

National Federation Basketball Rules Revisions for 2003–04

- 1–12–1c** Changes the description of a legal basketball to “a deeply-pebbled cover with horizontally shaped panels bonded tightly to the rubber carcass.”
Rationale: Provides other options for schools. New products have been developed which may permit players to control the ball better.
- 2–12–5** Establishes a warning signal at 20 seconds before the expiration of the 30-second interval permitted for replacing a disqualified or injured player.
Rationale: The warning horn will be consistent with other timing situations and will communicate to the coach that the substitution interval is about to end.
- 4–6–4 New** Further defines basket interference to include when a player pulls down a movable ring so that it contacts the ball before the ring returns to its original position.
9–11–4 New
Rationale: Not presently covered by the rules.
- 5–5–4 New** A state association by adoption may institute a running clock when a specified point differential is reached at a specified time in the game.
Rationale: More contests are experiencing extremely large point differentials between the two competing teams. Deteriorating sportsmanship is becoming more and more prevalent in these games. In addition, in many cases the number and intensity of fouls increase thereby putting players at risk. The committee believes it is appropriate for the sport of basketball to permit states to adopt a “mercy rule” of some kind. Precedent has been set in other NFHS rule codes to allow states to adopt a mercy rule and to determine the guidelines for such a rule.
- 8–1–3** Reduces the number of players permitted on marked lane spaces during free throws (not including the free thrower) to 4 defensive and 2 offensive players with the lane spaces closest to the free throw line (and the shooter) remaining vacant.
Rationale: This change will help reduce the amount of rough play during free throws and may provide the defense a rebounding advantage (one that may have been diminished with the return to the “rim” restrictions). Fewer players on the lane should make the free throw situation easier to officiate.
- 10–3–2 Penalty** Changes the penalty from an indirect to a direct technical to the head coach for a player participating after being disqualified.
Rationale: A head coach should be aware of the fact that a player has been disqualified because they have been notified by an official. Therefore, the penalty should be charged directly to the head coach.
- Signal Chart** Establishes a signal for a kicked ball: leg straight, kicking motion straight forward about 1 foot.
Rationale: Presently, there is no signal for this violation—this would clarify violation being called. This would aid players and fans as to what violation is being called.

MAJOR EDITORIAL CHANGES

- 3–3–1e New** Permits a captain to request a defensive match-up if three or more substitutes from the same team enter during any opportunity to substitute. This reinstates a guideline that was that was deleted several years ago.
- 4–23–2a** Clarifies that in order for a player to obtain legal guarding position, both feet must be touching the “court.” Previously the rule stated that the player need only have two feet on the “floor.”
- 5–11–3** Clarifies that a 30-second timeout is charged, if that is all that remains, when the coach requests a timeout to correct an error and no correction is made.
- 5–12–5** Adds a description of the “bench area” to the area inside an imaginary rectangle formed by the boundaries of the sideline (including the bench), endline, and an imaginary line extended from the free throw lane line nearest the bench area meeting the imaginary line extended from the coaching box line. This addition provides clarity as to where teams may be during a charged timeout.
- 7–5–9** Adds a note that after a double simultaneous foul the spot for the throw-in is determined by the foul of the team not entitled to the alternating possession throw-in.

POINTS OF EMPHASIS

1. Sporting Behavior
2. Rough Play
3. Free Throw Administration
4. Timeout Administration
5. Substituting—Player Disqualifications
6. Intentional Fouls