

Basketball Rules Changes and Emphasis - 2016-17

1-20 NEW: 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.

2-12-5: 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.

3-5-6: 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.

Rationale: This would now allow all extra apparel that is worn to have one logo. Last year we simplified the color requirements to be consistent on all sleeves, tights, wristbands and headwear. This would be one more step to assist our officials in simplifying the enforcement of the uniform rules.

3-5-7: Removed the compression shorts rule; add compression shorts to Rule 3-5-3 which means compression shorts now must meet the guidelines outlined in this rule.

Rationale: This rule is no longer needed and would simplify the enforcement of the uniform rules for our officials. Compression shorts will be added to rule 3-5-3.

9-1-3h NEW: 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.

2016-17 NFHS MAJOR EDITORIAL CHANGES

3-5-3 Note; 9-1 Penalties 4b; 10-5-3

2016-17 NFHS POINTS OF EMPHASIS

1. Acknowledging and Granting Time-out Criteria
2. Technical fouls
3. Replacing a Disqualified or Injured Player
4. Protecting the Free Thrower
5. Post Play