

BASKETBALL OFFICIALS

— EDUCATE | UNIFY | ELEVATE

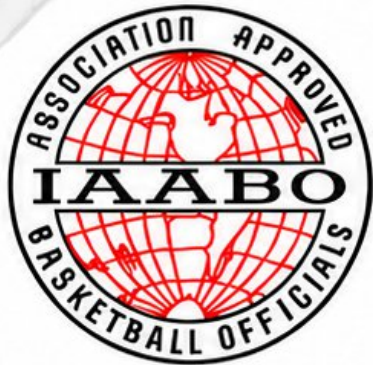
WEEK 2

Mindy Malia
Brian Jester

OFFICIALS MAKE A DIFFERENCE



NEW YORK STATE GIRLS
BASKETBALL OFFICIALS ASSOCIATION



WEEK 2

OFFICIATING DEVELOPMENT SERIES

IAABO • NYS GBOA

BETTER OFFICIALS. BETTER GAMES. A STRONGER TOMORROW.



WEEK 2

RULES & 2026–27 CHANGES

KNOW THE RULES.
APPLY THEM WITH CONFIDENCE.



WEEK 2 REVIEW AND HOT TOPICS



Primary coverage and secondary coverage



Major 2026–27 NFHS rules changes



Points of Emphasis



Timing corrections



End-of-quarter situations



Throw-in administration



Technical-foul administration



Traveling & player movement



Officials' counts



Whistle Cadence



Boundary Responsibilities

SAME GAME. HIGHER STANDARDS. BRIGHTER OFFICIALS.

2 - Person Coverage

SCORER/TIMER

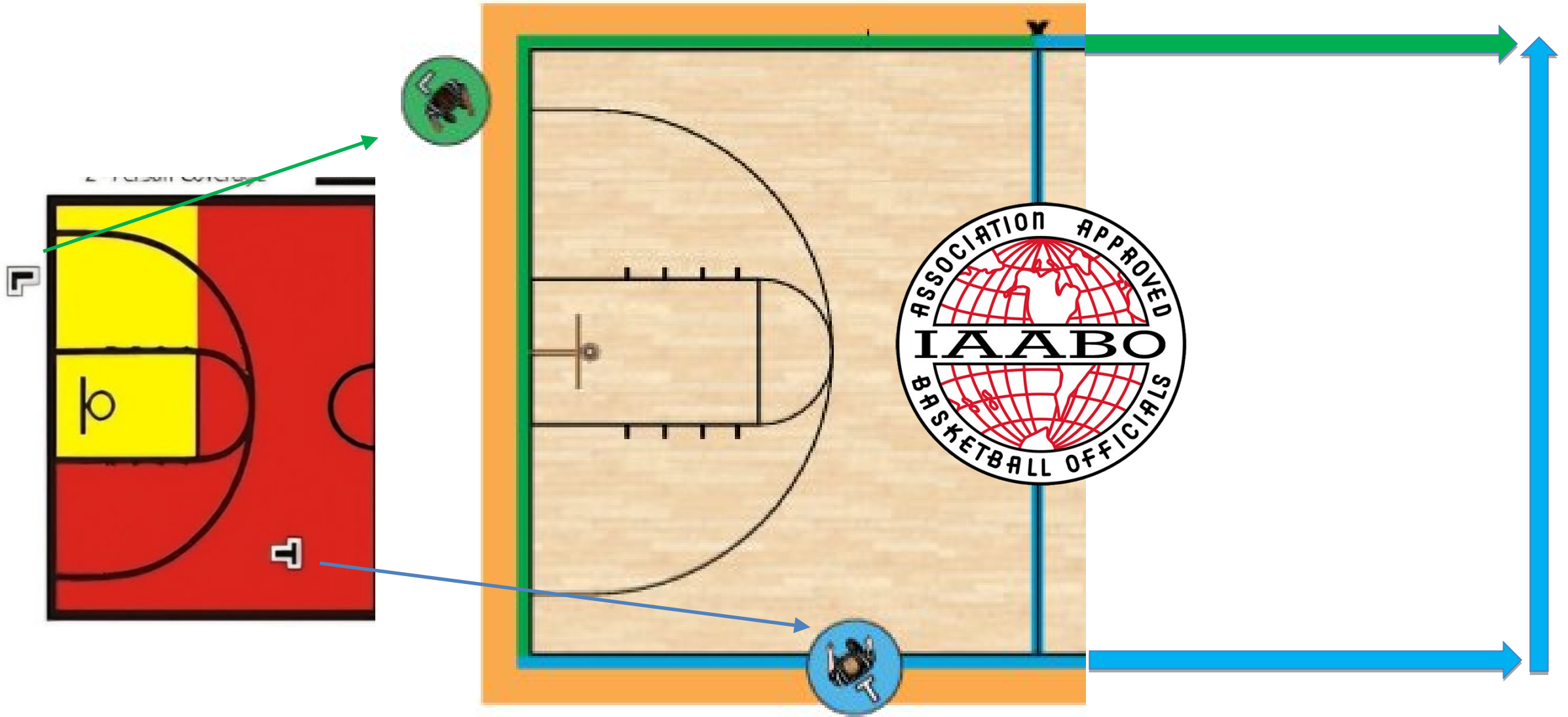
3 - Person Coverage



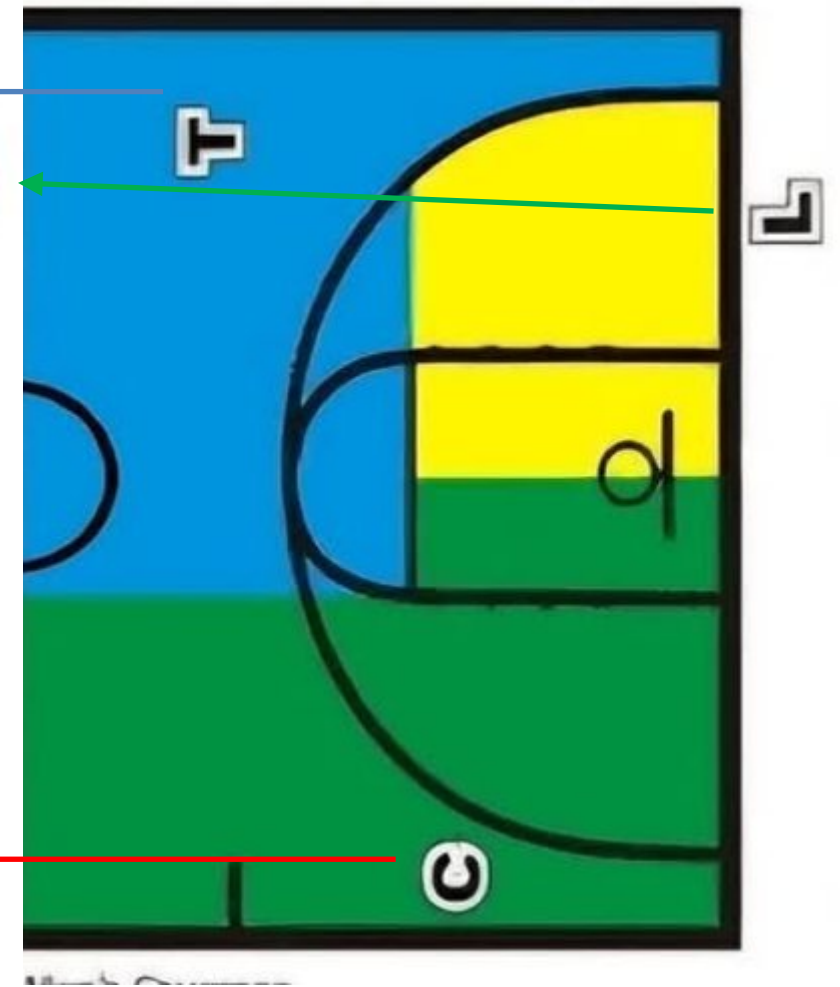
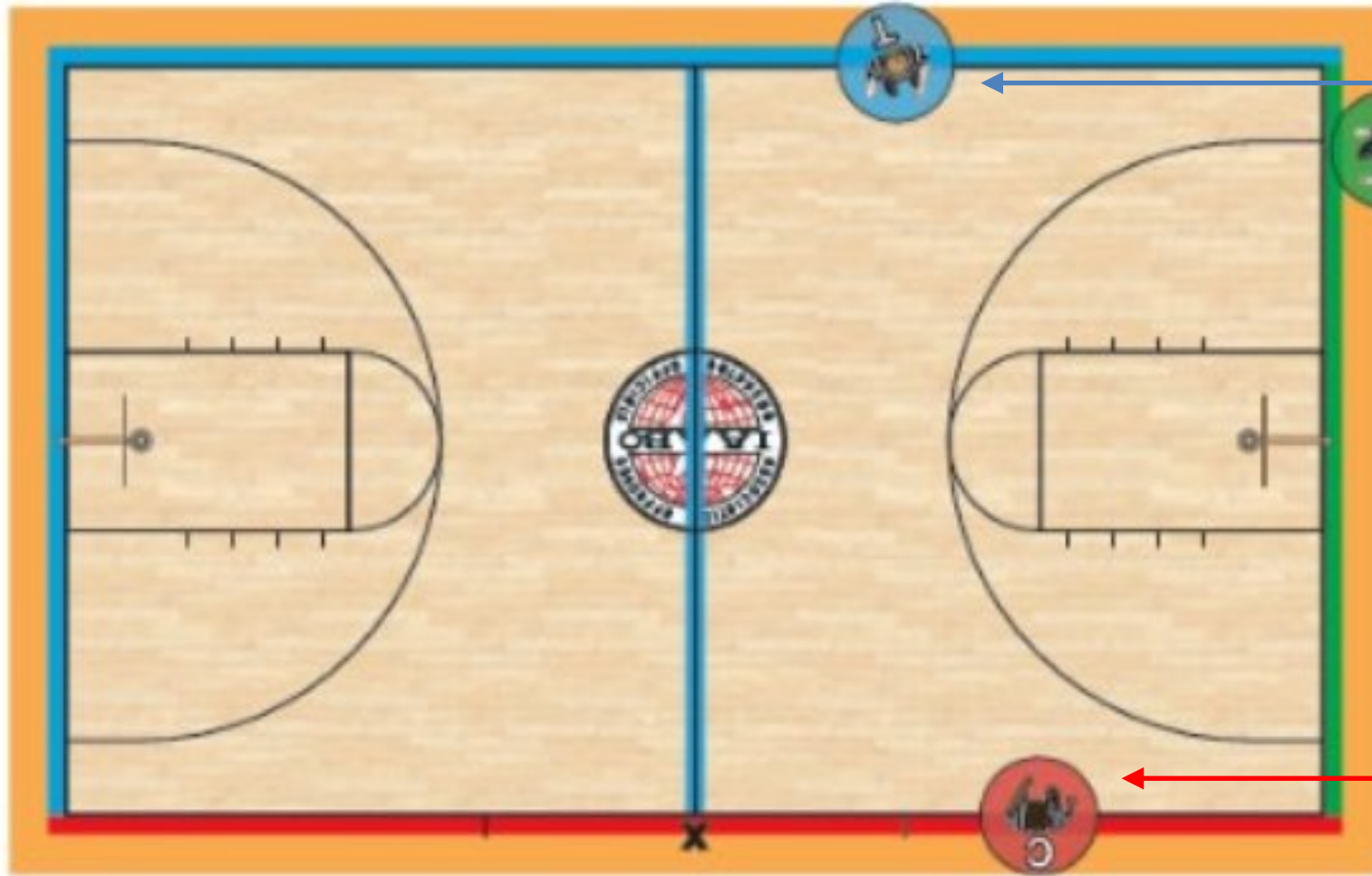
Primary
Coverage
Co2

Primary
Coverage
Co3

Baseline and Sideline Coverage Co2



Baseline and Sideline Coverage Co3





BLOW A WHISTLE WITH A PURPOSE

BE HEARD | BE CLEAR | BE IN CONTROL

*SAME
WHISTLE.
SAME STANDARD.
EVERY GAME.*

PROPER WHISTLE TECHNIQUE

1 SEAL



Place the whistle firmly in your mouth. Create a tight seal with your lips.

2 BREATHE



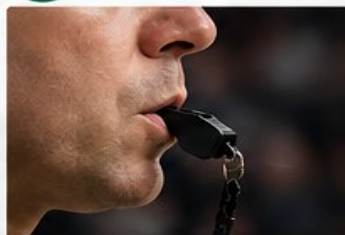
Take a quick, deep breath from your diaphragm.

3 BLOW STRONG



Use a sharp, explosive blast of air. Put air into the whistle — make your presence known.

4 BE CONSISTENT



Use the same strong, confident sound on every call. A consistent whistle commands respect.

APPROVED WHISTLE



FOX 40 CLASSIC

- Approved for use
- Loud, consistent and reliable
- The standard for officials

NOT APPROVED



**NO MINI
CLASSIC 40**



NO PEARL



**NO SONIC
WHISTLES**

KEY POINTS

- ✓ Blow a strong, sharp whistle.
- ✓ Put air into the whistle.
- ✓ Be heard by players, coaches, bench and crowd.
- ✓ Use the Fox 40 Classic only.
- ✓ A consistent, authoritative whistle enhances game management.

WHY IT MATTERS



Commands respect.



Eliminates confusion.



Helps control the game.



**Lets everyone know
you are the official.**

COMMON MISTAKES

- ✗ Soft or weak whistles.
- ✗ Insufficient air.
- ✗ Using non-approved whistles (mini, Pearl, Sonic).
- ✗ Inconsistent sound from call to call.
- ✗ Letting the whistle be an afterthought.

REMEMBER

**“A STRONG WHISTLE
PREVENTS MANY
PROBLEMS.”**

TIMING ISSUES .3 OFF THE CLOCK



RULE # 1





2026-27 NFHS Basketball Rules Changes



1. RULE 5-9-5 — THE .3-SECOND RULE

End-of-Period Throw-Ins & Unsuccessful Free Throws

NEW: During the final **59.9 seconds** of any quarter or extra period:

- If play resumes with a **throw-in** or an **unsuccessful free throw**, at least **0.3 seconds must expire** before the ball is legally touched by a player inbounds.
- A player cannot legally catch the ball and attempt a try with less than **0.3 seconds** remaining.
- This is consistent with the existing rule for **tap attempts**.
- **EXCEPTION:** Does **not** apply when the game clock cannot display tenths of a second.

OFFICIALS' KEY:

THROW-IN / MISSED FT + :00.2 = NO LEGAL CATCH & TRY



RE-STARTING THE CLOCK

In the last 59.9 seconds of each quarter or extra period, if play is to be resumed by a throw-in or an unsuccessful free throw, a minimum of 3/10ths (.3) of a second must expire on the game clock when the ball is legally touched by





2026-27 NFHS Basketball Rules Changes



1. RULE 5-9-5 — THE .3-SECOND RULE

OLD RULE:

No specific requirement that 0.3 seconds expire after every throw-in or unsuccessful free throw in the final 59.9 seconds.

NEW RULE:

During the final **59.9 seconds** of any quarter or extra period, when play resumes with a throw-in or unsuccessful free throw, **at least 0.3 seconds must expire when the ball is legally touched inbounds.**

GAME SITUATION:

0.8 seconds remain. Team A throws the ball in. B1 kicks the ball out of bounds. Clock now reads 0.5.

CORRECT RULING:

The clock must show at least **0.3 seconds** when A1 legally touches the ball. The provision does not apply if the game clock cannot display tenths.

MEMORY AID:

“No catch-and-shoot with less than .3.”

TIMING CORRECTIONS



RULE # 2





2026-27 NFHS Basketball Rules Changes



2. RULE 5-10-2 NOTE — OFFICIALS' COUNTS

Correcting Timing Errors

NEW: When the referee determines that the game clock:

- Malfunctioned
- Was improperly started
- Was improperly stopped
- Failed to run

Officials may use:

- A **visible count**
- A **silent count**
- Other official information

as **definite knowledge** to correct the clock.

OFFICIALS' KEY:

KNOW THE TIME — COUNT IT — BE READY TO CORRECT IT

Officials should maintain awareness of elapsed time throughout the game, especially when clock problems occur.



2026-27 NFHS Basketball Rules Changes



2. RULE 5-10-2 NOTE — OFFICIALS' COUNTS

OLD RULE:

Officials could use definitive knowledge to correct timing errors, but the rule did not specifically identify an official's silent count.

NEW RULE:

An official's **visible or silent count** may be used as definitive information when correcting a malfunctioning, improperly started/stopped, or non-running game clock.

GAME SITUATION:

The timer fails to start the clock after a throw-in. The official has maintained a silent count and knows approximately how much time elapsed.

CORRECT RULING:

The official may use the silent count as definitive knowledge to correct the clock.

MEMORY AID:

"Official count = clock correction tool."



CLOCK NOT STARTED





TIMING MISTAKES

If the referee determines the clock malfunctioned or was not started/stopped properly, or if the clock did not run, an official's count, **visible or silent**, or other official information may be used to make a correction.



DEAD BALL FOULS

REVISED

RULE # 3





2026-27 NFHS Basketball Rules Changes



3. RULE 8-6-4 — MULTIPLE TECHNICAL FOULS

Same Dead-Ball Period

When both teams receive technical fouls during the same dead-ball period and before the ball becomes live:

- A. All technical fouls are considered to have occurred at approximately the same time for offsetting purposes.
- B. All fouls are recorded and penalties identified.
- C. If there is an unequal number of technical fouls, play resumes as though the final single technical foul were the only foul committed.
- D. If equal technical fouls cancel, play resumes at the point of interruption.

OFFICIALS' KEY:

SAME DEAD BALL = SAME TIME FOR OFFSETTING



2026-27 NFHS Basketball Rules Changes



3. RULE 8-6-4 — MULTIPLE TECHNICAL FOULS

OLD RULE:

Administration could require officials to work through the sequence/order of technical fouls when determining offsetting penalties.

NEW RULE:

When both teams receive technical fouls during the **same dead-ball period before the ball becomes live**, all technical fouls are considered to have occurred at approximately the same time for offsetting purposes.

GAME SITUATION:

During one dead-ball period:

- Team A receives 2 technical fouls.
- Team B receives 2 technical fouls.

CORRECT RULING:

All four technical fouls are recorded. The penalties offset **2-for-2**, and play resumes at the **point of interruption**.

If Team A has 2 technicals and Team B has 1:

- 1 A technical offsets 1 B technical.
- The remaining A technical is administered as though it were the **final single technical foul**.

MEMORY AID:

“Same dead ball — count them, offset them.”



DEAD BALL FOULS - UNEQUAL

Illustrated from IAABO Play 9:11:2; NFHS 10 Penalties

The bonus is in effect.

Red #10 commits a



White #32 throws the ball at Red #10.



Red #10 throws the ball back at White #32.



White #31 makes unsporting comments.

IAABO 9:11; NFHS 8-6-4a





DEAD BALL PENALTY CANCELLATION

During the same dead-ball period, including the pregame warm-up period, or following a violation, foul, or other stoppage in play, and before the ball becomes live, if both teams are assessed technical fouls:

- è For penalty administration purposes, all technical fouls are treated as having occurred at approximately the same time.



THROW-INS



RULE # 4





2026-27 NFHS Basketball Rules Changes



4. RULE 9-2 PENALTY — THROW-IN VIOLATIONS

Original Throw-In Spot

The rule restores language clarifying that:

- The ball becomes dead when the violation occurs.
- The **original throw-in spot** is the location of the violation.
- The ensuing throw-in is administered from the appropriate designated spot when applicable.

IMPORTANT: The original location remains the basis for determining where the violation occurred, even with designated throw-in spots.

OFFICIALS' KEY:

VIOLATION LOCATION = ORIGINAL THROW-IN SPOT



2026-27 NFHS Basketball Rules Changes



4. RULE 9-2 PENALTY — THROW-IN VIOLATIONS

OLD RULE:

*The reference to the **original throw-in spot** had been inadvertently removed when designated throw-in spots were implemented.*

NEW RULE:

For a throw-in violation, **the location of the violation is the original throw-in spot.** If that original spot is not a designated throw-in spot, the ensuing throw-in is moved to the appropriate designated spot.

KEY GAME SITUATION — RUNNING THE END LINE:

Team A scores.

Team B is awarded an end-line throw-in and has the right to **run the end line.**

B1 begins at the original throw-in spot, runs along the end line and fails to release the ball within five seconds.

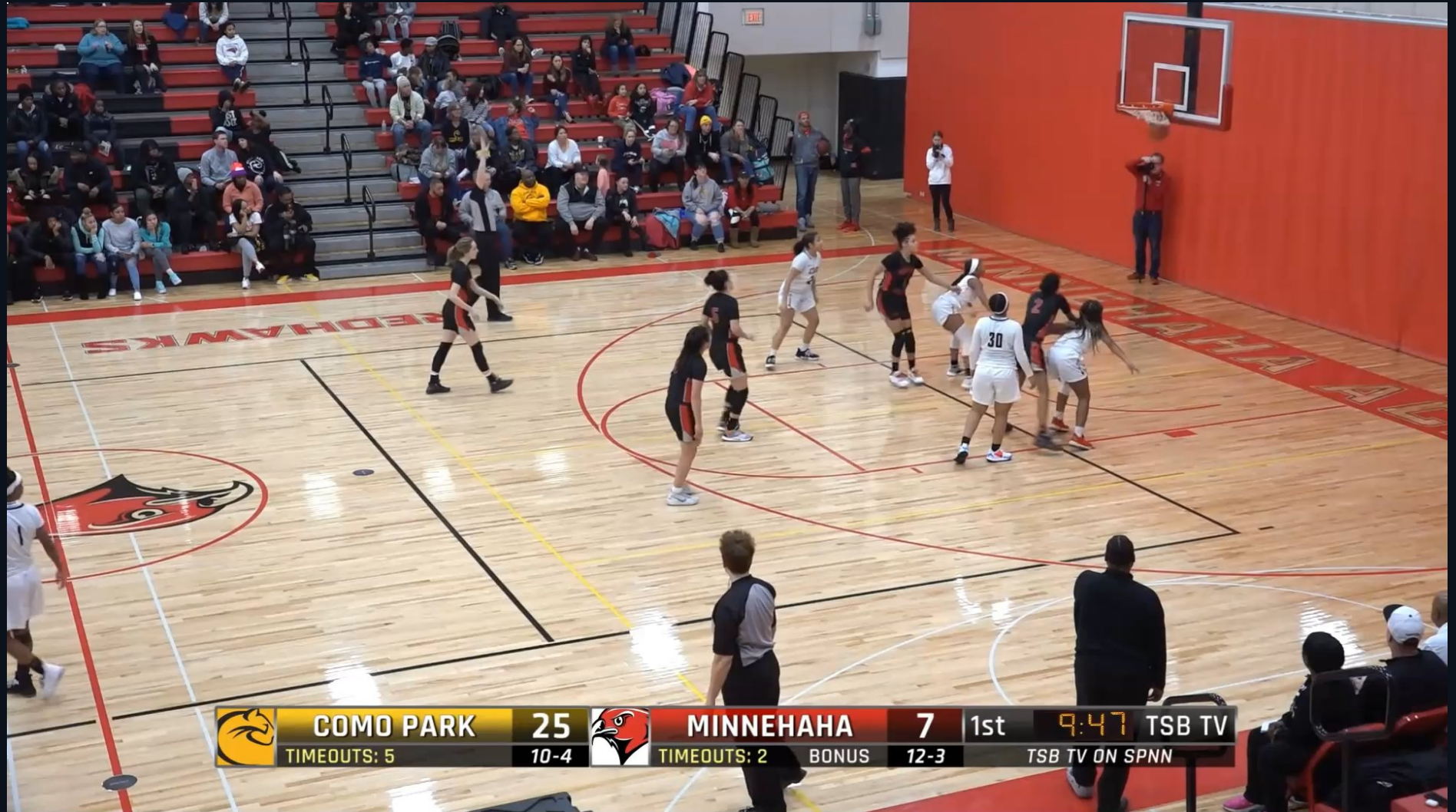
CORRECT RULING:

Team B has committed a **throw-in violation.**

Team A is awarded the ball.



THROW-IN VIOLATION



- IAABO 9:3 Penalty 4; NFHS 9-2
Penalty:



2026-27 NFHS Basketball Rules Changes

4. RULE 9-2 PENALTY — THROW-IN VIOLATIONS (**SPECIAL CASE – EXAMPLE**)

IMPORTANT:

Do **NOT** use the spot where B1 happened to be standing when the five seconds expired as the violation location.

Go back to the **original throw-in spot** and use that location to determine the appropriate designated spot for Team A's throw-in.

MEMORY AID:

ORIGINAL SPOT → DETERMINE DESIGNATED SPOT → OPPONENT'S THROW-IN

The right to run the end line belongs to the team making that throw-in. It does not transfer to the opponent.

ALTERNATING POSSESSION THROW-INS



RULE # 5





2026-27 NFHS Basketball Rules Changes



5. RULE 6-4-4g — DELETED

Faking Being Fouled

The previous language regarding an **alternating-possession throw-in following a warning for faking being fouled after a released try** has been deleted.

Why?

The procedure was already addressed by the **2025-26 interpretation changes** concerning faking being fouled.

OFFICIALS' KEY:

OLD 6-4-4g IS GONE — USE CURRENT FAKING PROCEDURES



2026-27 NFHS Basketball Rules Changes

5. RULE 6-4-4g — DELETED

OLD RULE:

Contained language concerning an alternating-possession throw-in following a warning for faking being fouled.

NEW RULE:

The language has been deleted because the **2025-26 interpretation changed the procedure** for addressing faking being fouled.

MEMORY AID:

“No longer a separate AP provision.”



2026–27 NFHS BASKETBALL RULES CHANGE

FAKING BEING FOULED



OLD LANGUAGE

RULE 6-4-4g

The previous language addressed an alternating-possession throw-in following a warning for faking being fouled after a released try.

EXAMPLE (OLD)



1 A1 releases a try.



2 A1 fakes being fouled.



3 Try is unsuccessful. Team B gains possession.

OFFICIAL'S PROCEDURE (OLD)

- Warning for faking being fouled.
- Alternating-possession throw-in (as specifically addressed in 6-4-4g).
- Rule 6-4-4g provided the procedure.

NEW FOR 2026–27

RULE 6-4-4g — DELETED

The previous language has been deleted. The faking being fouled procedure is now handled under the current Rule 4-49 interpretation (established in 2025–26).

SAME SITUATION — NEW PROCEDURE



1 A1 releases a try.



2 A1 fakes being fouled.



3 Signal #15 (Faking Being Fouled) **Do NOT blow the whistle.**



4 Allow the play to continue.



5 Stop play at the appropriate time and apply the warning/procedure.

KEY POINTS (NEW)

- Immediately give Signal #15 — Faking Being Fouled.
- Withhold the whistle.
- Allow the live-ball action to continue.
- Stop play when the appropriate stopping condition occurs.
- Issue the warning to the offending team.
- Team in control of the ball receives a throw-in at the designated spot nearest where play is stopped (no alternating-possession language).

RULE REFERENCE

6-4-4g IS DELETED.
Use Rule 4-49 and the current interpretation.

OFFICIALS' KEY:

OLD 6-4-4g IS GONE — USE CURRENT FAKING PROCEDURES (RULE 4-49)



2026-27 NEW YORK STATE Basketball Rules Changes

6. 2026 – 2027 NFHS NYSPHSAA RULES MODIFICATIONS (NYS ONLY)

35-second shot clock: Will be used for *varsity and junior varsity*. 5-second closely guarded count on the dribbler has been eliminated. **Only applies to dribbler in front court.**

Location	Player is dribbling while closely guarded	Player is holding the ball while closely guarded
Backcourt	5-second count applies	5-second count applies
Frontcourt	NO 5-second count	5-second count applies



2026-27 NEW YORK STATE Basketball Rules Changes

7. 2026 – 2027 NFHS NYSPHSAA RULES MODIFICATIONS (**NYS ONLY**)

Crew of 3 (only): Officials will stay **tableside** after administering a foul.

2026-27

POINTS OF EMPHASIS

NFHS BASKETBALL

1

UNIFORMS —
EDUCATION-BASED ACTIVITIES



2

TIMING CORRECTIONS
& OFFICIALS' COUNTS



3

BENCH DECORUM,
SPORTSMANSHIP &
PROFESSIONAL CONDUCT



4

PHYSICAL PLAY &
ILLEGAL CONTACT



5

TRAVELING, CONTINUOUS MOTION
& LEGAL PLAYER MOVEMENT



6

PLAYER EQUIPMENT —
TOOTH & MOUTH PROTECTORS



7

AUTHENTICATING MARK





2026-27 NFHS Basketball Rules Changes

2026-27 POINTS OF EMPHASIS

1. UNIFORMS — EDUCATION-BASED ACTIVITIES

- Home team traditionally wears **white**; the visiting team **dark**.
- Uniforms must be worn as intended.
- Jerseys designed to be tucked in must remain **properly tucked front and back**.
- Non-compliant players are directed to leave the game until corrected.
- Coaches are responsible for addressing uniform issues before they become game interruptions.

REMEMBER:

UNIFORM COMPLIANCE = COACH RESPONSIBILITY + OFFICIAL ENFORCEMENT



2026-27 NFHS Basketball Rules Changes



2026-27 POINTS OF EMPHASIS

2. TIMING CORRECTIONS & OFFICIALS' COUNTS

Officials should:

- Know elapsed time.
- Maintain awareness of the game clock.
- Use visible and silent counts when appropriate.
- Communicate with the scorer/timer.
- Be prepared to correct timing errors when they have definite knowledge.

KEY IDEA:

DON'T JUST WATCH THE CLOCK — KNOW THE CLOCK.



2026-27 NFHS Basketball Rules Changes



2026-27 POINTS OF EMPHASIS

3. BENCH DECORUM, SPORTSMANSHIP & PROFESSIONAL CONDUCT

Emphasis on:

- Professional behavior by coaches and players.
- Responsible bench conduct.
- Eliminating prolonged dissent and excessive reactions.
- Addressing taunting.
- Maintaining respect for opponents and officials.

KEY IDEA:

CONTROL THE BENCH BEFORE THE BENCH CONTROLS THE GAME.



2026-27 NFHS Basketball Rules Changes



2026-27 POINTS OF EMPHASIS

4. PHYSICAL PLAY & ILLEGAL CONTACT

Watch for:

- Hand checking
- Displacement
- Push-offs/control-arm fouls
- Illegal guarding
- Two hands on the back
- Forearm displacement
- Post-play illegal contact
- Unnecessary roughness

KEY IDEA:

LEGAL PHYSICAL PLAY ≠ ILLEGAL PHYSICAL ADVANTAGE



2026-27 NFHS Basketball Rules Changes



2026-27 POINTS OF EMPHASIS

5. TRAVELING, CONTINUOUS MOTION & LEGAL PLAYER MOVEMENT

Officials must accurately judge:

- Establishment of the pivot foot
- Euro-steps
- Spin moves
- Jump stops
- Gathering the ball
- Continuous motion

Continuous Motion Reminder:

If a player is fouled after beginning a try or tap, the player may complete the customary arm, foot or body movement associated with the try.

KEY IDEA:

SEE THE GATHER → IDENTIFY THE PIVOT → JUDGE THE MOVEMENT



2026-27 NFHS Basketball Rules Changes

2026-27 POINTS OF EMPHASIS

6. PLAYER EQUIPMENT — TOOTH & MOUTH PROTECTORS

Mouth protectors must:

- Be properly designed for protection.
- Be custom-fitted or molded.
- Be worn as intended.
- Not contain decorative/non-protective attachments that create a safety concern.

KEY IDEA:

PROTECTION FIRST — DECORATION DOES NOT OVERRIDE SAFETY



2026-27 NFHS Basketball Rules Changes

2026-27 POINTS OF EMPHASIS

7. AUTHENTICATING MARK

Game balls must have the appropriate **NFHS Authenticating Mark**.
Officials, coaches and administrators share responsibility for proper equipment.

KEY IDEA:

CHECK THE BALL — VERIFY THE MARK



2026-27 NFHS BASKETBALL RULES REVIEW



TIMING ISSUES
.3 OFF THE CLOCK

RULE 1



TIMING
CORRECTIONS

RULE 2



DEAD BALL
FOULS

RULE 3



THROW-INS

RULE 4



ALTERNATING
POSSESSION
THROW-INS

RULE 5



**NEW
FOR
NYS BOYS**

NEW YORK STATE HIGH SCHOOL BOYS — NEW RULES

In a **CREW OF 3, STAY TABLESIDE** when you administer a foul
and there is **NO CLOSE GUARDED VIOLATION** for the dribbler in the front court.

2026-27 POINTS OF EMPHASIS

NFHS BASKETBALL

1

UNIFORMS —
EDUCATION-BASED ACTIVITIES



2

TIMING CORRECTIONS
& OFFICIALS' COUNTS



3

BENCH DECORUM,
SPORTSMANSHIP & PROFESSIONAL CONDUCT



4

PHYSICAL PLAY &
ILLEGAL CONTACT



5

TRAVELING, CONTINUOUS MOTION
& LEGAL PLAYER MOVEMENT



6

PLAYER EQUIPMENT —
TOOTH & MOUTH PROTECTORS



7

AUTHENTICATING MARK





2026-2027 NFHS BASKETBALL RULES CHANGES



KNOW THE RULES | BE PREPARED | OFFICIATE WITH CONFIDENCE

RULE CHANGE	DESCRIPTION	RATIONALE / DETAILS
Rule 5-9-5 NEW	In the last 59.9 seconds of any quarter or extra period, a minimum of 0.3 seconds must expire from the game clock when an inbounds player legally touches the ball after a throw-in or unsuccessful free throw.	- Matches the existing tap-in rule (Rule 5-2-5). - Does not apply if the clock doesn't display tenths of a second.
Rule 5-10-2 Note NEW	Allows officials to use a visible or silent count as definite knowledge to correct timing errors during a clock malfunction.	Gives officials a practical, reliable backup solution when the game clock fails to start or stop correctly.
Rule 8-6-4 REVISED	Clarifies that opposing team technical fouls assessed during the same dead-ball period are treated as occurring at approximately the same time.	Offsetting penalties cancel out equally, and play resumes at the point of interruption.
Rule 9-2 Penalty CLARIFIED	Restores explicit language specifying that throw-in violation locations reset to the original throw-in spot.	Moves the ensuing throw-in to a designated spot if the original location wasn't already designated.
Rule 6-4-4g REMOVED	Deleted outdated subsection regarding warnings for faking being fouled.	Made redundant/unapplicable due to modifications introduced in previous seasons.

NEW YORK STATE BOYS – ADDITIONAL RULES / PROCEDURES		DETAILS / APPLICATION
NEW – NYS BOYS	No Closely Guarded Count on the Dribble in the Front Court	The closely guarded count on the dribble will not be used in the front court for New York State boys' high school basketball.
NEW – NYS BOYS	In Co3 – Stay Tableside after Administering a Foul	In a three-official crew, the official administering the foul stays tableside.

SAME GAME. STRONGER OFFICIALS.

EDUCATION | PROFESSIONALISM | CONSISTENCY

BASKETBALL OFFICIALS

EDUCATE | UNIFY | ELEVATE

OPTIONAL GOOGLE MEET – SUPPLEMENTAL TRAINING OPPORTUNITIES

SHORT VIRTUAL SESSIONS CAN SUPPLEMENT THE SIX SCHEDULED MEETINGS WITHOUT SIMPLY REPEATING THEM.

TENTATIVE DAY OF THE WEEK WILL BE THURSDAY'S – EXACT START DATE TBD

A MINIMUM OF 25 –45 MINUTES

POTENTIAL TRAINING TOPICS	DESCRIPTION / FOCUS
 PLAY OF THE WEEK	ONE DIFFICULT PLAY; GROUP INTERPRETATION
 RULE QUESTIONS	QUESTIONS SUBMITTED BY OFFICIALS
 CASE PLAYS	UNUSUAL OR DIFFICULT SITUATIONS
 END-OF-GAME	CLOCK, POSSESSION, FOULS AND ADMINISTRATION
 MECHANICS REVIEW	POSITIONING AND CREW RESPONSIBILITIES
 GAME EXPERIENCES	REVIEW SITUATIONS OCCURRING DURING THE SEASON
 NEW OFFICIAL SUPPORT	QUESTIONS FROM FIRST-YEAR/DEVELOPING OFFICIALS

OFFICIALS MAKE A DIFFERENCE



NEW YORK STATE GIRLS
BASKETBALL OFFICIALS ASSOCIATION

EDUCATE
UNIFY
ELEVATE



END OF MEETING

THANK YOU

FOR YOUR ATTENTION!

BASKETBALL OFFICIALS

— EDUCATE | UNIFY | ELEVATE

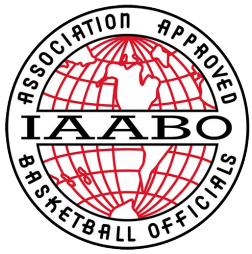
WEEK 3

Mindy Malia
Brian Jester

OFFICIALS MAKE A DIFFERENCE



NEW YORK STATE GIRLS
BASKETBALL OFFICIALS ASSOCIATION



2026-27 End of Quarter Situations



Situation 1: With 0.2 seconds remaining, an unsuccessful free throw is rebounded and a player attempts a catch-and-release shot.



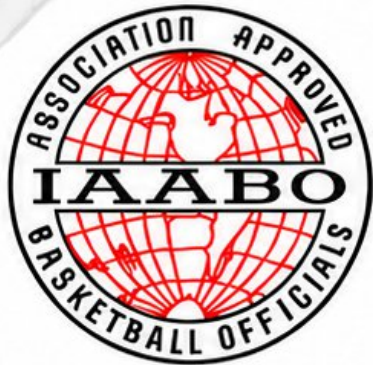
Ruling: Apply the minimum .3-second requirement when the ball is legally touched inbounds following the unsuccessful free throw. A catch-and-release try cannot be legally completed with less than .3 seconds expiring.

M-E has a throw-in with 0.4 seconds remaining

Situation 2: **M-E** throws the ball in with 0.4 seconds left. A1 legally touches the ball inbounds and releases a shot. (or **Binghamton** kicks the ball)

Ruling: The clock must reflect at least .3 seconds expiring when the ball is legally touched. A legal try can be released and counted if the other requirements for a successful try are satisfied. (if **Binghamton** kicks the ball, .3 must come off the clock)

NFHS Rule 5-9-5, new for 2026-27. The rule applies in the last 59.9 seconds of each quarter or extra period and does not apply when the game clock cannot display tenths of a second.



WEEK 2

OFFICIATING DEVELOPMENT SERIES

IAABO • NYS GBOA

BETTER OFFICIALS. BETTER GAMES. A STRONGER TOMORROW.



WEEK 2

RULES & 2026–27 CHANGES

KNOW THE RULES.
APPLY THEM WITH CONFIDENCE.



WEEK 2 REVIEW AND HOT TOPICS



Primary coverage and secondary coverage



Major 2026–27 NFHS rules changes



Points of Emphasis



Timing corrections



End-of-quarter situations



Throw-in administration



Technical-foul administration



Traveling & player movement



Officials' counts



Whistle Cadence



Boundary Responsibilities

SAME GAME. HIGHER STANDARDS. BRIGHTER OFFICIALS.



2026-27 Technical Foul Administrations



Technical foul during a dead-ball period

Situation 1: After a whistle and before the next throw-in, a player from **Windsor** taunts a player from **Sidney** and is assessed a technical foul.

Ruling: Administer the technical foul according to the applicable penalty provisions, including free throws and resumption of play.

Discussion: Is the ball live or dead when the conduct occurs? What are the proper reporting and resumption procedures?

The 2026-27 NFHS changes clarify administration of multiple technical fouls committed during the same dead-ball period.



2026-27 Throw-In Administration



Whitney Point can run the baseline

Situation: **Greene** scores. **Whitney Point** is awarded a throw-in along the end line and can run the baseline. **Whitney Point** takes more than five seconds to release the ball.

Ruling: **Whitney Point** commits a throw-in violation. **Greene** is awarded the ball for a throw-in at the original throw-in spot.

Discussion: Does the ability to run the baseline eliminate the five-second throw-in requirement?

NFHS 2026-27 Rule 9-2 penalty clarification and throw-in administration.



2026-27 Timing Corrections

Situation 1: Vestal throws the ball in with 12.4 seconds remaining. The timer fails to start the clock. The official has definite knowledge that approximately 2.0 seconds elapsed before the whistle.

Ruling: The referee may use definite knowledge, including an official's visible or silent count, to correct the timing error under Rule 5-10-2 Note.

Teaching point: Officials must stay engaged with the clock and maintain awareness of elapsed time.

Situation 2: With 8.0 seconds remaining, U-E throw-in is legally touched inbounds. The clock starts late, and the official has definite knowledge that 1.5 seconds elapsed.

Ruling: Correct the clock using the definite knowledge available to the official.
Discussion: What information does the crew have, and what can the timer verify?

NFHS 2026-27: Rule 5-10-2 Note permits official visible or silent counts and other official information to correct timing errors.



BOARD 49

OFFICIATING DEVELOPMENT SERIES

BETTER OFFICIALS. BETTER GAMES. A STRONGER TOMORROW.



EDUCATE
DEVELOP
SUPPORT
ELEVATE

WEEK 3

VIOLATIONS & ADVANTAGE/DISADVANTAGE

SEE THE PLAY.
UNDERSTAND THE IMPACT.
MAKE THE RIGHT CALL.



SUGGESTED TOPICS



Traveling



Pivot-foot concepts



Illegal dribble



Carrying/palming



Three seconds



Backcourt



Throw-in violations



Closely guarded situations



Offensive/defensive displacement



When to call — and when not to call



VIDEO LAB



Clips without sound.



OFFICIALS IDENTIFY



- What happened?
- What did you see?
- Was there a violation?
- Did it affect the play?

SAME GAME. HIGHER STANDARDS. BRIGHTER OFFICIALS.



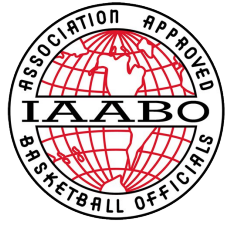
2026-27 Traveling and Player's Movements



EXAMPLE: TRAVEL

Jump Stop → Lift → Return Before Release

1. **Oxford** player comes to a legal jump stop.
2. Neither foot can be a pivot.
3. **Oxford** player lifts either foot.
4. **Oxford** player returns a foot to the floor while still holding the ball.
5. This is a **Traveling** violation — Rule 4-44-4(a).



2026-27 Traveling and Player's Movements



A **Seton** player was moving and performed a legal jump stop (jumped off one foot and landed on both feet simultaneously):

1. Both feet land simultaneously: Legal jump stop. Neither foot is established as a pivot foot.
2. The **Seton** player takes a step with the left foot: This is where the issue occurs. After a legal jump stop, neither foot may be used as a pivot.
3. The **Seton** player pushes off the left foot to shoot: The left foot has returned to the floor after being lifted, before the ball is released.

Important distinction: If the **Seton** player simply lands on both feet simultaneously without jumping off one foot as part of the jump stop, the ruling may differ. The landing sequence is critical.

Legal jump stop → No pivot → Lift either foot → Ball must be released before either foot returns to the floor.

BASKETBALL OFFICIALS

— EDUCATE | UNIFY | ELEVATE

WEEK 4

Mindy Malia
Brian Jester

OFFICIALS MAKE A DIFFERENCE



NEW YORK STATE GIRLS
BASKETBALL OFFICIALS ASSOCIATION



BOARD 49

OFFICIATING DEVELOPMENT SERIES

BETTER OFFICIALS. BETTER GAMES. A STRONGER TOMORROW.



EDUCATE
DEVELOP
SUPPORT
ELEVATE

WEEK 4

ILLEGAL CONTACT & FOUL RECOGNITION

SEE IT.
PROCESS IT.
CALL IT.
COMMUNICATE IT.



SUGGESTED TOPICS



Legal guarding position



Block / charge



Verticality



Hand-checking



Freedom of movement



Post play



Screening



Rebounding / contact



Incidental vs. illegal contact



Advantage / disadvantage



Flagrant, intentional & technical situations



PARTNER EXERCISE

Officials explain what the defender did, what the offensive player did, and **who created the illegal contact**.



KEY EMPHASIS

See → Process → Decide → Communicate.



*Details
Create
Better
Officials.*

SAME GAME. HIGHER STANDARDS. BRIGHTER OFFICIALS.

BASKETBALL OFFICIALS

— EDUCATE | UNIFY | ELEVATE

WEEK 5

Mindy Malia
Brian Jester

OFFICIALS MAKE A DIFFERENCE



NEW YORK STATE GIRLS
BASKETBALL OFFICIALS ASSOCIATION



BOARD 49

OFFICIATING DEVELOPMENT SERIES

BETTER OFFICIALS. BETTER GAMES. A STRONGER TOMORROW.



EDUCATE
DEVELOP
SUPPORT
ELEVATE

WEEK 5

GAME MANAGEMENT & PROFESSIONAL JUDGMENT

LEAD WITH
JUDGMENT.
MANAGE THE GAME.
EARN RESPECT.



SUGGESTED TOPICS



Bench decorum



Coach communication



Player control



Preventive officiating



Difficult coaches



Unsporting behavior



Crew communication



Dead-ball situations



Game tempo



Recognizing when a game is escalating



GAME-MANAGEMENT SCENARIOS



Game-Management Scenarios: Small groups work through difficult situations and explain how they would communicate and respond.



KEY EMPHASIS



Emphasis on judgment, presence and professionalism.



SAME GAME. HIGHER STANDARDS. BRIGHTER OFFICIALS.

BASKETBALL OFFICIALS

— EDUCATE | UNIFY | ELEVATE

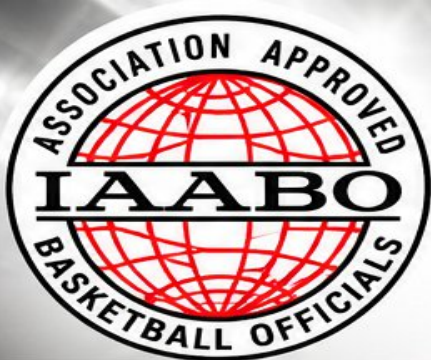
WEEK 6

Mindy Malia
Brian Jester

OFFICIALS MAKE A DIFFERENCE



NEW YORK STATE GIRLS
BASKETBALL OFFICIALS ASSOCIATION



BOARD 49

OFFICIATING DEVELOPMENT SERIES

BETTER OFFICIALS. BETTER GAMES. A STRONGER TOMORROW.



EDUCATE
DEVELOP
SUPPORT
ELEVATE

WEEK 6

PUTTING IT ALL TOGETHER

PREPARE TODAY. ———
PERFORM TOMORROW.



SUGGESTED TOPICS



Complete game situations



Mechanics under pressure



End-of-game situations



Last-minute fouls & violations



Shot-clock/game-clock issues where applicable



Free-throw administration



Multiple-foul situations



Technical fouls



Overtime/end-period procedures



Crew communication & rotation



MOCK GAME / VIDEO EVALUATION



Officials work situations
from beginning to end.



GROUP DISCUSSION



Followed by individual feedback
and development points.

IT ALL COMES TOGETHER HERE.



SAME GAME. HIGHER STANDARDS. BRIGHTER OFFICIALS.