



2024-25 BASKETBALL RULES CHANGES

1-19: Limits the use of electronic devices used during a game for the purposes of recording and tracking stats, reviewing or diagramming plays, or other similar contest related functions.

Rationale: Clarifies the type of electronic devices that are allowed during the game, prohibiting the use of voice and video recording devices worn during a contest.

2-11-11: Requires the non-official scorer(s) to compare records with the official scorer when multiple scorers are present.

Rationale: Allows the official scorer to remain focused on game activity and places the responsibility of comparing scoring and other bookkeeping information on the auxiliary scorer(s).

3-3-6: Requires a player who has been injured to be removed from the game if the coach is beckoned by the official, whether the coach enters the playing area or not, or if bench personnel (i.e., a coach or athletic trainer) enters the court without being beckoned. The coach may still use a time-out to continue assessment of the injury and keep the injured player in the game.

Rationale: Creates consistency for officials that an injured player is subject to removal from the game when an injury occurs, and the coach/team personnel are beckoned or if they enter the court without an official beckoning.

3-3-7: Allows 20 seconds for a player to address any minor blood on the body or uniform without leaving the game. If the blood cannot be appropriately covered/cleaned within 20 seconds, the head coach may take a time-out to address the issue or substitute for the player.

Rationale: Provides a short interval of time to handle a blood related issue without delaying the game, while still addressing the health-related concerns associated with blood on a player.

3-4-4a (NEW): Allows the use of a school logo/mascot image to be centered directly above the uniform number in place of an identifying name.

Rationale: Removes the restriction of allowing only lettering on the front of the jersey.

4-6-1 EXCEPTION (NEW): Creates an exception to basket interference by allowing a player(s) to touch only the net while the ball is on or within the basket provided that the contact did not affect the ball.

Rationale: Allows play to continue unless the contact of the net affects the try for goal.

4-47-5 (NEW), 10-2-1g (NEW), 10-4-5b: Changes the penalty for failing to immediately pass the ball to the nearer official when a whistle sounds from a player technical to a warning for delay for the first violation and a team technical for any subsequent offense.

Rationale: Allows officials to issue a warning before assessing a technical and the technical will now be assessed to the team and not the player, lessening the severity of the penalty while addressing the behavior.

4-49 (NEW), 10-2-1g (NEW), 10-4-6f: Changes the penalty for faking being fouled from a player technical to a warning for the first violation and a team technical for any subsequent offense and adds a definition and examples.

Rationale: Allows officials to issue a warning before assessing a technical and the technical will now be assessed to the team and not the player, lessening the severity of the penalty while addressing the behavior.

7-1-1: Establishes that a player is out of bounds if contact by a teammate or other bench personnel outside the boundary line provides an advantage, allowing the player to remain in bounds.

Rationale: Establishes that a player cannot be assisted from outside the boundary line by teammates or bench personnel to remain in-bounds.

9-10-1a NOTE (NEW), 4-10: Allows state associations to adopt a modification to the closely guarded rule if they have adopted the 35-second shot clock, allowing players to dribble the ball for more than five seconds while closely guarded and maintain that a player may not hold the ball for five or more seconds.

Rationale: Permits states utilizing the 35-second shot clock to allow players to dribble without enforcing the closely guarded rule since they have a 35-second time limit to attempt a try for goal, maintaining an appropriate pace of play.

10-1-1 PENALTY, 10-1-2 PENALTY, 10-2-7 PENALTY (NEW), 10-5-1 PENALTY(NEW): Establishes that all administrative, team and bench technical fouls that occur during pregame offset – no free throws are awarded – and the game will start with a jump ball and the head coach does not lose the privilege of the coaching box.

Rationale: Clarifies that an equal number of technical fouls committed by both teams during pregame offset and establishes how the game will start after offsetting technical fouls.

10-2-7 (NEW), 10-5-1i: Changes the penalty for dunking or attempting to dunk or stuff a dead ball from a bench technical to a team technical.

Rationale: Continues to penalize the offending team with a team technical foul (free-throws, offended team the ball to start the period, a foul added to the team count), but no longer requires the coach to lose the coaching box to start the game and no personal foul is awarded.

2024-25 Basketball Editorial Changes

1-13-2, 2-2-4 NOTE, 2-10-6, 3-3-1c NOTE, 3-3-7 NOTES 1, 3-4-2a, 3-5-1 NOTE, 3-5-7, 4-12-2 NOTE (NEW), 7-2-1, 7-3-2, 7-6-6, 8-5-3, 9-1 PENALTIES 1c, 9-2-10 NOTE 2 (NEW), 9-2 PENALTIES 1, 9-2 PENALTY, 9-7-1 NOTE (NEW), 9-9-3 NOTE (NEW), 10-4-3, 10-4-6h, 10-5, 10-5-3, Official Signals

2024-25 Basketball Points of Emphasis

1. Warning for Delay
2. Faking Being Fouled
3. Proper Procedures for Handling Blood



2024-25 NFHS BASKETBALL RULES INTERPRETATIONS

Publisher's Note: The National Federation of State High School Associations is the only source of official high school interpretations. They do not set aside nor modify any rule. They are made and published by the NFHS in response to situations presented.

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2024-25 NFHS Basketball Case Book Corrections: (Underlining shows additions; ~~strikethrough~~ shows deletions.)

Page 5, 10.1.1 PEN SITUATION: ... No free throws are shot and ~~neither coach loses~~ both coaches lose the privilege of the coaching box.

Page 52, 6.4.1 SITUATION A:...B1, a designated starter, is discovered to be wearing an illegal jersey number...

Page 54, 6.4.1 SITUATION F: RULING: ~~The game will start with administration of the technical-foul free throws in the order in which the fouls were called. Team B shoots first followed by Team A. Team A will then be given the ball for a throw-in at the division line opposite the table. When the thrower of Team A is bounced the ball or it is placed at Team A's disposal, the possession arrow will be set pointing toward Team B's basket. (4-3, 7-5-6a) Each team is assessed a foul to count toward its team-foul count. The free throws for the technical fouls offset and the game will begin with a jump ball. Both head coaches do not lose the privilege of using the coaching box. No free throws are attempted, and the game begins with a jump ball. COMMENT: Because the technical fouls occur during pregame, in equal numbers, they offset. [10-1-1 PENALTY, 10-1-2 PENALTY, 10-2-7 PENALTY (NEW), 10-5-1 PENALTY (NEW)]~~

SITUATION 1 (ELECTRONIC DEVICES): An official observes a Team A team member wearing headphones during pregame or halftime warm-up. The official notifies the coach and the coach instructs the team member to remove the headphones for safety reasons. **RULING:** Correct procedure. **COMMENT:**

Electronic devices may be utilized for the purposes of recording and tracking stats, reviewing or diagramming plays, or performing other similar contest-related functions. (1-19, 3-7)

SITUATION 2 (BLOOD): The official discovers a player from Team A has a bloody nose. The official directs the player to the bench and notifies the timer to start the 20-second timer. The bleeding is stopped or controlled within 20 seconds, the player is allowed to stay in the game and play is resumed at the point of interruption. **RULING:** Correct procedure. **COMMENT:** The player may return to the game if the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition within 20 seconds. The player may return to the game if a time-out is requested by, and granted to, the player's team and the situation can be corrected by the end of the time-out, or the head coach chooses to substitute for the bleeding player, and is given the 15-second interval of time to make the substitution. (3-3-7)

SITUATION 3 (FAKING BEING FOULED): Offensive player, A1, is dribbling the ball and fakes being fouled by using a "head bob" to simulate illegal contact. When the official identifies behavior that rises to the level of faking being fouled, the whistle is blown and the faking the foul signal (New #15) is displayed. **RULING:** Correct procedure. **COMMENT:** First Infraction – Team A has control of the ball, so the official will report the warning to the table, notify the head coach, and the ball will be inbounded at the point of interruption (POI). If A1 was in Team A's frontcourt, Team A would

have a throw-in at one of the four designated spots closest to where the faking being fouled occurred. If A1 was in Team A's backcourt, the throw-in is from the spot out of bounds closest to where the faking being fouled occurred. Subsequent infraction – A team technical foul is charged to Team A. Team B will shoot two free throws and is awarded the ball for a throw-in at the division line opposite the scorer's table. (4-36-2a, 4-49-1b, 10-2-1h, 10-2 PENALTY)

SITUATION 4 (FAKING BEING FOULED): Team B had previously been warned for faking being fouled. B1 attempts to draw a charge and the official rules that B1 was faking being fouled (second offense), the official gives the proper signal and allows play to continue so as not to penalize the offensive team. Prior to Team B gaining possession or the ball becoming dead, Team A commits a foul after the try while rebounding. Team B is not in the bonus. Team A shoots two free throws for the technical foul for the second flopping offense on Team B (team technical) and is awarded the ball at the division line opposite the scorer's table. **RULING:** Correct procedure. **COMMENT:** When a technical foul for faking being fouled is called (meaning the second or more infraction), the penalty for that foul goes last in the order. While the official has "seen" and "signaled" for faking being fouled first, the whistle was withheld and thus the common foul by Team A is the reason the play was stopped. Since Team B is not in the bonus, Team B does not shoot free throws for Team A's common foul. Team A shoots free throws for the faking being fouled technical and then is awarded the ball for a throw-in at the division line opposite the scorer's table. (4-49)

SITUATION 5 (FAKING BEING FOULED): While guarding A1, who is dribbling in the frontcourt, B1 commits the team's second faking being fouled of the game. The official gives the proper delayed violation signal and allows play to continue. A1 then commits a traveling violation. A team technical foul is charged to Team B. Team A will shoot two free throws and is awarded the ball for a division line throw-in opposite the scorer's table. **RULING:** Correct procedure. **COMMENT:** Even though Team B was entitled to the throw-in as a result of the traveling violation, the technical foul and resulting penalties supersede A1's violation. (4-49)

SITUATION 6 (CORRECTING A THROW-IN): The official administers the throw-in to the wrong team and the mistake is noticed and corrected within the time allowed. Time should be added back on the clock if the official has definite knowledge. **RULING:** Correct procedure. **COMMENT:** The ball should be put back to the original throw-in location to the "correct" team, and time should be added back on the clock with "definite" knowledge. (5-10-1, 7-6-6)

SITUATION 7: (PRE-GAME TECHNICAL FOULS): The head coach of Team A is charged with an unsporting direct technical foul during pregame and Team B is charged with team tech-

nical foul for dunking. The free throws for the technical fouls offset, each team is charged with a team foul, and the game starts with a jump ball. **RULING:** Correct procedure. **COMMENT:** Because there were technical fouls for each team and they were equal in number, they offset and no free throws are awarded. However, the head coach of Team A loses the use of the coaching box based on the unsporting technical. Because pregame dunking has moved from a bench technical to a team technical, the head coach of Team B does not lose the privilege of using the coaching box. (10-2-7, 10-2 PENALTY, 10-5-1, 10-5 PENALTY)