

National Federation Basketball Rules Revisions for 2006–07

3–5–2 and 3–6 Headbands and sweatbands must be a single solid color, non abrasive, unadorned, either white or similar in color to the primary color of the jersey. This applies to all team members. This means that each team player must wear the same color wristband and headband. Only one sweatband, no wider than 4 inches in width may be worn. The headband must be no wider than 2 inches in width. The headband must be worn as intended, which means it cannot be worn around the neck or sitting on top of the head. They may not be worn for decorative or individual identification. Only one manufacturers logo or one institutional logo-mascot is permitted on the headband and/or wristband. One manufacturers logo is now permitted on pants and compression shorts as well.

Compression sleeves may be worn with medical documentation. Decorative sleeves made of cotton or other non-supportive material, are not legal.

5–10–1 A dramatic change was the elimination of lag time. Previously, the rule stated that the timer should be able to react and stop the clock in one second when the whistle is sounded or a signal seen. The lag time, reaction time of the clock operator has now been eliminated. If the official observes the time on the clock when an error occurs, the exact time will be able to be put back on the clock. The referee will then instruct the timer to put the exact time, for which there was definite knowledge, back on the clock.

4–47–4, 10–1–5e, New 9–2–11, 10–1–5c,d Another significant change, which will better assist with the flow of the game, involves warnings. Only one warning will be given for any of the four delay situations before a technical foul is assessed, including the newly approved delay situation for water on the court following a time-out. As a review, the other delay situations in Rule 4–47 are for throw-in plane violations, huddling by either team and contact with the free thrower, and for interfering with the ball following a goal.

New Signal A new signal for a team control foul was added. The mechanic for the signal will be extension of the arm straight out from the shoulder, fist clenched, with a punching motion. This change will eliminate confusion and point out the difference between a team control and player control foul.

MAJOR EDITORIAL CHANGES

3–3–6 Clarified that a player who has any amount of blood on his/her uniform shall directed to leave the game until the situation is corrected.

4–10 Clarified that a closely guarded count is terminated when an offensive player in control of the ball gets his/her head and shoulders past a defensive player.

4–19–14 Clarified that an unsporting foul can be a noncontact technical foul which involves behavior not in accordance with the spirit of fair play.

4–34–1, 2 Clarified that a player is one of five team members who are legally in the game at any given time except intermission and that during an intermission, all team members are bench personnel.

5–11–2 Clarified that during a 30-second time-out, no on-court entertainment should occur.

POINTS OF EMPHASIS

1. Concussions—A player who has been determined to be apparently unconscious shall not return to play in the game without written authorization from a physician (MD or DO)

2. Uniforms—There is still a need to enforce the proper wearing of the uniform, especially as it

relates to keeping the jersey tucked in and the pants worn above the hips. Other concerns relative to uniforms have been expressed in rules changes emphasized above. If officials will instruct the scorers' table that a substitute is not eligible to be admitted into the game if their uniform is worn improperly, there would be fewer incidences of uniforms being worn in an unsporting manner. We are concerned and constantly discuss the need for school administrators and coaches to be more pro-active in enforcing the professionalism of appearance and other sporting behavior. It is our responsibility and obligation, however, as officials to enforce these rules as written. We must maintain the dignity and protect the integrity of the game.

3. Time-outs—

A. Coaches must understand that a time-out request while the ball is live places a tremendous burden on the official. The official must, first and foremost, focus on game action, identify that team control is clearly established, and that the **head coach** of the team in control of the ball is requesting the time-out.

B. Officials must prevent a 30 second time-out from being extended. The spilling of water, permitting cheerleaders and other on-court entertainment are not permitted during a 30 second time-out.

4. Intentional Fouls—We consistently hear that severity of contact is not, in and of itself, a factor when determining whether or not a foul is intentional. It is difficult to determine what the "intent" of a player's action may have been; it is less difficult to judge the act itself. Any act by an opponent that neutralizes an obvious advantageous position or contact that occurs when not making a legitimate attempt to play the ball or the player, are examples of plays that should be ruled intentional. If the act clearly meets the criteria mentioned above, have the courage to enforce the rule.

5. Rules Enforcement and Proper Use of Mechanics—There are many reasons why there has been a movement away from consistent rules enforcement and the use of approved signals. Watching collegiate officials on television ignoring the 3 second rule, permitting a pivot foot after a jump stop, and stretching beyond comprehension the principle of advantage/disadvantage has had a deleterious effect on the high school game. Further, personal interpretation of the rules have a negative impact on the game as younger officials have the tendency to mirror those techniques and rules analysis of the more senior officials. The rules are written to provide a balance between offense and defense. Departing from rules as written affects this balance.

1. Contact that occurs early in the game should be enforced. A foul is a foul regardless of time and score.

2. A legal guarding position is obtained when a defender is within a distance of six feet. Requiring the defender to move closer than six feet before beginning a closely guarded count gives the player with the ball an unfair advantage.

3. The "**coaching box**" is just what it defines. It is a box from which the **head coach** may stand and coach. Officiating, disparaging remarks, and inciting the fans from the coaching box, is not coaching. The head coach must remain in the coaching box at all times unless an exception applies. Assistant coaches must be seated at all times unless an exception applies.

4. There has been too much inconsistency in the use or misuse of signals. Signals are a means of communication between officials to scorers, players, coaches, spectators, and media. Departing from the usage of approved signals is unacceptable.