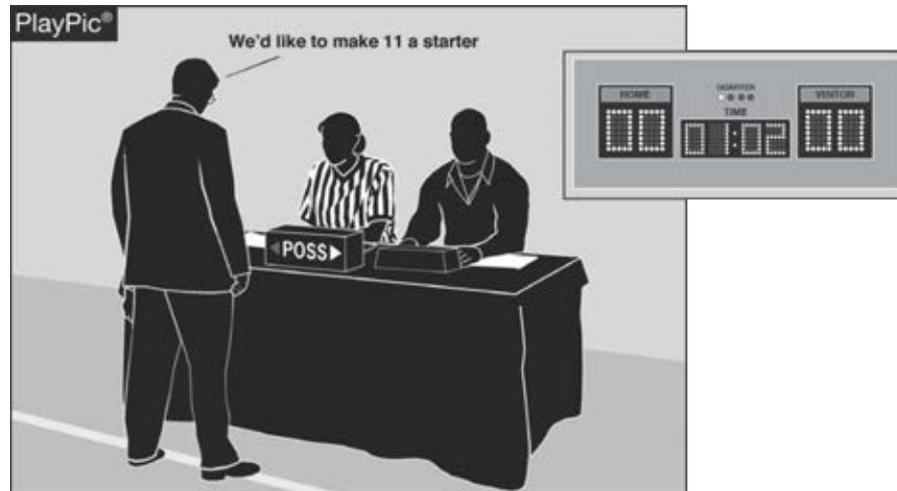
TECHNICAL FOULS (CONT.)

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



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.



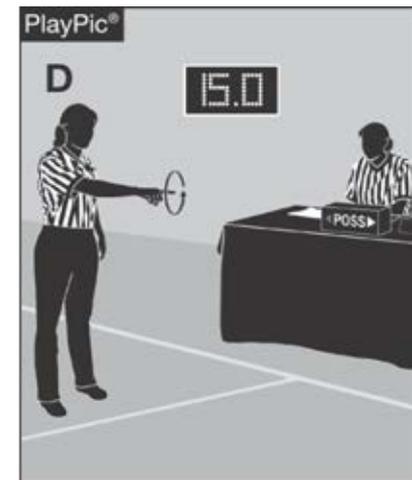
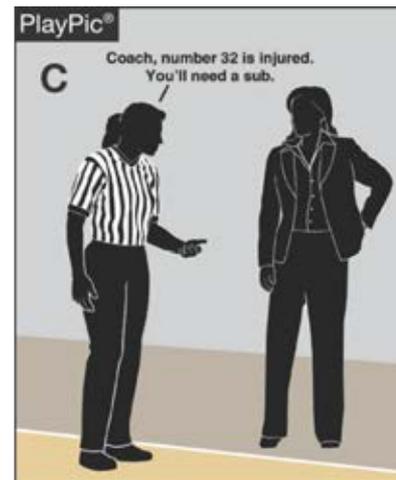
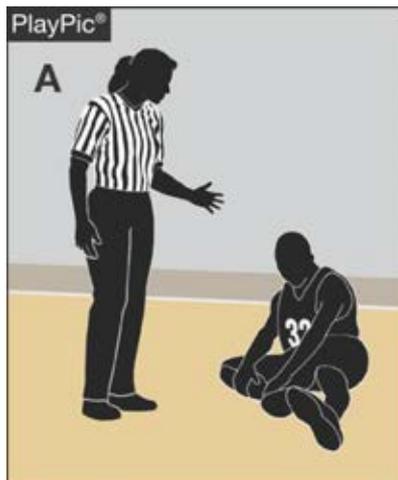
REPLACING A DISQUALIFIED OR INJURED PLAYER (CONT.)

- 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).



PROTECTING THE FREE THROW SHOOTER

- This continues to be an area of emphasis. The rule change last year was implemented to protect the free throw shooter. 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 throw shooter is illegal and shall be enforced.



RULE 9-1-3a PROTECTING THE FREE THROWER

- Upon the free-throw shooter releasing a free-throw attempt, 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.



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.





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THANK YOU!

