

# 2006 – 07 BASKETBALL RULES

## MAJOR RULE REVISIONS

1. **GUIDELINES FOR HEADBANDS, WRISTBANDS ESTABLISHED (3-5-3, 3-6)**
    - Players still drawing unnecessary individual attention to themselves through the wearing of apparel and equipment
    - Guidelines for headbands and wristbands established to enhance team uniformity
    - School spirit promoted by permitting school logo/mascot to be worn on select items
    - **If worn, headbands/wristbands must:**
      - Be unadorned (except for a permissible logo)
      - Have only one visible manufacturer's logo/trademark/reference OR a school logo/mascot
      - Be the predominant color of the jersey or white
      - Be the same color for all players
      - Be worn as intended
      - Be limited to only a single item on the head and/or on each wrist
      - Be the same color for all players
      - Be worn as intended
      - Be limited to only a single item on the head and/or on each wrist
    - Sweatbands –
      - must be worn below the elbow
      - be a maximum of four inches
    - Headband –
      - must be no wider than two inches
  2. **LAG TIME ELIMINATED (5-10-1)**
    - Change necessary due to new clock technology and the ability to observe tenths of a second
    - Change eliminates need for lag time or reaction time on part of clock operator
    - When official has definite knowledge of time involved – correct time may be put back on game clock
  3. **ONLY ONE DELAY WARNING PER GAME (4-47-4, 10-1-5)**
    - Only one team delay warning issued per game for any one of four delay situations
    - Any subsequent team delay in any one of the four categories will result in a team technical foul
    - Change assists with flow of game and administration of rule by officials/scorers
    - Fourth delay situation added for failure to have court ready to play following any time-out
    - Court may not be ready from water on court or chairs/stools not removed
    - Delay warning reported by official and recorded by scorer in scorebook
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4. **TEAM-CONTROL SIGNAL ADDED (SIGNAL CHART)**
- New signal added for team-control foul
  - Eliminates confusion at scorer's table and with players, coaches and fans
  - Communicates the ball is going the other direction with no free throws
  - Player-control foul signal has NOT changed (hand behind the head)
  - Both signals should be preceded by the stop clock for a foul signal (arm extended over head with the fist)
  - **Signaling sequence:**
    1. Foul (raised fist, birddog optional)
    2. Arm extended with punch
    3. Preliminary signal
    4. Spot

### MAJOR EDITORIAL CHANGES

5. **BLOOD RULE CLARIFIED (3-3-6)**
- A player with ANY amount of blood on the uniform shall be directed to leave the game
  - Situation must be corrected before player may return
  - Eliminates need for official to determine if amount of blood is "excessive"
6. **CLOSELY GUARDED COUNT CLARIFIED (4-10)**
- Count is terminated when player in control gets head and shoulders past defensive player
  - Defender no longer in guarding position
7. **UNSPORTING FOUL (4-19-14)**
- Definition expanded to include behavior not in accordance with the spirit of fair play
  - All inappropriate acts should now be covered by expanded definition
8. **PLAYER VS BENCH PERSONNEL CLARIFIED (4-34-1, 2)**
- Clarification needed to properly penalize head coach when technical foul is called on bench personnel
  - **PLAYER** = one of five team members legally in the game at any given time EXCEPT intermission *Remain A Player during timeout*
  - **BENCH PERSONNEL** = During intermission, all team members are bench personnel

### POINTS OF EMPHASIS

9. **Point of Emphasis for 2006-07 Proper Procedures for Handling Apparent Concussions**

#### **Action Plan**

If you suspect that a player has a concussion, you should take the following steps:

1. Remove athlete from play.
  2. Ensure athlete is evaluated by an appropriate health care professional. Do not try to judge the seriousness of the injury yourself.
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3. Inform athlete's parents or guardians about the known or possible concussion and give them the fact sheet on concussion.
4. Allow the athlete to return to play only with permission from an appropriate health care professional.

### Signs and Symptoms

These signs and symptoms may indicate that a concussion has occurred.

#### Signs Observed by Coaching Staff

- Appears dazed or stunned
- Is confused about assignment
- Forgets plays
- Is unsure of game, score or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness
- Shows behavior or personality changes
- Can't recall events prior to hit
- Can't recall events after hit

#### Symptoms Reported by Athlete

- Headache
- Nausea
- Balance problems or dizziness
- Double vision or fuzzy vision
- Sensitivity to light or noise
- Feeling sluggish
- Feeling foggy or groggy
- Concentration or memory problems
- Confusion

### 10. 30-SECOND TIME-OUTS

- 30-second time-out length increasingly being improperly extended
  - Prime examples include:
    - Cleaning up spilled water
    - Putting chairs/stools back in place
    - Cheerleaders or other on-court entertainment
  - Players should hydrate near team benches and off playing surface
  - Officials shall indicate to the benches when the warning signal has sounded
  - Coaches should immediately prepare players to return to the floor
  - The game should promptly resume when the second horn is sounded
  - If a team does not have the court ready for play following any time-out warning for delay shall be issued
  - If the court is ready, but the players are delaying, the resumption of play procedure should be followed
  - Cheerleaders or other on-court entertainment are not permitted on the court during a 30-second time-out (5-11-2)
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## 11. GRANTING TIME-OUTS

- Coaches attempting to call a time-out during playing action are a continuing problem
- When player control is lost, officials must concentrate on playing action while attempting to determine if a time-out should be granted
- A request for a time-out does not guarantee that a time-out will be granted
- Player control must be clearly established
- Officials should not grant a time-out until player control is obvious

## 12. UNIFORMS

- Committee still concerned with use of uniforms in unsporting ways
- Marked improvement last year, but still need to enforce proper wearing of uniform
- Jerseys must be tucked in and shorts pulled up above the hips
- New – guidelines established for wearing headbands and sweatbands

## 13. UNIFORMS – UNDERSHIRTS

- Increase in illegal undershirts being worn
- If visible, the undershirt...
  - Shall be similar in color to the torso of the jersey
  - Shall be hemmed and not have frayed or ragged edges
  - Sleeves must be the same length
- Visible markings are NOT permitted
  - manufacturer's logo/trademark/reference
  - school's mascot/logo

## 14. UNIFORMS – COMPRESSION SLEEVES

- Increase in players wearing sleeves for various reasons
- Legal – Compression sleeves worn for medical reasons
- Illegal – Decorative sleeves made of cotton or other non-supportive materials

## 15. INTENTIONAL FOULS

- Contact specifically designed to stop or keep the clock from starting
  - Away from the ball
  - When not making a legitimate attempt to play the ball or player
- During a throw-in –
  - Contacting the thrower-in
  - Fouling a player NOT involved in the play (setting a screen, cutting to the in-bound pass, etc.)
- Fouling late in the game is an accepted coaching strategy
- There is a right way and a wrong way to foul
- Coaches must instruct players in proper technique for strategic fouling
- "Going for the ball" must be done properly

## 16. PROPER USE OF SIGNALS

- Movement away from consistent use of approved mechanics/signals
  - Officials' signals are a means of communicating to scorers, players, coaches, spectators and media
  - Deviation from approved NFHS signals is unacceptable
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## 17. RULES ENFORCEMENT

- Individual and personal rule interpretations have a negative impact on the game
- Rules are written to provide:
  - a balance between offense and defense
  - minimize risks to participants
  - promote the sound tradition of the game
  - promote fair play
- Individual philosophies and deviations from the rules as written negatively impact the basic fundamentals and tenants of the rules and the game

Officials must be consistent in the application of all rules, including:

- **Contact –**
    - Contact not deemed a foul early in the game should not be a foul late in the game simply because a team “wants” to foul
    - Contact deemed intentional late in the game should be called intentional early in the game
  - **Closely Guarded –**
    - Officials must properly judge the six-foot distance and begin a closely-guarded count when a defender obtains a legal guarding position
    - Failure to properly judge the six-foot distance gives the offensive player an unfair advantage
  - **Throw-ins –**
    - Adhere to designated spot throw-in locations – don’t get lazy
    - Be aware of offensive and defensive players breaking the throw-in boundary plane and administer proper penalties
    - After a made basket, begin the throw in count when the ball is at the disposal of the player
  - **Coaching Box –**
    - In states that authorize the use of the optional coaching box, the head coach is the only person on the bench that is permitted to stand and must remain in the coaching box
    - All other bench personnel must remain seated at all times except:
      - a team member reporting to the scorer’s table
      - during time-outs or intermissions
      - to spontaneously react to a play
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