



**2024 Rules Interpretation
Meeting
September 29, 2024**

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There was a vote to decide on which uniform shirt for the upcoming season

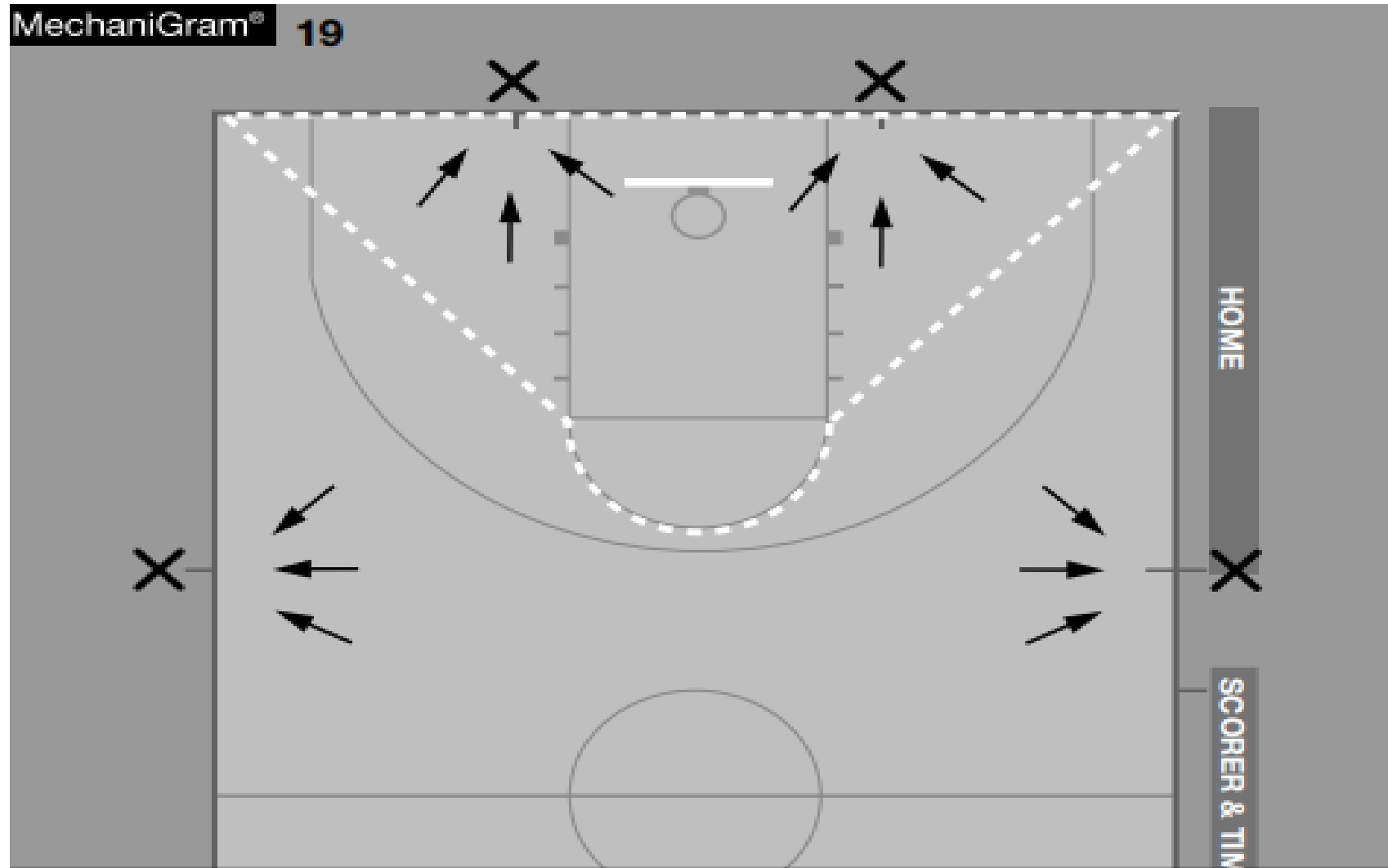


The winner is.....

The jacket remains the same



Front Court Throw-in Spots After a Foul with Team Control or Kicked/Fisted Ball



The four spots **must** be marked on the playing court

Points of Emphasis

Have not changed for the most part..... One new POE

- Enforce the Rules as Written
- Screening
- Traveling
- Legal guarding Position
- Post Play/Three seconds in the lane
- Contact On and By the Ball Handler/Dribbler
- Sporting Behavior/Conduct
- **Clamping – New POE for the 2024/25 Season**

Enforcing the Rules as Written

- Officials are tasked with ensuring teams play within the rules. The rules try to guarantee fair play to the end that no player and neither team gains an unfair advantage over an opponent.
- When officials do not enforce the playing rules, it impacts the purpose of the playing rules. There is no room for ***personal philosophies*** to ignore enforcing a playing rule.
- Let's be consistent from the start of the game to the end of the game and game to game.
- **It starts in the pregame.** Have a full and through pregame for each game you work.

Screening

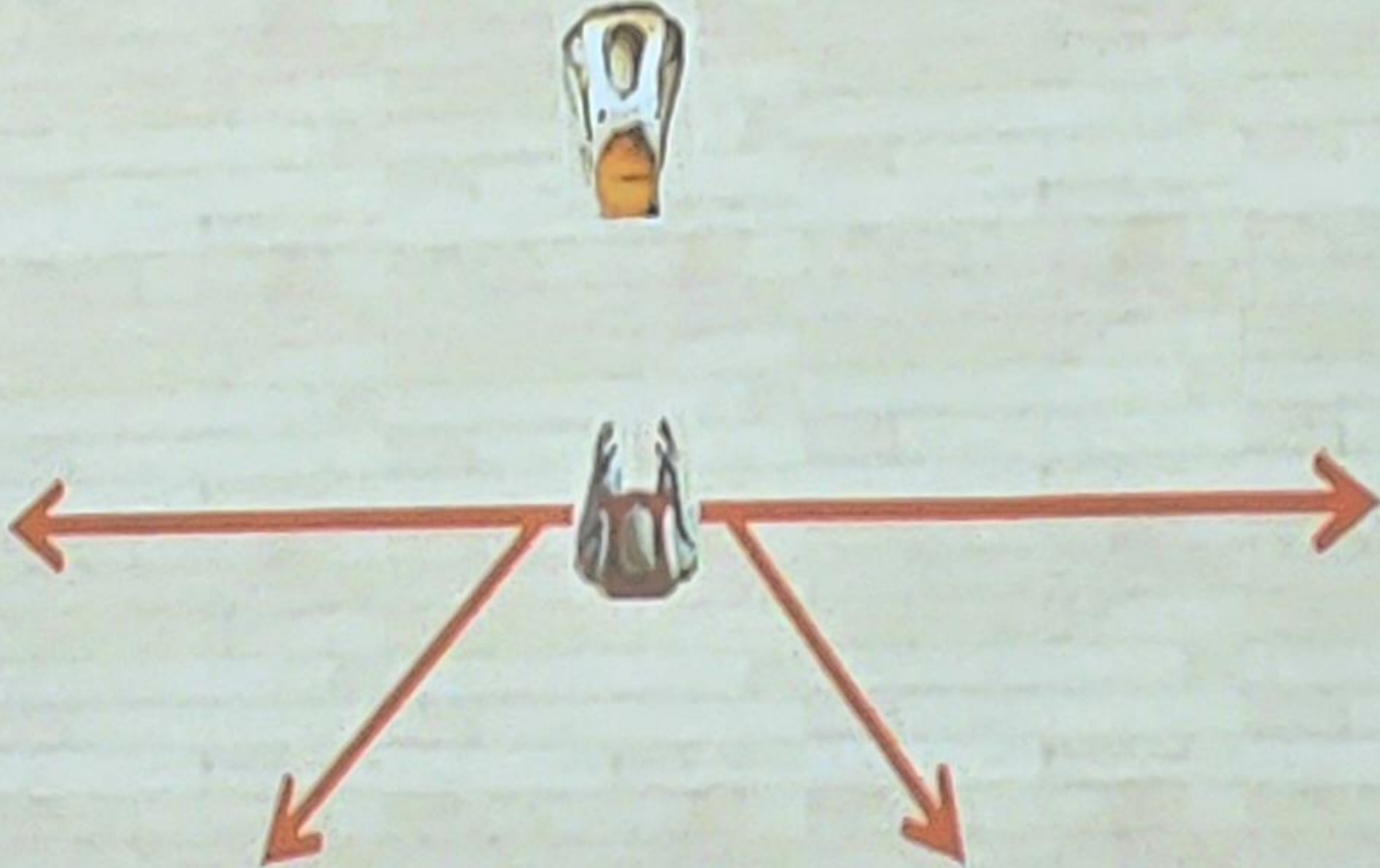
- Knowing what constitutes a legal screen is imperative.
- There may be contact on a legal screen. However:
- **A LEGAL SCREEN CANNOT CAUSE CONTACT**
- Screeners must establish a legal position without causing contact.
- The inside of the screener's feet should not be wider than the screeners shoulders.
- Following a legal screen, a screener is permitted to roll.
- Defenders cannot be permitted to hold, reroute, push screeners or push through legal screens.

Traveling

- The pre-dribble travel (lifting and replanting the pivot foot, split-feet, and running start)
- The “Euro Step” properly executed is **NOT** a travel. The “Euro Step” properly executed is the BHD making a change of direction
- A properly executed spin move is not a Travel as long as after the pivot is lifted, it does not return to the playing court
- On a move to the basket or a try for goal a travel occurs when the pivot foot is lifted **AND** returned to the playing court.
- A **Pre-Dribble Travel** occurs when the BHD lifts their pivot foot before the ball is released to start their dribble
- A player who has started a dribble and ended the dribble or who has not started a dribble may pick up their pivot foot. In these situations, if the pivot **does not** return to the court a traveling violation has not occurred
- *To correctly make rulings on traveling plays... Officials **MUST** focus on identifying the pivot foot.*

Legal Guarding Position

- Time and distance is **NOT** required to obtaining an initial **Legal Guarding Position (LGP)** on a player with the ball. To obtain LGP on a player with the ball, **the defender *must* have two feet on the playing court and torso *must* be facing the BHD**
- Once a defender obtains LGP on the **player with the ball**, the defender **MUST maintain LGP AND is allowed to move to maintain LGP**
- Officials must recognize when a defender **obtains and maintains LGP** to **correctly rule** on block/charge plays
- A defender must obtain LGP before the player with the ball leaves the player court
- 50/50 plays ***should not automatically default to a block***
- **REFEREE THE DEFENSE**
- Defenders can move east, west or south.... They cannot move north/forward towards the BHD. If the defender obtains LGP and moves **forward/north** toward the BHD and causes contact a blocking foul should be ruled.
- Time and distance is required to obtain LGP on a player without the ball. The defender must give enough time and distance to allow one or two normal strides for a player without the ball to avoid contact



After obtaining a Legal Guarding Position on a player with the ball a defender may move as shown above

Post Play/Three Seconds in the Lane

- Once a player has legally obtained their position as a defender on an offensive post player, they can neither displace their opponent nor be displaced
- It does not matter whether the offensive post player is “involved in the play” or not to be in violation of the three second rule
- When this violation is not ruled, the offensive team gains an unfair advantage and increases physically
- The three-second count is suspended when a player in the lane who receives a pass is making a move to the basket to try for a goal.

Contact On & By the Ball Handler/Dribbler

- Illegal contact on the ball handler/dribbler inhibits the ability of teams to start their offense
- Measure up or “hot stove” touch is permitted to gauge distance
- **Armbars** and **two hands** on the BHD are **AUTOMATIC** fouls
- Defenders body contact by body bumping or leaning their torso into the dribbler which affects their rhythm, speed, balance or quickness (RSBQ) is a foul
- Contact such as the above falls under Freedom of Movement which must be allowed for the offensive and defense to perform their normal movements throughout the game

Sporting Behavior/Conduct

- Coach and student-athlete behavior should be consistent with an education environment
- Coaches are expected to stay in their coaching box which extends from the endline to the 28-foot line... NO FURTHER
- Players' taunting, baiting, finger-pointing, trash talking, staring down opponents and inappropriate gestures shall be penalized with a technical foul. No warnings are necessary when these inappropriate behaviors occur

Clamping

- **New POE this season.**
- Rebounders grab their opponent, hooking/clamping their arm, to prevent the ability to control the ball
- Clamps often occur while the ball is on its way to the basket
- Clamping usually is initiated by a player who is behind their opponent
- The player clamping their opponent usually falls to make it appear they are the one being fouled

2024-25 Girls HS Rule Modifications

- **Rule 1-7.1 Three Point Field Goal Line-** The three-point field-goal line shall be a distance of 19 feet 9 inches.
- **Rule 1-8.1 Restricted Area-** The restricted area is that area of the playing court located directly underneath each basket. NY State **HAS NOT** adopted this new rule.
- **Rule 1-9.1 Coaching Box-** The coaching box shall extend from the sideline to the back of the team bench and shall be bounded by the end line extended and not farther than the 28-foot line.



2024-25 Girls HS Rule Modifications Continued

- **Rule 1-16.2 The Ball-** A game may be played with a “non-orange” ball. A pink ball is permissible for Breast Cancer Awareness games.
- **Rule 1-19.1.2 Shot-Clock Displays-** Two visible shot clocks, one at each end of the court. If the shot clocks are not functional, an alternate timing device shall be available when a visible shot clock malfunctions.
- **Rule 122 Uniforms-** 0 & 00 through 99 are legal, a team can't have both 0 & 00.
- **Rule 1-25.7 Players Equipment-** Hair adornments, which include beads, may be worn provided they are secured tightly to the head and do not pose a safety hazard to the player, teammates or opponents.



2024-2025 Girls HS Rule Modifications Continued

- **Rule 2-4.2 Officials' Jurisdiction-** All officials shall arrive on the floor 15 minutes before the start of the game and all officials must remain on the floor once jurisdiction begins.
- **Rule 2-7.9 Officials' Duties-** Use the shot clock to administer the 10-second backcourt count. When the shot clock is not visible, officials shall use the game clock.
- **Rule 2-11.Art 6.c.2 Duties of Shot-Clock Operator-** An intentionally kicked or fisted ball that occurs with 14-seconds or less remaining on the shot clock will reset to 15-seconds. If the shot clock is at 15 seconds or more it stays where it is at



2024-2025 Girls HS Rule Modifications Continued

- **Rule 2-11.6.d.2.a Duties of the Shot Clock Operator-** The shot clock is reset to 30 seconds when the ball strikes the ring or flange on a try for goal once the ball is possessed by either team, a change in possession and all fouls. ***Exception:*** double fouls which the shot clock time remains where it was at when the whistle was blown.
- **Rule 4-14.1.2 Faking Being Fouled-** Faking being fouled by “flopping” or using a “head bob” to simulate illegal contact. First offense by the team will result in a warning. The second time the team fakes will result in a Team Technical foul.
- **Rule 5-6.1 Length of Quarters-** Playing time for JV and Varsity games shall consist of **(4) 8-minute** quarters, with **1-minute** intermission between 1st and 2nd and 3rd and 4th quarters. **10-minute** intermission between 2nd and 3rd quarters.



2024-2025 Girls HS Rule Modifications Continued

- **Rule 5-9.3,4 Overtime-** Overtime shall be **4-minutes** in length.
- **Rule 5-14.9.a Timeouts Granted and Charged-** Each team is entitled to **(4) full timeouts** and **(2) 30 second timeouts**. If overtime is needed each team is awarded an *additional 30 second timeout*.
- **Rule 10-12.3.a.1-5 Team Technical Fouls-** A team shall be assessed a team technical foul *after a team warning has been issued for each of the delays and faking being fouled*. Penalty is two shots awarded to any player of the offended team followed by a throw-in at the division line opposite the scorers' table.



2024-2025 Girls HS Rule Modifications Continued

- **Rule 11-1.1 Replay Equipment-** Replay equipment or a Courtside monitor will not be used in any NYSPHSAA Girls basketball regular season or playoff contest. In a NYSPHSAA State tournament Semi-Final or Final contest, it shall be used to determine if a last second shot in the 4th quarter or any overtime shall count.

- **Mechanic change:**

- Revised 3 second violation signal.



Three-Second Violation



JEWELRY:

- **Jewelry has been prohibited since 1985.**
- Rule 1-25.7 (page 30) Under Rule 2-5-1, the referee is responsible for equipment inspection. (page 32).
- **A bandage or tape may NOT cover jewelry.**
- Officials **are** permitted to ask to see what is beneath any bandage or tape; team members who refuse will be **prohibited** from participating in the contest.
- When players have piercings that aren't visible like a tongue ring, if the official sees the piercing during normal play, they will ask the player to remove it or they will **NOT** be able to continue playing.
- ***Approved ruling 1-22 permits a clear, narrow, pliable plastic stem. These stems are designed to be flexible to reduce the risk of injury. They may NOT be adorned or be any other color than clear.***



About \$5.00 on Amazon

Faking Being Fouled Mechanic

The mechanic for Faking Being Fouled is:

Two arms at the shoulder level, with open palms move the arms downward, pointing toward the floor. This mechanic is used for the warning, as well as the delayed Technical Foul if there is an immediate opportunity to score.

Examples to follow.....

Faking Being Fouled Scenario's

A1 driving to the basket to score and B1 “Flops”. Team B has already received a Team warning earlier in the game for faking being fouled.

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the immediate drive to the basket before calling a Team Technical Foul.

3- The official calls a Team Technical Foul and kills the play.

Faking Being Fouled Scenario's

A1 driving to the basket to score and B1 “Flops”. Team B has already received a Team warning earlier in the game for faking being fouled.

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the immediate drive to the basket before calling a Team Technical Foul.

3- The official calls a Team Technical Foul and kills the play.

Faking Being Fouled Scenario's

A1 driving to the basket and B1 “Flops”, A1 then passes to A5 behind the three-point line. Team B has already received a Team warning earlier in the game for faking being fouled.

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the shot before calling a Team Technical Foul.

3- The official shows the “flopping” mechanic and calls a Team Technical Foul once the ball is passed to A5.

Faking Being Fouled Scenario's

A1 driving to the basket and B1 “Flops”, A1 then passes to A5 behind the three-point line. Team B has already received a Team warning earlier in the game for faking being fouled.

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the shot before calling a Team Technical Foul.

3- The official shows the “flopping” mechanic and calls a Team Technical Foul once the ball is passed to A5.

Faking Being Fouled Scenario's

A1 is driving to the basket and “Head Bob’s” as if she was being held by B1. Team A has already received a Team warning earlier in the game for faking being fouled.

- 1- Ignore the incidental contact and allow A1 to continue to the goal.
- 2- Call a “player/substitute” Technical Foul immediately.
- 3- Call a Team Technical Foul immediately.

Faking Being Fouled Scenario's

A1 is driving to the basket and “Head Bob’s” as if she was being held by B1. Team A has already received a Team warning earlier in the game for faking being fouled.

- 1- Ignore the incidental contact and allow A1 to continue to the goal.
- 2- Call a “player/substitute” Technical Foul immediately.
- 3- Call a Team Technical Foul immediately.

Faking Being Fouled Scenario's

A1 driving to the basket and B1 “Flops”, A1 misses her layup, gets her own rebound and dribbles back out front to reset her offensive set. Team B has already received a Team warning earlier in the game for “flopping.”

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the drive to the basket, once A1 gets the rebound and dribbles the ball out the official calls a Team Technical Foul.

3- The official calls a Team Technical foul and kills the play.

Faking Being Fouled Scenario's

A1 driving to the basket and B1 “Flops”, A1 misses her layup, gets her own rebound and dribbles back out front to reset her offensive set. Team B has already received a Team warning earlier in the game for “flopping.”

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the drive to the basket, once A1 gets the rebound and dribbles the ball out the official calls a Team Technical Foul.

3- The official calls a Team Technical foul and kills the play.

Team Technical Fouls: count toward Team totals

A team shall be assessed a Team Technical Foul after a team warning has been issued for each infraction:

1-Delaying the game on a throw in, free throw and huddling.

2-Failing to have the court ready for play after the final horn.

3-Breaking the boundary plane by the defense.

4-Interfering with the ball after a goal or failing to immediately pass to the nearest official.

5-Faking being fouled.

Team Technical Fouls: count toward Team totals

When the Team Technical Foul is called, it is reported to the table as a Technical foul against Team “A” not A2. The same goes for reporting the warning to the table, it is a warning for Faking Being Fouled by Team “A”.

If the coach asks which player it was on, you can advise them of the players number.

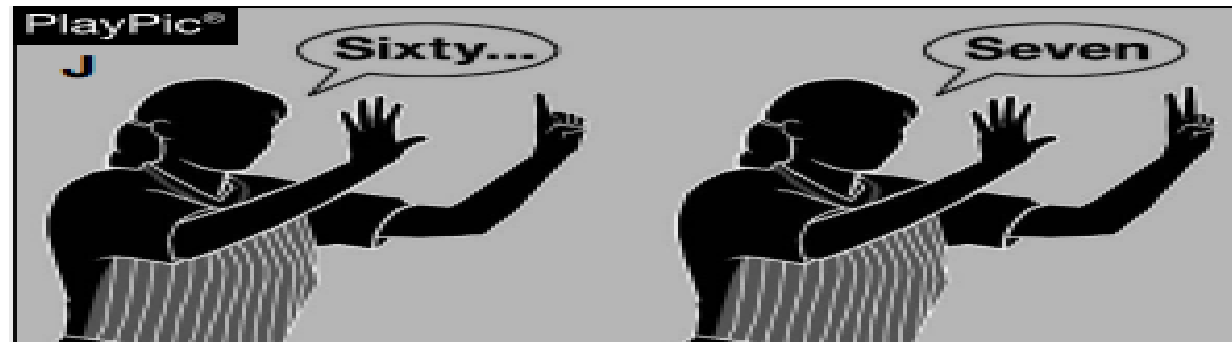
Mechanics: Reporting fouls to table

When reporting the new range of players numbers which are 0 and 00 up to 99. The challenge is correctly reporting the number to the scorer's table.

****It is imperative that we use a strong loud voice*** to convey the numbers, coupled with the visual hand mechanic. (#67 is verbalized sixty-seven, not six seven)



This reads "24" to the scorer.



This reads "67" to the scorer.

Layered Plays:

A layered play involves a foul or fouls during the live ball period and a foul or fouls during the dead ball period.

It is our job to identify what fouls occurred during the live and dead ball periods. We need to determine the order to penalize the fouls.

Layered Plays:

A3 drives to the basket, when she goes up to score, she is fouled by B3 and misses. A3 turns around and pushes B3.

How is this adjudicated?

Layered Plays:

A3 shoots two free throws with no players on the lane line. Any Team B player will shoot two free throws, with no players on the lane line for the intentional foul, followed by Team B awarded the ball at the division line opposite the scorer's table.

A3 is charged with an Intentional Foul.
B3 is charged with a Personal Foul.

Layered Plays:

A3 drives to the basket, when she goes up to score, she is fouled by B3 and misses the shot. A3 turns around and pushes B3. Followed by B1 pushing A3.

How is this adjudicated?

Layered Plays:

A3 shoots two free throws with players on the lane line and play resumes from the outcome of the second free throw. The Intentional Fouls by A3 and B1 are fouls of “equal gravity” and cancel each other out.

B3 is charged with a Personal Foul.

A3 is charged with an Intentional Foul.

B1 is charged with an Intentional Foul.

Rule/Casebooks and the Open Book Refresher Exam

- A hard copy of the exam will be released on October 25, 2024. When it is released, it will be shared to all Board Members
- A link to submit the exam will be provided on November 1, 2024, and will be shared with all Board Members
- The link to submit the exam will close on November 12, 2024
- The Interpretation Team HIGHLY recommends getting in your rule/casebook, getting in groups and going over the test before submitting the test.
- Please note there are not many changes to the rulebook. There are changes to the casebook. The NCAA has not reprinted hard copies of the rule or casebooks since this is not a rule change year. If you want to access the updated rule/casebooks you can download it for free from www.ncaapublications.com



**Thank you for
your time!!!**

**Good Luck this
season...**

Any questions?

