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**2023-24  
NCHSAA  
BASKETBALL RULES CLINIC**



# 2023-24 NFHS BASKETBALL RULES POWERPOINT

National Federation of State  
High School Associations



Rules Changes  
Editorial Changes  
Points of Emphasis

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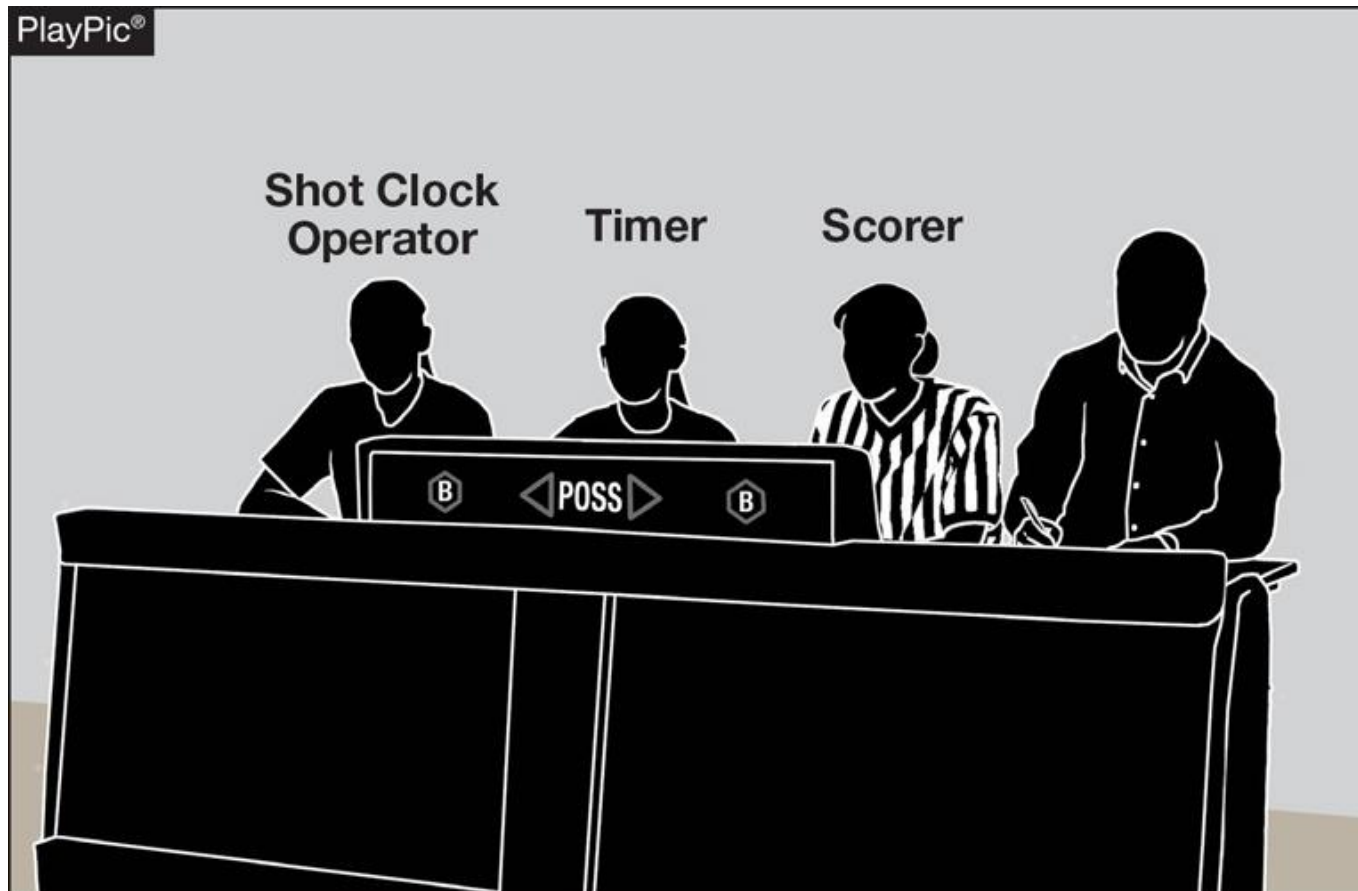
Rules Changes

# 2023-24 NFHS BASKETBALL



# GAME AND TABLE OFFICIALS

## 2-1-3 NOTE



- If utilizing a shot clock, the shot clock operator shall be located at the scorer's and timer's table.
- This allows the officiating crew to quickly identify the person who is operating the shot clock should there be a timing issue that needs to be addressed.

# UNIFORMS

## 3-4-5



- Teammates may wear multiple styles of uniform bottoms including shorts, skirts or pants, so long as they are like-colored.
- Not all team members need to wear the same style.
- However, all styles must meet uniform requirements for visible manufacturer logos and trademarks.



# TEAM MEMBER'S EQUIPMENT, APPAREL

## 3-5-6



- If the visiting team is wearing undershirts with their dark jerseys, the undershirts may now be a single solid color similar to the torso of the jersey or solid black.

# TEAM MEMBER'S EQUIPMENT, APPAREL

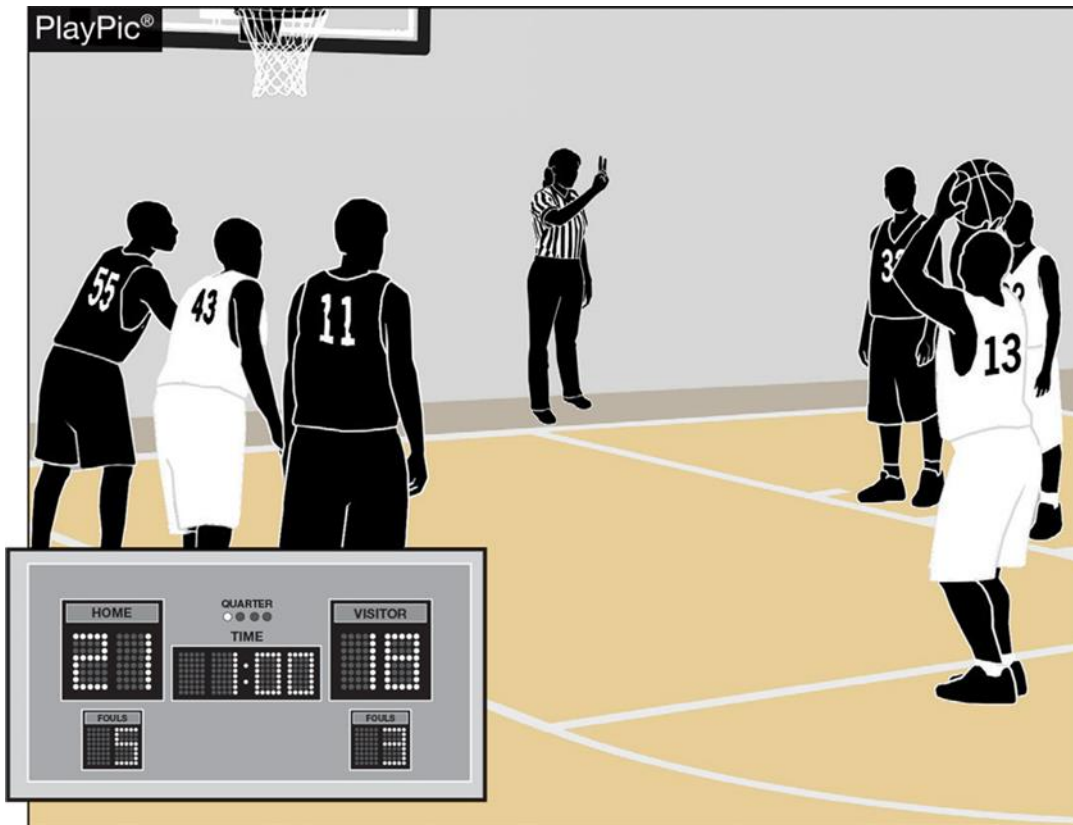
## 3-5-6



- Team members in this PlayPic may wear either solid black or solid red undershirts, but players on the same team cannot wear both.
- If players choose to wear an undershirt, all undershirts must be the same color.

# BONUS FREE THROWS

## 4-8-1



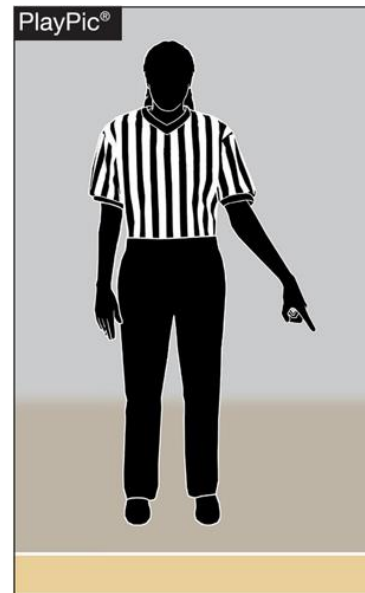
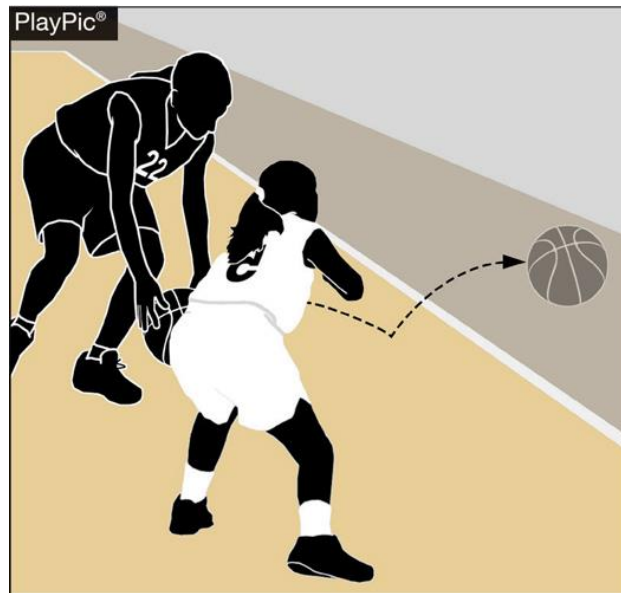
- Two free throws will now be awarded for all common fouls, except for a player-control foul or team-control foul, beginning with the fifth team foul in each quarter.
- Team fouls will be reset to zero at the end of each quarter, excluding the fourth quarter if an overtime period is needed.





# RESUMPTION OF PLAY PROCEDURE, THROW-INS 7-5-2 thru 4 (NEW)

- After an **out of bounds** violation in either the frontcourt or the backcourt by either team, the throw-in shall be at the designated spot nearest to where the ball went out of bounds.



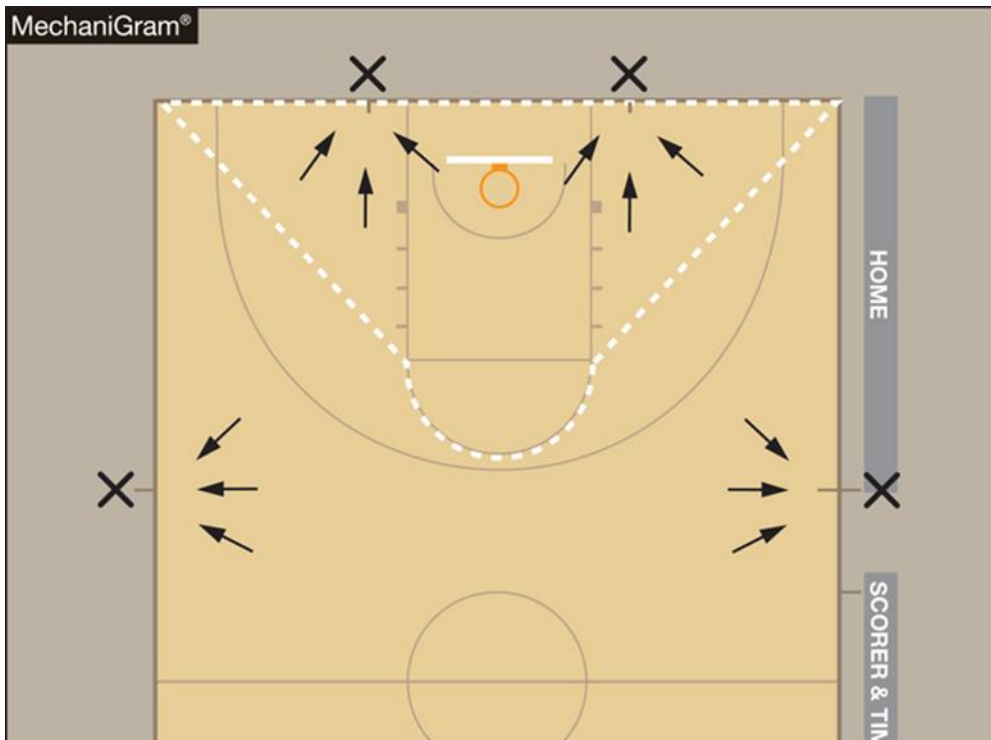


# RESUMPTION OF PLAY PROCEDURE, THROW-INS 7-5-2 thru 4 (NEW)

- After a violation or a foul before the bonus is in effect by either team or any other stoppage in play, the throw-in location will be determined by the location of the violation/foul or the location of the ball when the stoppage occurs:
  - **Frontcourt throw-in** – one of the newly established four designated spots (28-foot mark along each sideline or 3-feet outside the lane line along the end line).
  - **Backcourt throw-in** – the designated spot nearest the foul, violation or other stoppage.



# RESUMPTION OF PLAY PROCEDURE, THROW-INS [7-5-2 thru 4 (NEW)]



- **Frontcourt throw-ins** – Officials shall determine the throw-in spot by using an imaginary line (dotted line).
  - If the stoppage of play occurs inside the dotted imaginary line, the spot shall be the nearest point on the end line 3-feet outside the lane line.
  - If the stoppage of play occurs outside the dotted imaginary line, the spot shall be the nearest 28-foot mark along each sideline.



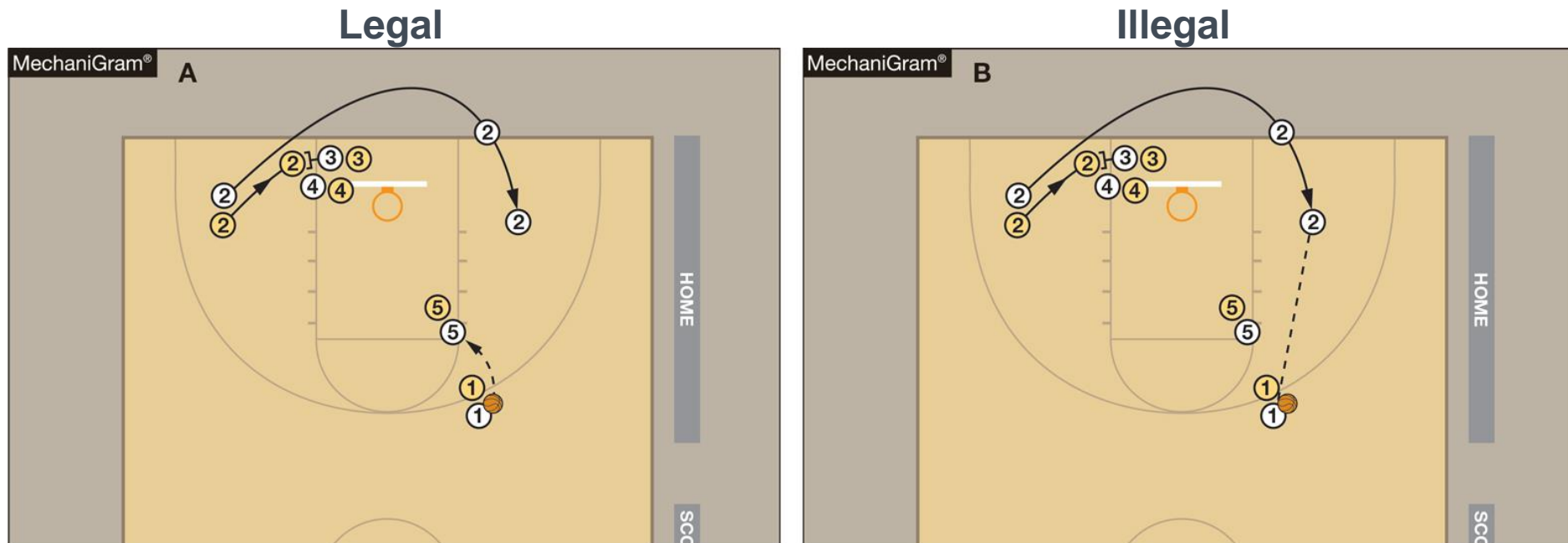
# THROW-IN ADMINISTRATION

## 7-6-6

- When an official administers a throw-in to the wrong team, the officials may now rectify the mistake at any time before the first dead ball after the ball becomes live unless there is a change in possession.
- After the ball becomes dead or the correct team gains possession, the time to correct the mistake has expired.

# OUT OF BOUNDS

## 9-3-3



- A player may now step out of bounds as long as the player is not the first player to touch the ball, or the player did not step out of bounds to avoid a violation (MechaniGram A).
- Any player who steps out of bounds under the player's own volition and is the first player to touch the ball after returning to the playing court or does so to avoid a violation has committed a violation (MechaniGram B).



# CORRECTIONS

- **Rules Book: Page 61, 9-2 PENALTY: (Section 2) THROW-IN PROVISIONS** – The ball becomes dead when the violation or technical foul occurs. Following a violation:
  - a. If the opponent is awarded possession in their frontcourt, the throw-in will be at one of the four designated spots nearest the violation.
  - b. If the opponent is awarded possession in their backcourt, the ball is awarded to the opponent for a throw-in will be at the original throw-in spot.
- **Officials Manual: Page 172, NOTIFY COACH OF DISQUALIFIED PLAYER** – When a player fouls out, the calling official is responsible for notifying the coach, having table personnel start the ~~20~~ 15 second substitution clock and informing the player,...





# GAME AND TABLE OFFICIALS

## 2-1-1

- The official's uniform shall be a black-and-white striped shirt, black pants, predominantly black shoes and black socks.
- **Rationale:** A change from the word “primarily” to “predominantly” allows official more footwear options.



# SETTING DIRECTION OF INITIAL ARROW

## 4-3-2

Alternating-possession control is established, and the initial direction of the possession arrow is set toward the opponent's basket when:

- **ART. 2 . . . Entering an overtime period**, the ball is placed at the disposal of the free thrower after a common foul when the bonus free throws are in effect.

**Rationale:** Clarifies that the possession arrow is set towards the opponent's basket when the ball is placed at the disposal of the free thrower after a common foul when the bonus rule is in effect, **which can only occur**, entering an overtime period.







## FOUL 4-19-13

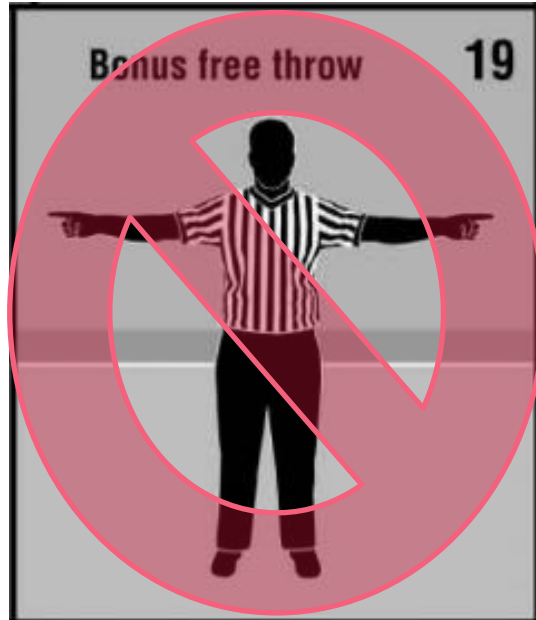
- **ART. 13 . . .** A team foul is any personal foul or technical foul (except indirect technical fouls) which is charged to either team. All team fouls are counted to reach the bonus free throws for the quarter in which they are assessed.

**Rationale:** Clarifies that team fouls are only counted towards the bonus in the quarter in which they were assessed.





# OFFICIAL NFHS BASKETBALL SIGNALS



**Officials Signal #7** – Clarified description to include throw-in violation.  
**Officials Signal #19** – Removed “Bonus free throw” signal and included “Bonus free throws” in title of new #19 “Signal free throw.”





Points of Emphasis

# 2023-24 NFHS BASKETBALL



## UNIFORMS, EQUIPMENT AND APPAREL



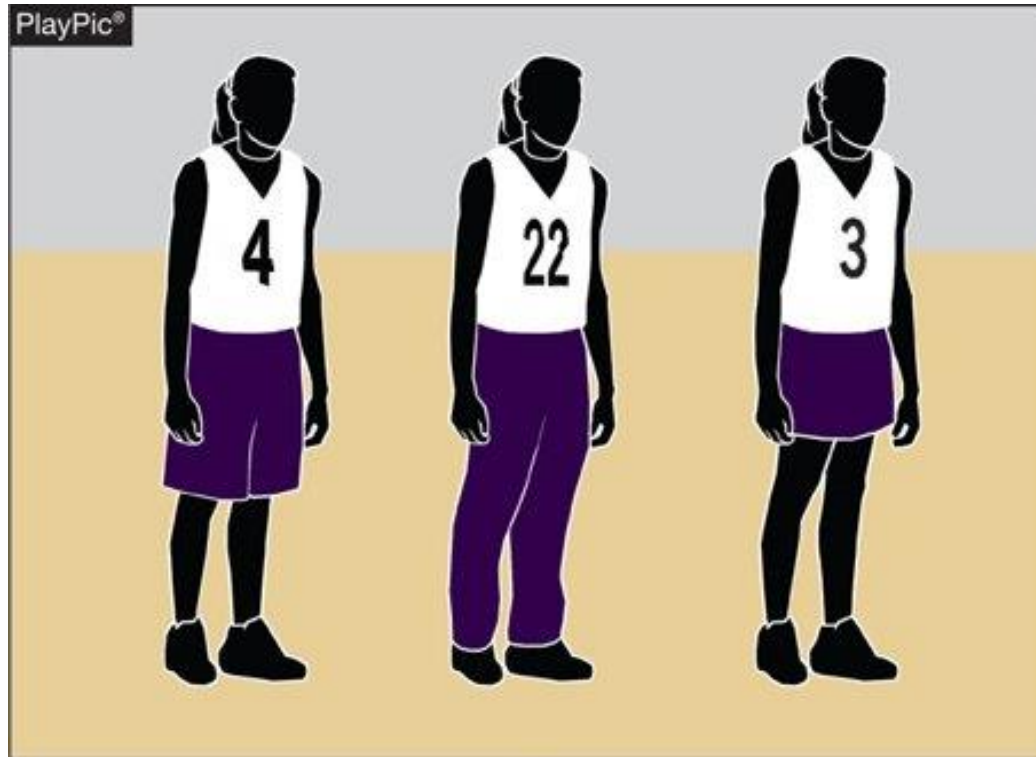
- Coaches and school administrators must ensure that legal uniforms are being ordered and purchased from manufacturers/distributors.
- If in doubt, prior to purchasing uniforms, equipment or apparel, confirm legality with the local state association.
- An NFHS basketball uniform guide was created to illustrate the proper uniform design. That document and an animated presentation can be found on the NFHS website.

## UNIFORMS, EQUIPMENT AND APPAREL



- Requests to make an exception to rule 3-4, Uniforms (Pink Out Night, Retro/Throw Back Night, Military Appreciation Night) must be submitted to the state association before the event for approval.
- Uniform requirements **MAY NOT** be altered by mutual agreement between schools or coaches.

## UNIFORMS, EQUIPMENT AND APPAREL



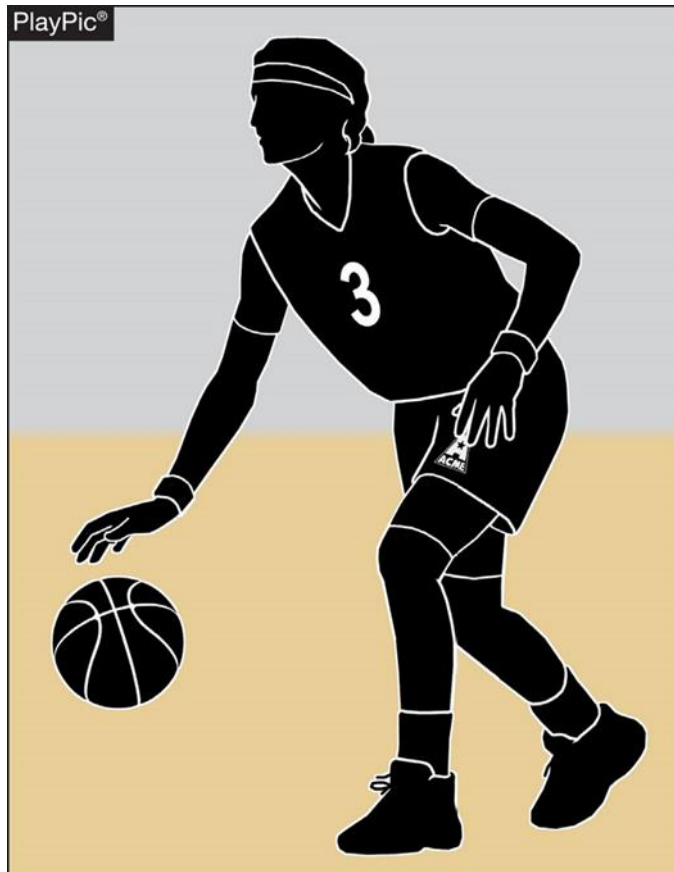
- Uniform bottoms do not have to match the torso of the uniform.
- With the adoption of rule 3-4-5, uniform bottoms must be like-colored among teammates.
- The bottom style may differ for every player, but the color must be the same.
- Rolling and/or tucking of uniform bottoms is permissible, as long as the compression tights/sleeves, if worn, are color compliant.

## UNIFORMS, EQUIPMENT AND APPAREL



- Undershirts, if worn by the home team, shall be white, hemmed, not have frayed or ragged edges, and if they have sleeves, they shall be the same length.
- Undershirts, if worn by the visiting team, must be a single solid color similar to the torso of the jersey or solid black and meet all other requirements as listed above. Team members may wear either the single solid color or black, but not both.

## UNIFORMS, EQUIPMENT AND APPAREL

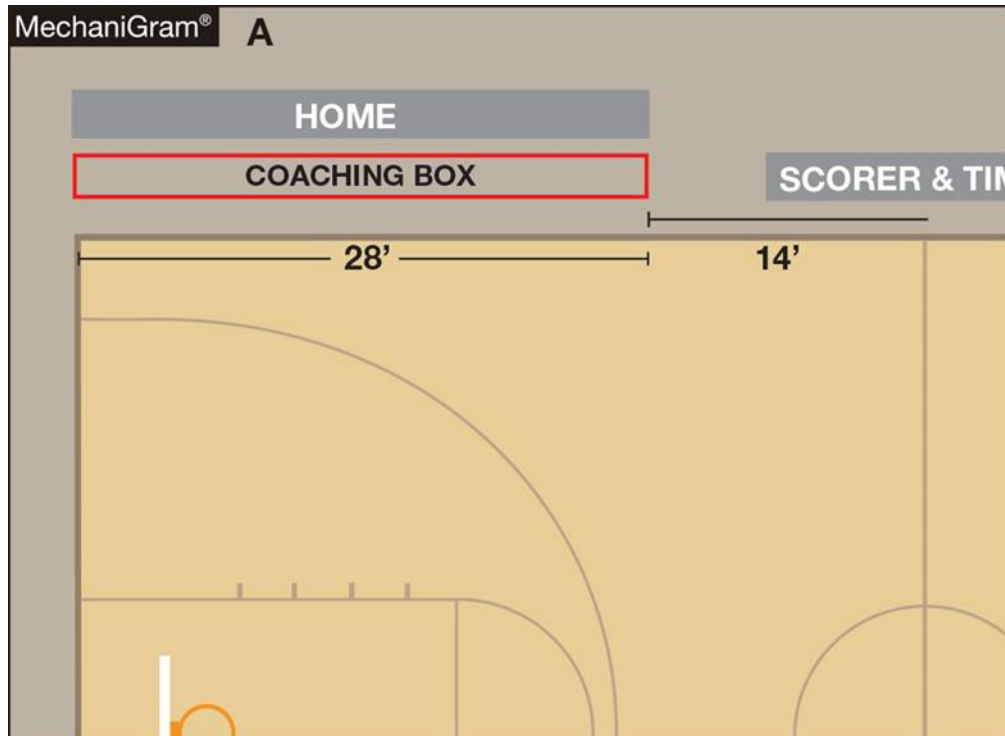


- Arm sleeves, knee sleeves, lower leg sleeves, compression shorts and tights are permissible.
- Anything worn on the arm and/or leg is a sleeve, except a knee brace, and shall meet the color restrictions.
- Sleeves/tights and compression shorts shall be black, white, beige or the predominant color of the jersey and the same color shall be worn by teammates.
- All sleeves/tights and compression shorts shall be the same solid color and shall be the same color as any headband or wristband worn.





# BENCH DECORUM



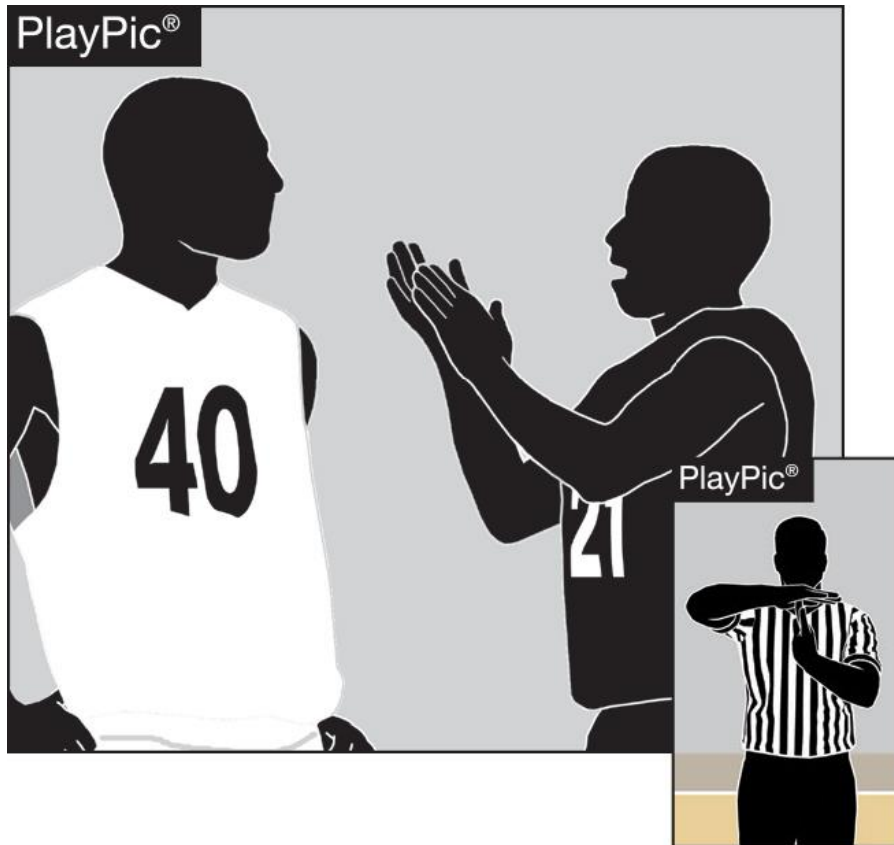
- Through the enforcement of existing rules, coaches and bench personnel are expected to exhibit appropriate and acceptable behaviors.
- Coaches are expected to remain in the coaching box.
- Coaches who go beyond the 28-foot line, or more importantly onto the playing court, gain a distinct advantage that is not within the spirit or intent of the rules.

## BENCH DECORUM



- While the bench area expands during a time-out, the bench area does not extend beyond the 28-foot line.
- Coaches and other bench personnel may not move to the extended bench area until the time-out begins to ensure bench personnel do not create inadvertent contact with opposing players still on the playing court.
- Coaches who leave the expanded bench area to engage officials inappropriately are subject to a warning or bench technical foul.

## BENCH DECORUM



- Misconduct, including taunting; baiting; finger-pointing; trash talking or using inappropriate gestures by players; coaches or bench personnel, is not permitted.
- Players and coaches are not allowed to disrespectfully or inappropriately address and/or gesture at an official after a ruling is made on the court.
- Player and coach behavior, which in the official's judgment is determined to be a taunt of an opponent or a disrespectful act toward an official, shall be penalized by assessing a technical foul.

## BENCH DECORUM



- Assistant coaches are not authorized to approach the scorer's table at any time.
- The head coach is permitted to go to the scorer's table to request a 60-second time-out to confer with personnel regarding a correctable error or to prevent or rectify a timing or scoring mistake/error or an alternating possession mistake.

## THROW-INS — PROPER LOCATIONS



- Proper inbound spots contribute to the overall flow and fairness of the game.
- Coaches design specific plays and strategies based on where the ball will be put in play.
- It is therefore essential for game officials to be diligent in administering the ball at the proper throw-in location.
- Any time a team causes the ball to go out of bounds, the throw-in occurs from the spot where the ball went out of bounds.



## THROW-INS — PROPER LOCATIONS

- When a violation, defensive foul before the bonus or dead ball (inadvertent whistle, held ball, etc.) occurs that will result in a throw-in, officials must ask themselves three questions:
  - Where did the violation/foul occur?
  - Is the throw-in team in their frontcourt or backcourt?
  - Where was the ball when the interruption occurred?



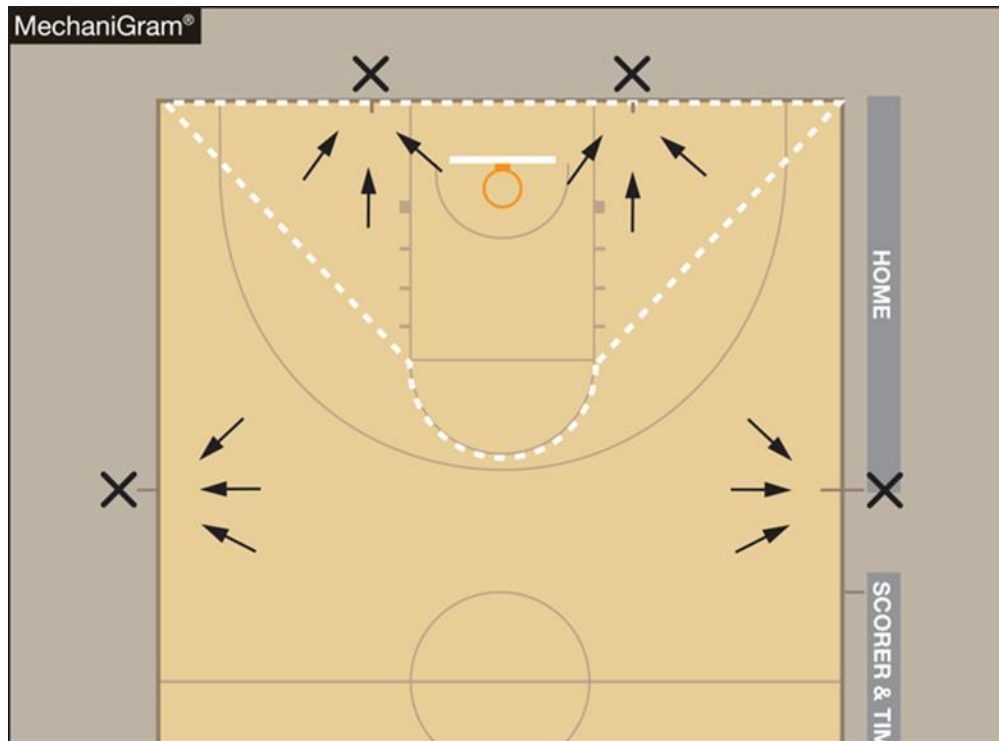
## THROW-INS — PROPER LOCATIONS



- When a team will **gain** or **retain** possession in its **backcourt** after a violation, foul prior to the bonus or stoppage in play, play will resume with a throw-in at either the point of interruption or the designated spot nearest to where the violation or foul occurred.



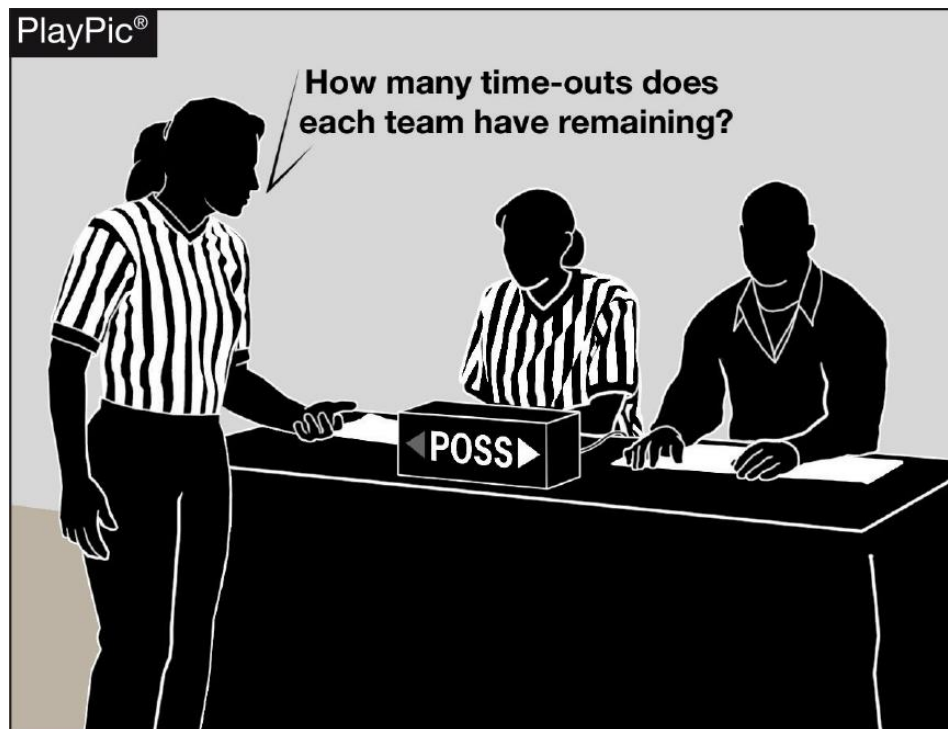
## THROW-INS — PROPER LOCATIONS



- When a team will **gain** or **retain** possession in its **frontcourt**, play will resume with a throw-in from one of the four designated frontcourt spots.

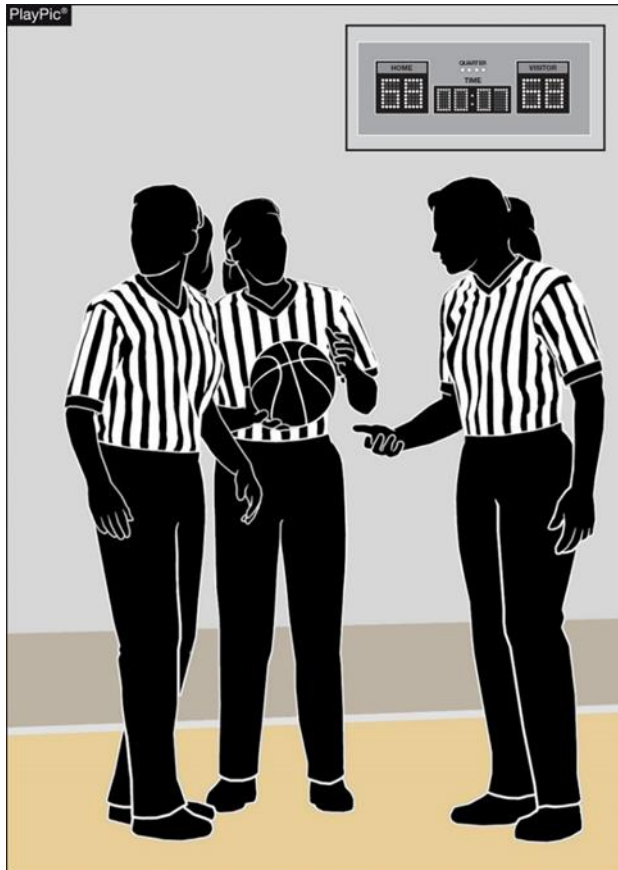


## END-OF-GAME PROTOCOLS



- As a game nears the end of playing time, officials need to remind each other of the game-ending procedures to prevent potential issues.
- Late-game time-outs provide the best opportunities to:
  - Confirm scorebook accuracy with the scorer, the number of time-outs remaining for each team and the number of team fouls/impact on the bonus.
  - Remind the timer to watch officials for clock-start and clock-stop signals and be prepared to assist in aiding officials regarding whether a last-second shot was released prior to the end of time.

## END-OF-GAME PROTOCOLS



- During late-game time-outs the officials should discuss the following among the crew:
  - Last-second shot responsibility.
  - Unless the ball is tapped, no try can be attempted on a throw-in or free throw with .3 seconds or less remaining.
  - Intentional/flagrant fouls are two shots and a designated spot throw-in.
  - If a foul occurs as the game-ending horn sounds and the score can be tied or the game won by the ensuing free throws, the official must administer the free throws. If they will not change the outcome, they shall not be attempted.

## END-OF-GAME PROTOCOLS



- If the score is tied at the end of regulation time, inform each team and the table officials of the overtime procedures (length of overtime period, additional 60-second time-out, etc.).



## END-OF-GAME PROTOCOLS

- Following the game-ending horn, the referee should confirm with the scorer that everything is correct, then leave the floor with their partner(s).
- In situations when the score is separated by three points or less, it may be necessary to verbally confirm with the scorer.
- In games when the margin of victory is larger, a visual signal such as a thumb's-up will suffice.
- Be confident everything is correct, as the officials' jurisdiction ends when the entire crew leaves the visual confines of the playing court.



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# NCHSAA BASKETBALL OFFICIALS INFORMATION



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# 2023 NCHSAA Basketball Officials

- Perception – Confidence/Appearance/Communication
- Accountability
- Professionalism
- Communication – Scorebook/Clock Operator
- Respecting One Another – Give the Respect You Expect  
(Coaches and Officials)
- What We Permit, We Promote



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# 2023 NCHSAA Basketball Officials

## Highlights

- **Email address** - be sure it is exactly the same for DragonFly and NFHS
- **Exam** - October 8 – December 3, 2023
  - Three opportunities to receive passing score of 75%
- **Concussion Course** - if it expires during season it will prevent you from continuing to officiate games until renewed
- **Officials Pass**
  - After all requirements are met – scroll to bottom of TODAY tab on DragonFly registration page
  - Click “Request a Card”



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# 2023 NCHSAA Basketball Officials

## Highlights

- **Background Checks**

- New company **YardStik** (notice the spelling)
- Complete all requested information on Consent Form
- May take up to three (3) weeks to receive results
- If additional info is requested, please respond – check Spam or Junk folder
  - Failure to respond after 30 days will cause cancellation
  - You will then need to complete another consent form and pay an additional \$12.00





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# 2023 NCHSAA Basketball Officials

## Highlights

- **Disqualifications v. Ejections**

- Officials will NOT enter Disqualifications into DragonFly
- Disqualifications must be reported to your regional supervisor



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# Ejections

The following slides will review the NCHSAA ejection policy.

Please remember:

- *These actions should be reported in DragonFly as ejections*
- *Please enter as soon after the game as possible while the details are still fresh (within 24 hours)*
- *Provide accurate numbers, team names, jersey colors, etc.*
- *Refrain from communicating with coaches and players the penalty for the ejection*
- *The NCHSAA does **not** overturn ejections*
- *Regional Supervisors and officials, after post-game discussion, can make a change to or reverse an ejection*



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# Ejections

## SPORTSMANSHIP/EJECTION POLICY

This policy applies to all persons involved in an athletic contest, including student-athletes, coaches, managers, and game administrators. The following examples include behavior or conduct which will result in an ejection from a contest:

- **Fighting**, which includes, but is not limited to, combative acts such as:
  - an altercation between 2 or more parties that include swinging, hitting, punching, and/or kicking
  - an attempt to strike an opponent with a fist, hands, arms, legs, feet, or equipment
  - an attempt to punch or kick an opponent, regardless of whether or not contact is made
  - an attempt to instigate a fight by committing an unsportsmanlike act toward an opponent that causes an opponent to retaliate
  - leaving the bench area – coming onto the playing area illegally



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# Ejections

## SPORTSMANSHIP/EJECTION POLICY

- **Flagrant contact, which includes, but is not limited to, combative acts such as:**
  - maliciously running over opposing player without an attempt to avoid contact
  - excessive contact out-of-bounds or away from playing action that is unwarranted and extreme in nature
  - taking down a player dangerously, in a malicious manner



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# Ejections

## SPORTSMANSHIP/EJECTION POLICY

- **biting** observed or determined by an official
- **taunting, baiting, or spitting** toward an opponent or official
- **profanity, inappropriate language, racial slurs, sexist, or homophobic language** **ZERO TOLERANCE**
- **obscene gestures, including gesturing in such a manner as to intimidate or instigate**
- **disrespectfully address, physically contacting an official is subject to automatic expulsion and can result in ineligibility for the remainder of career;**
- **use of tobacco products, alcoholic beverages, or other controlled substance**

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**QUESTIONS**



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# NEA



Northeast Officials  
Association

Thank you for attending

