



2025-2026

Significant Manual Changes

Every year, IAABO receives suggestions from officials who make recommendations to improve the manual.

The IAABO Co-coordinators review each of these suggestions to determine if the proposal improves the overall standards set by the organization. This document outlines the significant changes that were approved for the upcoming 2025-26 season.

Manual Reorganization

This season the IAABO Manual has been completely re-organized into two separate 20-chapter sections. One for the Crew of 2 and the other for Crew of 3.

Both manuals incorporate both “tableside” and “opposite table” site-of-foul and free throw administration procedures.

In both the Crew of 2 and Crew of 3 manuals, Chapter 14 outlines the proper switching after fouls and violations.

The first half of the chapter is based on tableside mechanics. Each of the tableside switches are depicted by a white background as shown below:

SEGMENT 3 – SWITCHING AFTER FOULS - TABLESIDE

A. Tableside **Trail** Rules a Foul

1. **Tableside Trail Rules a Foul with Frontcourt Throw-In**

- The tableside **Trail** reports the foul and becomes the new opposite-side **Lead**.
- The opposite-side **Lead** becomes the new tableside **Trail** and administers the throw-in.

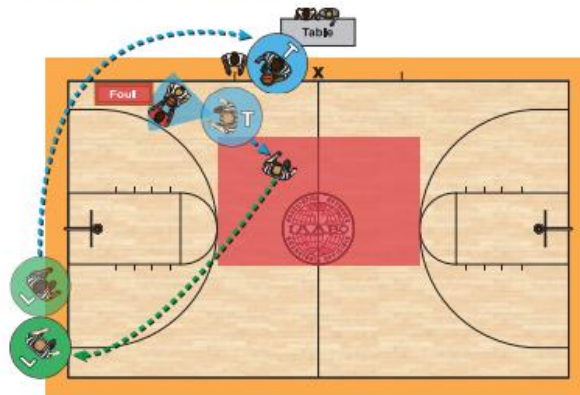


Figure 14-3-1. Tableside **Trail** Rules a Foul with Frontcourt Throw-In

The second half of the chapter features the opposite side switches and are depicted with a gray background as shown below.

SEGMENT 4 – SWITCHING AFTER FOULS - OPPOSITE

A. Tableside Trail Rules a Foul

1. Tableside Trail Rules a Foul with Frontcourt Throw-In

- a) The tableside Trail reports the foul and becomes the new opposite-side Lead.
- b) The opposite-side Lead becomes the new tableside Trail and administers the throw-in.

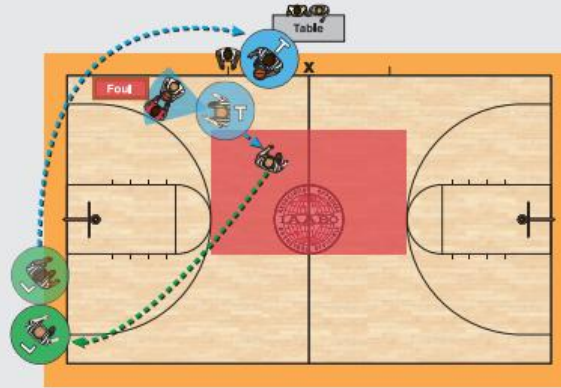


Figure 14-4-1. Tableside Trail Rules a Foul with Frontcourt Throw-In

The changes are outlined in the document based on the following legend:


1. Added language to IAABO Manual
2. Deleted language in IAABO Manual
3. Existing Language in IAABO Manual
4. Rationale for the change

Pg(s)	Category	Sect.	Change
TERMINOLOGY UPDATES			
259-263, 379-383	Glossary of Terms	1:2	<p>Administering Official - The official who hands or bounces the ball to the thrower for a throw-in, or who bounces the ball to the free thrower for free throws.</p> <p>Bottom-up - This term applies to “two-official” screening coverage. It is based on the covering official’s relative position on the court. Bottom-up refers to coverage from the end line to the division line and is the responsibility of the official who is not officiating the on-ball match-up.</p> <p>Double-Up the Sideline(Co3) - When a throw-in is administered, the Lead and Trail are on the same side of the basketline, therefore they have “doubled-up” the sideline.</p> <p>Initial Starting Position (ISP) - The “base” position from which officials position-adjust when a team is in their normal frontcourt alignment.</p> <p>Mechanic - The term that describes officials’ movements and positions on the court.</p> <p>Mid-Court Area - The area between the 28’ mark and the division line.</p> <p>Open-Look View - An official has an open-look view of a competitive match-up when they are properly positioned to see between the players and therefore accurately rule on contact.</p> <p>Point of Interruption (POI) - Where play resumes after a stoppage, based on team control and ball location when the whistle was blown.</p> <p>Straight-Lined View - An official has a straight-lined view of a competitive match-up when they are unable to see between players to properly observe and rule on contact.</p> <p>Top-Down - This term applies to “two-official” screening coverage. It is based on the covering official’s relative position on the court. Top-down refers to coverage from the division line to the end line and is the responsibility of the official who is officiating the on ball match-up.</p> <p>Wide-Triangle Coverage - The mechanic where officials, as they position-adjust from their initial starting positions, continuously form a triangle to ensure the crew maintains optimal court coverage at all times.</p>

JUMP BALL PROCEDURES (Co2, Co3)

275, 398	3:2:B	The Tosser	<ol style="list-style-type: none"> 1. Holds the ball and stands at the division line, opposite the table 2. Verifies with their partner(s) that the correct number of players are on the court. 3. Checks with the table, partner(s) and captains for readiness to start the game. 4. Indicates the teams' baskets verbally and with directional signals. 5. Sounds the whistle and then removes the whistle from their mouth. 6. Steps into the circle between the jumpers, once ready to toss. a) REMINDER: Center-circle restrictions begin at this point. 7. Tosses the ball straight up, between the jumpers, to a height greater than either of them can jump. a) REMINDER: The tossed ball may only be touched by a jumper after the ball has reached its maximum height, and before it touches the floor. The Non-Tosser is responsible for this ruling. 8. Remains stationary until players clear the area, and then places the whistle in their mouth. 9. Moves to the Trail position (Figures 3-2-1 and 3-2-2). 10. Checks the table to ensure the alternating possession arrow was properly set. <p>This note is intended to clarify for officials the precise moment the tosser is considered 'ready' and when jump ball restrictions begin for players in the center restraining circle.</p>
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FREE THROW ADMINISTRATION – LEAD OFFICIAL

346, 486	Free Throw Procedure – Lead Positioning and Responsibilities	15:2.4	<div style="display: flex; align-items: flex-start;"> <div style="flex: 1; padding-right: 10px;"> <p>4. Signal the number of free throws to the scorer, using their tableside hand.</p> </div> <div style="flex: 1; text-align: center;">  </div> </div> <p>After the Lead official bounces the ball to the thrower, they will assume their position off the court and signal to the table officials the correct number of free throws being awarded. The signal should be immediately dropped after the initial signal is displayed. This signal was added to the free throw procedures to help avoid potential confusion with the table officials and prevent correctable errors.</p>
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TRANSITION COVERAGE – TRAIL

285,
409-410

Transition
Coverage

4:7:B (Co2)
4:7:C (Co3)

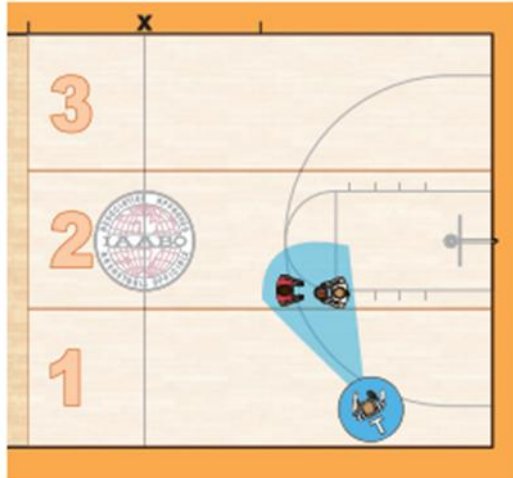


Figure 4-7-3. Trail's Coverage in Transition with Pressure, Ball in Lane 2

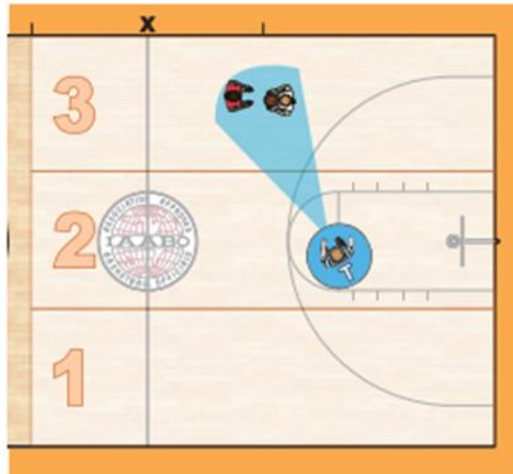


Figure 4-7-4. Trail's Coverage in Transition with Pressure, Ball in Lane 3

This graphic was added to the manual to help officials understand the proper positioning on transition coverage as the Trail official. Too often the Trail stays along the sideline. This graphic with the imaginary lanes shows how the Trail should stay connected to the play by maintaining effective distance to the play and an open view when the ball is advancing across the basketline.

THROW-IN SPOTS

312,
442

Throw-in
Spots

12:2:D-I

D. When a team is awarded a designated-spot throw-in, the applicable throw-in spot (in both the frontcourt and backcourt) is determined based on where the violation, foul or other stoppage occurred in relation to the three-point arc, as follows:

1. Any stoppage that occurs on or inside the three-point arc is administered at the nearer of the two end-line throw-in spots, 3' outside the lane lines. (Refer to spots 2 and 3 in Figure 12-2-2.)

2. Any stoppage that occurs outside the three-point arc is administered at the nearer of the two sideline throw-in spots, 28' from the end line. (Refer to spots 1 and 4 in Figure 12-2-2.)

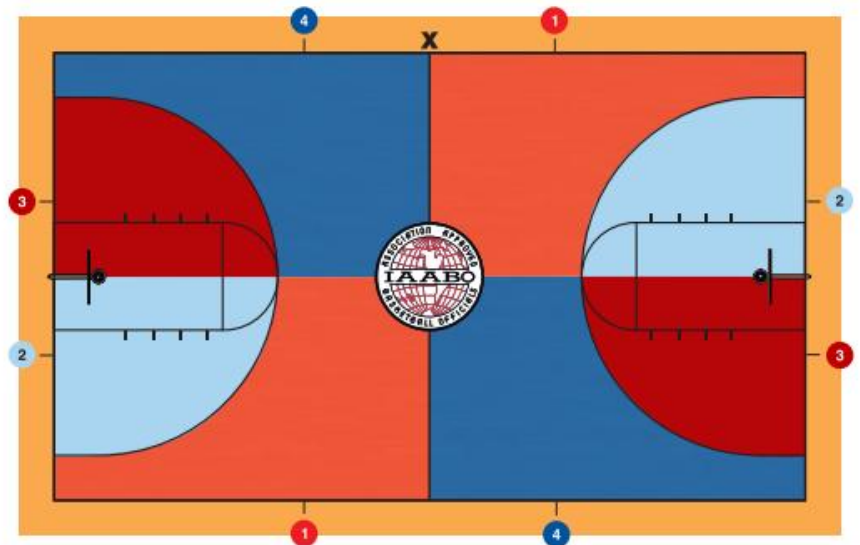


Figure 12-2-2 - Applicable Throw-In Spots

E. When a throw-in violation occurs during a throw-in following an out-of-bounds violation, the offended team is awarded the ball for a designated-spot throw-in from the nearest applicable throw-in spot.

F. When a throw-in violation occurs during a throw-in for a scored or awarded goal, the offended team is awarded the ball for a designated-spot throw-in from the applicable end-line throw-in spot.

G. When a throw-in violation occurs during a throw-in for a violation, foul or other stoppage, the offended team is awarded the ball for a designated-spot throw-in from the original throw-in spot.

H. If a team requests a time-out just prior to or during a throw-in resulting from an out-of-bounds violation, the throw-in spot does not move to the nearest applicable throw-in spot. After the conclusion of the time-out, the ensuing throw-in must be from the original designated spot where the ball went out of bounds.

I. The throw-in spot after the free throws for an intentional or flagrant personal foul is determined based on where the foul occurred in relation to the three-point arc. (Refer to Figure 12-2-2.)

The manual and the corresponding graphic were updated to align with the NFHS Rules change that uses the 3-point arc to determine the throw-in spots in both the frontcourt and backcourt for stoppages other than out-of-bounds violations.

BACKCOURT THROW-INS

316,
448

Backcourt
Throw-ins

12:7:B.2

If there is no defensive pressure and the Trail official is on the opposite side of the basketline from the throw-in spot, the administering official may bounce the ball across the lane to the thrower (Figure 12-7-2).

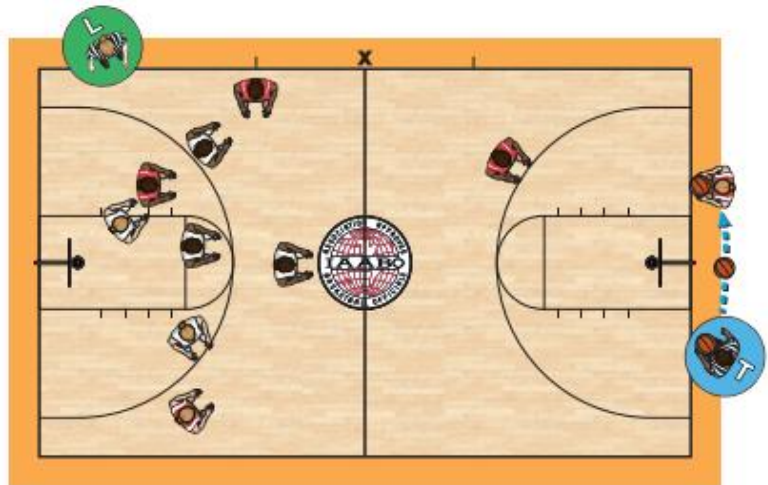


Figure 12-7-2. Bounce Across Basketline in Backcourt with No Pressure

This is a change that was approved by the NFHS and subsequently added to the IAABO Manual. This allows the Trail official to administer a throw-in by passing the ball along the end line to a thrower. This procedure is only acceptable when there are no defenders in the backcourt. If there are defenders in the backcourt, the Trail should move across the lane to administer the free throw.

(TABLESIDE MECHANICS) TRAIL OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS

459

Switching
After Fouls

14:3:B.3

3. Opposite-Side Trail Rules a Foul in Transition

- a) The opposite-side **Trail** reports the foul, and becomes the new tableside **Center**.
- b) The tableside **Center** becomes the new opposite-side **Trail** and administers the throw-in.
- c) The opposite-side **Lead** remains the opposite-side **Lead**.

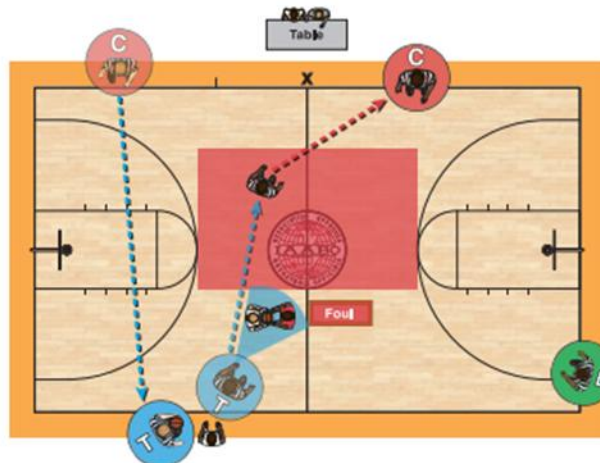


Figure 14-3-8. Opposite-Side Trail Rules a Foul in Transition

This diagram replaces the diagram in the 24-25 IAABO manual (p. 201) which depicts the ruling official staying opposite the scorer's table after reporting the foul. This switch is more consistent with tableside foul procedures. The ruling official remains on the tableside after reporting the foul on all fouls using tableside mechanics.

(TABLESIDE MECHANICS) CENTER OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS

463

Switching
After Fouls

14:3:D.2

2. Opposite-Side **Center Rules a Foul with Backcourt Throw-In**

- a) The opposite-side **Center** reports the foul and becomes the new tableside **Center**.
- b) The tableside **Trail** becomes the new opposite-side **Lead**.
- c) The tableside **Lead** becomes the new opposite-side **Trail** and administers the throw-in.

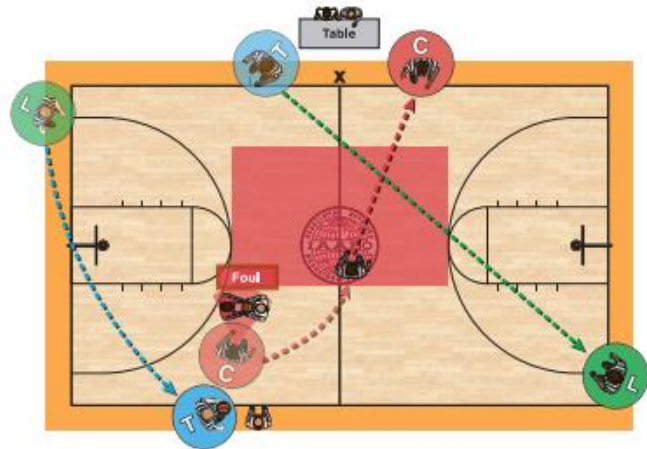


Figure 14-3-16. Opposite-Side **Center Rules a Foul with Backcourt Throw-In**

This diagram would replace the current diagram which depicts the ruling official going opposite the scorer's table after reporting. This updated diagram was approved by the NFHS Rules Committee and subsequently adopted by IAABO is more consistent with tableside foul procedures. The ruling official remains on the tableside after reporting the foul on all fouls using tableside mechanics.

IAABO MANUAL POINT OF EMPHASIS

FAKING BEING FOULED PROCEDURES

The National Federation of High Schools adopted a Point of Emphasis for Faking Being Fouled for the 2025-26 season.

The following guidelines do not yet appear in the IAABO manual. However, the IAABO Rules Guide contains seven new play situations in Chapter 19 Segment 2 which outline how the rule should be applied.

This season the NFHS Rules Committee has approved an interpretation change when jump shooters are charged with faking being fouled. An attempt is being made to minimize the possibility of having to resume play using the alternating possession procedure, which will require officials to withhold the whistle and look for specific situations to determine when play should be stopped.

The Rule (NFHS 4-49, IRG 19:2):

When a player commits the first Faking Being Fouled infraction, a warning is issued to the team.

The warning is an administrative procedure by an official that is recorded in the scorebook by the scorer and reported to the head coach. After receiving an official warning for Faking Being Fouled, any subsequent faking or flopping infractions by a player on the same team result in a team technical foul.

When the official sounds the whistle to stop play, they should use the appropriate signal for the infraction that has occurred. First offense, display the stop-the-clock signal with an open palm. Subsequent offenses, display the stop-the-clock signal with a closed fist.

The following are guidelines for officials to follow to determine when play should be stopped and how the rule should be enforced. These guidelines do not cover every situation where an infraction could occur. There will be times when officials will need to exercise good judgment when to stop play. The goal is to stop play at a time that does not benefit the offending team.

The NFHS has outlined three specific play situations and how the rule should be adjudicated.

- 1) Faking by a Dribbler
- 2) Faking by a Shooter
- 3) Faking by a Defender

The guideline for each scenario is as follows:

Faking Being Fouled by a Dribbler:

When a ball handler uses the tactic known as a “head bob,” the team that is faking is on offense and has control of the ball.

When the first infraction occurs:

- The official should sound the whistle immediately and display the faking signal.
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption (POI) with a throw-in is from the one of the four applicable designated throw-in spots in the frontcourt or backcourt.

Subsequent infractions:

- A team technical foul is charged.
- The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.

Faking Being Fouled by a Shooter:

When a jump shooter fakes being fouled after the release of the try, there is no team control when the infraction occurs.

When the first infraction occurs:

- The official should withhold the whistle and display the faking signal.

If the try is successful:

- The goal counts.
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption. The opponents are awarded a throw-in with the privilege of moving along the end line.

If the try is unsuccessful, the official withholds the whistle:

- until the offensive team scores (which could include repeated attempts at the basket) OR
- the offensive team stops actively trying to score OR
- the opposing team gains control or due to a stoppage in play (foul, violation or timeout, etc.).
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption (POI) with a throw-in is from one of the eight applicable throw-in spots.

Subsequent infractions:

- If the try is successful, the goal counts.
- The official should sound the whistle immediately and display the faking signal.
- A team technical foul is charged. The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.

Faking Being Fouled by a Defender:

When a defensive player fakes when their opponents are in control of the ball, officials will need to determine when to stop play so that the offensive team is not penalized for the defensive team's actions.

When the first infraction occurs:

- The official withholds the whistle until the offensive team scores (which could include repeated attempts at the basket) OR until the offensive team stops actively trying to score, the opposing team gains control or due to a stoppage in play (foul, violation or timeout, etc.).
(Note: To be consistent with the same comment from above, the faking signal should be displayed as soon as the infraction occurs so both teams know what has occurred)
- The official sounds the whistle to stop play and displays the faking signal once again
- The ruling official reports the warning to the scorer and the head coach.
- If a goal was scored, play resumes with a throw-in for the opponents, with the privilege of moving along the end line.
- If no goal was scored, play is resumed at the point of interruption (POI) with a throw-in is from one of the eight applicable throw-in spots.

Subsequent infractions:

- The official withholds the whistle until the offensive team scores (which could include repeated attempts at the basket) OR until the offensive team stops actively trying to score, the opposing team gains control or due to a stoppage in play (foul, violation or timeout, etc.).
- The faking signal should be displayed as soon as the infraction occurs so both teams know what has occurred.
- The official sounds the whistle to stop play and displays the faking signal once again.
- A team technical foul is charged to the offending team. The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.

Subsequent Infractions - When a foul causes play to stop:

- When officials are withholding the whistle and allowing the offense to complete a play after a faking infraction, there is the possibility of another foul causing the stoppage in play.
- The penalties should be administered **in the order the fouls will be reported.**
- The first foul that will be reported is the foul that caused the stoppage in play.
- The second foul reported will be the technical foul charged to the offending team for faking being fouled