



2016-17 NFHS BASKETBALL RULES POWER POINT

National Federation of State High School Associations



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2016-17

RULES INTERPRETATION EDITORIAL CHANGES POINTS OF EMPHASIS



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2016-17

RULES CHANGES



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NCHSAA UNIFORM ENFORCEMENT

- **Beginning 2016-17 season -- no pre-wrap is allowed as a head band. Non-abrasive and unadorned, a maximum of 2 inches, and meet the color requirements (sleeves, tights, head/wristbands).**
- **Beginning 2016-17 season – no shorts may be turned over with exposed strings to the outside. NO EXCEPTIONS.**
- **Administrative technical foul for all uniform/equipment violations remains in effect in North Carolina.**

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GAME DAY ADMINISTRATOR

- ❖ Require game officials to obtain and record the name of the game day administrator in charge of the event.
 - ❖ If no administrator is available, the Head Coach will be designated as the game day administrator.
 - ❖ Game day administrator will assign staff to monitor thunder/lightning & security issues



BEHAVIOR INITIATIVE

- **Zero Tolerance (all sports) -- Automatic Technical Foul**
 - **Inappropriate language/profanity**
 - Technical foul – loss of coaching box
 - If directed at an official – immediate ejection
 - 2-game sanction
 - Completion of NFHS “Teaching and Modeling Behavior” course before returning to coaching duties

BEHAVIOR INITIATIVE

- **Any Assistant Coaches contesting calls**
 - **Indirect technical foul to Head Coach – loss of Coaching Box**
- Physical or verbal display in a negative/demonstrative manner
 - Technical foul – loss of coaching box
 - Counts as 1 of 2 towards disqualification
 - If by a player – automatic technical foul
 - Counts as 1 of 5 personal fouls and a team foul


BEHAVIOR INITIATIVE

- **Any physical or verbal display in a negative/demonstrative manner by school administrator**
 - Stop game and warn
 - 2nd offense – Game suspended until administrator leaves the area

Rule Change

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.

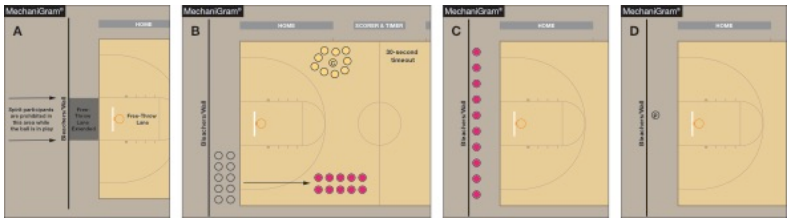



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Rule Change

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 Change

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.

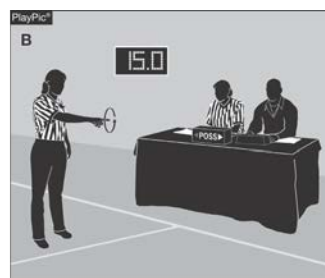


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Rule Change

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.




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Rule Change

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.



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Rule Change

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 shirt, logos okay; and illegal in C – too many logos.

PlayPic[®]
A

PlayPic[®]
B

PlayPic[®]
C



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Rule Change

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.



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Rule Change

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.



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Rule Change

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.



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Rule Change

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.



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EDITORIAL CHANGES


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Editorial Change



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.


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Rule Change



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.



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Editorial Change



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.



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Editorial Change

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.



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Editorial Change

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.



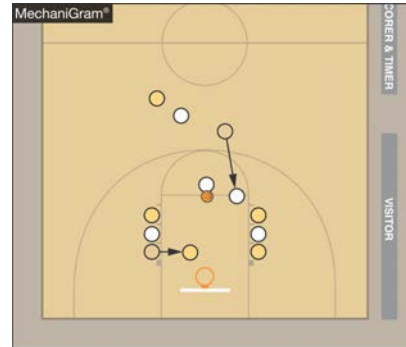
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Editorial Change



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.



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Editorial Change



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.



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POINTS OF EMPHASIS



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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.



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Points of Emphasis



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.



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Points of Emphasis



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.



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Points of Emphasis

 **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.

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Points of Emphasis

 **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.

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Points of Emphasis

TECHNICAL FOULS (CONT.)

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



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Points of Emphasis

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.



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Points of Emphasis

**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.

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Points of Emphasis

**REPLACING A DISQUALIFIED OR INJURED PLAYER (CONT.)**

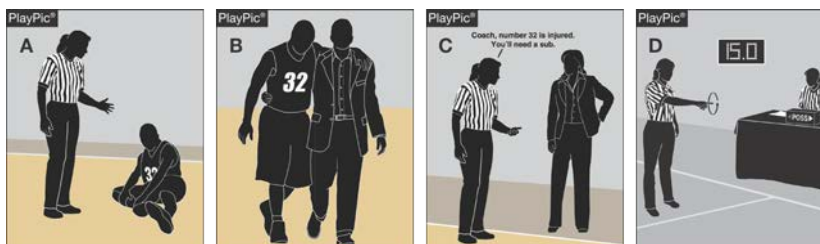
- This begins the 15-second replacement interval. If the replacement is for an injured player, as soon as the coach has tended to the injured player and is able to resume coaching duties, the ruling official shall request the timer to sound the horn to begin the 15-second replacement interval. If a replacement player has not been made available, the timer shall sound the horn at the conclusion of the 15 seconds.

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Points of Emphasis

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).



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Points of Emphasis

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.



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Points of Emphasis



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.



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Points of Emphasis



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



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Points of Emphasis

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



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Points of Emphasis

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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Board Approved Items

- + Skill Development/Dead Periods
 - Dead Periods lengthened
 - Fall: August 1 - September 15
 - Winter: October 31 - December 15
 - Spring: February 13 - April 1
 - Also during football skill development
- + Unlimited numbers during skill development
 - Max of 1.5 hours a day
- + Playoff Berths/Qualifications/Seeding
 - 1 year pilot for all sports

Seeding

- ✦ Automatic qualifiers
 - 1st place in a straight conference
 - 1st place in each classification of a split conference
- ✦ At-large qualifiers
 - Best 22-game winning percentage of all non-automatic qualifiers

Seeding

- ✦ Once the 64 team have been determined
 - Divide into 4 groups of 16 based upon the longitude of the school
 - East, Mideast, Midwest, West
- ✦ Seeding
 - Seed all conference champions by 22-game record
 - Then, seed all at-large teams by 22-game record
- ✦ 1 East vs 16 Mideast, 1 West vs 16 Midwest, etc...

Board Approved Items

- ✦ Pre-participation physicals required once every 395 days
- ✦ Require game officials to obtain and record the name of the game day administrator in charge of the event.
 - ✦ If no administrator is available, the Head Coach will be designated as the game day administrator.
 - ✦ Game day administrator will assign staff to monitor thunder/lightning

Board Approved Items

- ✦ Fines for non-compliance maxed at \$2,500.
 - If a school/personnel has been non-compliant earlier in the academic year, the fine(s) are not reduced.
- ✦ \$500 penalty for practicing a student not currently enrolled at school.
- ✦ Sports Wagering Position Statement

Basketball: Important Dates

First Practice:	October 31 st
First Contest:	November 14 th
Seeding:	February 18 th
1 st , 2 nd , 3 rd Rounds:	February 21 st , 23 rd , 25 th
4 th Round:	February 28 th
Regional:	March 4 th
State Championship:	March 11 th

UNC-Chapel Hill, NC State University TM

Basketball: 4th Round

- + Will continue to be held at the home of the higher seed with a few caveats:
 - NCHSAA will work with NCBCA to establish a minimum seating capacity (posted prior to beginning of the season)
 - Schools meeting the minimum seating capacity will host, unless overwhelming demand necessitates a change in venue (minimum of 1/3 of available tickets must be made available to visiting team)
 - Schools failing to meet the minimum seating capacity will need to find a suitable venue to host the contest (NCHSAA will help find a replacement if necessary)

ATHLETIC ASSOCIATION

TM

Basketball: Regionals

- ✦ Regional finals will continue to be hosted at neutral venues
 - East – TBD
 - West (Tentative) – Lawrence Joel Veterans Memorial Coliseum, Wake Forest University; Fleming Gymnasium, UNC-Greensboro

Ejection Policy

- ✦ Fighting
- ✦ Leaving the bench area
- ✦ Flagrant contact
- ✦ Biting
- ✦ Taunting, baiting or spitting toward an opponent or official
- ✦ Profanity
- ✦ Obscene gestures
- ✦ Disrespectfully addressing an official



Eligibility

PowerPoint

- ✦ Required viewing for all coaches
- ✦ Should be done with the athletic director
- ✦ Includes opportunities to discuss concussions/sudden cardiac arrests/sickle cell, etc.

Eligibility

Preseason Meeting

- ✦ Required attendance by all parents
- ✦ Time to share rules, regulations, expectations, philosophy etc.
- ✦ Time to get all required signatures--pledges, Gfeller-Waller information, etc.
- ✦ Eligibility and Authorization

Coaches' Education

NFHS Fundamentals of Coaching Course

- ✦ **All** coaches must have satisfied the requirement prior to first contest.
- ✦ Complete prior to first contest; subject to a \$500 fine; continuing to coach without completion = another \$500

Coaches' Education

Concussion Management Certification

- ✦ The **NFHS Concussion Course** (free on-line course) or an equivalent course must be completed annually by all coaches
- ✦ **Prior to the first date of practice for that sport**; subsequently, the certificate of completion must be on file at the individual school; subject to \$500 fine

Gfeller-Waller Concussion Law

Requirements of the Law:

- ✦ Concussion signs and symptoms
 - Given prior to participation
 - Parents/athletes sign indicating "receipt of" Return to Play (RTP) form signed by a physician licensed to practice medicine
 - An up-to-date Emergency Action Plan (EAP)
 - Must be on-file
 - Must be posted
 - Must be updated annually
- ✦ **"When in doubt, sit them out"**

Cardiac Safety Program

All NCHSAA member schools must have a Cardiac Safety Program to include three (3) components:

- ✦ Appropriate number of AEDs on Campus
- ✦ AED maintenance program (battery checks, maintain, replacement at appropriate intervals)
- ✦ Required viewing of short AED/CPR video for all supervising adults (teachers, coaches, administrators)

Safety Policy

Effective Aug 1, 2017

That all head and paid coaches must be CPR/AED certified.

Coaches' Education

Accredited Interscholastic Coach (AIC)

- ✦ Requires completion of 4 courses:
 - Fundamentals of Coaching
 - 1st Aid, Health & Safety for Coaches
 - Sport Specific Course or Teaching Sports Skills
 - Concussion in Sports (Free)

Coaches' Education

Certified Interscholastic Coach (CIC)

- ✦ Completion of AIC requirements
- ✦ Plus:
 - Teaching & Modeling Behavior
 - Engaging Effectively with Parents
 - Sportsmanship
 - Creating a Safe and Respectful Environment
 - Strength & Conditioning
 - 2 additional courses (User Choice)

Sportsmanship

- ✦ Teaching & Modeling Behavior Course
 - Required for any coach ejected during a contest
 - Required for any coach who has player (s) ejected for fighting
- ✦ NFHS Sportsmanship Course
 - For any ejected/disqualified player
 - Free, on-line course (nfhslearn.com)
- ✦ All certificates must be sent to NCHSAA

Transfer Policy

- ✦ If a bona fide change of residence—no transfer waiver necessary
- ✦ Transfer packet with forms are on-line; password protected
- ✦ Work with athletic director to ensure students meet residence rule requirements



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THANK YOU!

