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2020-21

NFHS BASKETBALL RULES CHANGES
2-12-5 TIMER’S DUTIES

Sound a warning signal to announce 15 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game and signal again at the end of the interval.
Timers will now sound two signals related to the 15-second maximum interval permitted for replacing a disqualified or injured player, or for a player directed to leave the game.

The first signal is sounded at the start of the interval after the official gives the signal to start the replacement period. The second signal is sounded at the end of the replacement interval.
The only exception to this procedure is when a player is injured to the extent that a coach or any other bench personnel is beckoned and comes onto the court and the player must leave the game, unless a timeout is requested and granted and the team can rectify the situation prior to the end of the timeout (rule 3-3-6).
The intent of the rule change is to avoid gamesmanship and ensure the time for replacement required within the rules.

Head coaches who do not have a substitute available at the time the second horn sounds are still subject to a direct technical foul as proscribed in rule 10-6-2.
Rule Change

5-4-1, 2 FORFEITURE, PROTEST, INTERRUPTED GAME

- ART. 1 . . . Unless state association rules determine otherwise, a game shall be declared a forfeit when:
  - a. If a team refuses to play after being instructed to do so by the official.
  - b. A coach is removed from the premises for unsporting conduct and no authorized school personnel is present to assume responsibility for the team.
  - c. if any player, team member, or bench personnel or coach fails to comply with any technical-foul penalty, or repeatedly commits technical-foul infractions or other acts which make a travesty of the game.
Rule Change

5-4-1 (NEW), 5-4-2 (NEW)
FORFEITURE, PROTEST, INTERRUPTED GAME

- The game shall be forfeited when there is no authorized school personnel available to supervise the team.

- If the team to which the game is forfeited is ahead, the score at the time of forfeiture must stand. If this team is not ahead, the score must be recorded as 2-0 in its favor. (reorganized)
10-6 PENALTY HEAD COACH’S RULE

PENALTY: (Art. 1) The official [may] warn the head coach unless the offense is judged to be major, in which case a technical foul shall be ruled...two free throws plus the ball for a division-line throw-in.
10-6 PENALTY
HEAD COACH’S RULE

- The penalty for a head coach in violation of 10-6-1 may include a warning, unless the offense is judged to be major, in which case a technical foul shall be ruled.
- Previous language indicated the official must warn the head coach.
- The new wording clarifies that an official is not required to give a warning to the coach prior to issuing an unsporting technical foul.
5-6-2 EXCEPTION 4 - BEGINNING, ENDING A QUARTER OR EXTRA PERIOD

- If a technical foul occurs after the ball becomes dead to end a quarter or extra period, the next quarter or extra period is started by administering the free throws.
- If the fourth quarter or extra period ends and the score is tied, the free throws will start the extra period.
- If the score is not tied and result of the free throws would tie or win the game, the free throws are administered as part of the preceding quarter/period.
Editorial Change

UPDATED LANGUAGE RELATED TO ENDING OF GAMES, EXTRA PERIOD (5-6-2 EXCEPTION 4)

- If a technical foul occurs after the ball becomes dead to end a quarter or extra period, the next quarter or extra period is started by administering the free throws.
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5-6-2 EXCEPTION 4
UPDATED LANGUAGE RELATED TO ENDING OF GAMES, EXTRA PERIOD

- If the score is not tied and the result of the free throws would tie or win the game, the free throws are administered as part of the preceding quarter/period.
- If the result of the game is not at issue, then no free throws need to be shot.
By definition, “a block or charge foul” occurs when a defender impedes his/her opponent to stop him/her from going in that direction. If he/she does not obtain a legal defensive position and contact occurs, it is a blocking foul.
A. The basics.

To correctly understand the guarding rule, the following points are critical:

1. To obtain initial legal guarding position on a player with the ball, the defender must get to the spot first without contact, have both feet touching the floor and initially face the opponent within six feet.
2. Once the initial legal guarding position has been obtained, the defender may move laterally or at an angle or backwards in order to maintain a legal guarding position. Keep in mind that when a defender obtains an initial position with both feet touching the floor and facing his/her opponent, the defender need not be stationary but may continue to move in order to stay in front of the person with the ball.

3. Once the defender obtains a legal guarding position, the defender may raise his/her hands in a normal stance or may jump vertically within his/her vertical plane.
4. A defender may turn or duck to absorb the shock of imminent contact.

5. A player is never permitted to move into the path of an opponent after the opponent has jumped into the air.

6. A player who extends an arm, shoulder, hip or leg into the path of an opponent and causes contact is not considered to be in a legal guarding position.
B. Guarding a player *with* the ball.

Points to remember when a defender is guarding a player with the ball:

1. Time and distance are of no consequence. If the defender gets to the spot first and is in a legal guarding position, the onus is on the person with the ball.

2. A defender is never permitted to move into an opponent and thus cause contact.
BLOCK/CHARGE (CONT.)

3. If a player with the ball gets his/her shoulders past the front of the torso of the defender and contact occurs, the defender has blocked, and a foul must be called. In order for the defender to re-obtain a legal guarding position, all “guarding a person with the ball” criteria must be met.

4. When an offensive player receives a long pass with his/her back turned and places one foot on the floor and crashes into a legally set defender, it is a player-control foul. It seems many officials are calling this a traveling violation, which is incorrect.
C. Guarding a player *without* the ball.

Time and distance are the key factors here. The distance allowed depends on the speed in which the offensive player is moving, with the distance never to exceed two strides, regardless of how fast he or she is moving. Once the defender has met the criteria of both feet touching the court and initially facing the opponent, the defender has obtained a legal guarding position and may move the same as if he/she were guarding a player *with* the ball.
The definitions for a blocking foul or a charging foul are found in rule 4-7.

Obtaining and maintaining a legal guarding position on an offensive player with and/or without the ball has been a point of emphasis over the years, yet this remains one of the most difficult plays to coach and officiate.
USE OF PROPER SIGNALS AND THE REPORTING AREA

One of the most important tenets of good officiating is good communication. The easiest and quickest way for officials to establish credibility is to effectively communicate with players, coaches, spectators, and the scorer’s table during a basketball game. When officials properly and effectively communicate with all stakeholders during a contest, their judgement is questioned less, their confidence is heightened, and their overall game management is improved.
USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

Good communication centers on the use of proper signals and mechanics. Signals are verbal and non-verbal means of communication by officials and are required by rule. Each time the whistle is sounded in a basketball game, there is an accompanying signal. Virtually all NFHS Basketball-related publications contain the approved list of signals officials should use. Meanwhile, mechanics are the methods or procedures used by officials while officiating the game that help put the official in the best possible position to provide proper court coverage and to provide effective communication to the table officials.
Points of Emphasis

USE OF PROPER SIGNALS AND THE REPORTING AREA

- Officials are to be professional and consistent in the use of NFHS-approved signals and mechanics.
- Officials should not attempt to draw attention to themselves by using unapproved, emphatic or theatrical signals.
USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

Adherence to prescribed NFHS signals and mechanics presents an environment where the officials are in charge and the game is well-officiated.

Whether calling a violation or a foul, anytime an official blows his/her whistle, he/she shall also raise his/her hand to stop the clock. If a violation is being called, the official will extend one arm above the head with an open palm/fingers extended, while if a foul is being called, the official will raise one arm high above the head with the fist clenched.
Officials are instructed to use a proper stop-clock mechanic anytime they blow their whistle and follow proper procedures for indicating if a violation has been observed or for reporting a foul to the scorer’s table.
USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

When a violation is observed, an official shall complete the following after blowing his/her whistle and stopping the clock:

• Move towards the area of the violation.
• Signal the nature of the violation.
• Signal the direction for the throw-in and the team to make the throw-in by stating the jersey color.
• Indicate the throw-in spot.
USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

All officials are responsible for contact rulings and all fouls. It is imperative that the following procedure be used in this order after an official blows his/her whistle and raising his/her arm to stop the clock:

• (if necessary, for player clarification) Delay and extend the other hand, palm down toward the fouling player’s hips (i.e., “bird dog”).
• While holding the foul signal, move toward the play and fouling player, stop, and verbally inform the player he/she fouled by stating the jersey color and number.
• Lower the foul signal and indicate the nature of the foul by giving a preliminary signal using the approved NFHS signal.
Points of Emphasis

USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

• Indicate what will follow as a result of the foul (throw-in, free throws, made basket, etc.).
• After signaling what will result, wait for players to separate, particularly if they are in close proximity to one another, and then move to the reporting area to announce the foul to the scorer. In general, the reporting area is a rectangular area that runs from the middle of the top of the free throw circle on each end of the floor to an area approximately 10’ towards the scorer’s table.
• Once in the reporting area, the official will come to a complete stop before communicating with the official scorer.
USE OF PROPER SIGNALS AND THE REPORTING AREA (CONT.)

• Slowly state the color of the jersey of the player who fouled. Visually indicate the number of the player who fouled using a two-handed signal (right hand shows the ten’s digit and the left hand shows the single’s digit) while verbalizing the number to the scorer.
• Indicate the type of foul committed.
• Indicate what activity should follow (throw-in, free throws, etc.)

For a complete description of all 2-person and 3-person mechanics, please refer to the NFHS Basketball Officials Manual.
USE OF PROPER SIGNALS AND THE REPORTING AREA

In the case of foul reporting, officials shall wait for players to separate and then move to the reporting area in the middle of the playing court, approximately 10 feet away from the scorer’s table. Officials should come to a complete stop before communicating with the official scorer.
USE OF PROPER SIGNALS AND THE REPORTING AREA

Officials are asked to refer to the NFHS Basketball Officials Manual for complete descriptions of two- and three-person mechanics.
In both two-person officiating mechanics (left side of the court) and three-person officiating mechanics (right side of the court), the lead (L), trail (T) and center (C) officials each have primary coverage areas for which they are responsible.
Points of Emphasis

PALMING/CARRYING

Across the country, more and more players are being allowed to illegally dribble the basketball. Likely, a combination of increased viewing of other players and inconsistent enforcement of palming/carrying rules by officials has led to this decline in proper fundamentals.
Points of Emphasis

PALMING/CARRYING

- RULE 4-14-3: The dribble begins by pushing, throwing or batting the ball to the floor before the pivot foot is lifted.

- RULE 4-15-4b: The dribble ends when the dribbler palms/carries the ball by allowing it to come to rest in one or both hands.
Points of Emphasis

PALMING/CARRYING

- Anything more than a handshake (palm is vertical to the ground) is considered palming.

- Coaches must teach proper dribbling technique; officials must adjudicate the rules as written.
There is a distinct difference between an Intentional Foul and a Flagrant Foul. A foul should be ruled an Intentional Foul when a player, while playing the ball, causes excessive contact. An intentional foul should be ruled away from the ball when it’s a non-basketball play. These are considered either personal or technical fouls.

A Flagrant Foul is violent in nature or a noncontact play demonstrating unacceptable or uncivil behavior. The penalty for a Flagrant Foul is immediate ejection.
CLARIFICATION OF INTENTIONAL AND FLAGRANT FOULS

- Rule 4-19-3: An intentional foul is a personal or technical foul that may or may not be premeditated and is not based solely on the severity of the act.
- Rule 4-19-4: A flagrant foul may be of a violent or excessive nature, or a technical non-contact foul which displays unacceptable contact.
CLARIFICATION OF INTENTIONAL AND FLAGRANT FOULS

Intentional Foul

4-19-ART. 3 An Intentional foul is a personal or technical foul that may or may not be premeditated and is not based solely on the severity of the act. Intentional fouls include, but are not limited to:

a. Contact that neutralizes an opponent's obvious advantageous position.

b. Contact away from the ball with an opponent who is clearly not involved with a play.

c. Contact that is not a legitimate attempt to play the ball/printer specifically designed to stop the clock or keep it from starting.

d. Excessive contact with an opponent while the ball is live or until an airborne shooter returns to the floor.

e. Contact with a thrower-in as in 9-2-10 PENALTY 4.
CLARIFICATION OF INTENTIONAL AND FLAGRANT FOULS (CONT.)

Flagrant Foul

**4-19-ART.4** A flagrant foul may be a personal or technical foul of a violent, savage or uncivil nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking and kneeing. If technical, it involves dead-ball contact or noncontact at any time which is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant act.
Points of Emphasis

CLARIFICATION OF INTENTIONAL AND FLAGRANT FOULS

- There is concern there is lack of enforcement for intentional fouls.
- Strategic fouling has become a part of the end of games, and officials need to understand the differences between common fouls, intentional fouls and flagrant fouls, and have the conviction to make the correct call.
- It is also critical for officials to get the first foul, which will help prevent the game from becoming more physical.
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