






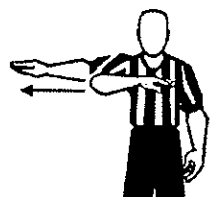



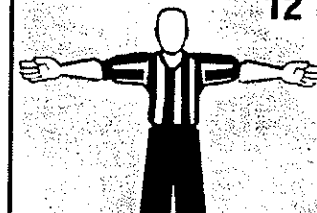





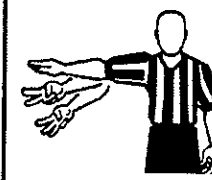





OFFICIAL NFHS BASKETBALL SIGNALS

Starting and stopping clock	1  Start clock	2  Stop clock	3  Stop clock for jump/heft ball	4  Stop clock for foul	5  Stop clock for foul (optional bird dog)	Information	6  Directional signal	
	7  Designated spot	8  Visible counts	9  Beckoning substitutes	10  60-second time-out	11  30-second time-out		12  Not closely guarded	
	13  No score	14  Goal counts	15  Point(s) scored use 1 or 2 fingers after signal 14	16 3-point field goal  Attempt  and if successful			17  Bonus free throw for 2nd throw, drop one arm – for 2 throws, use 1 arm with 2 fingers – for three throws, use 1 arm with 3 fingers	18  Delayed lane violation
	Shooting/scoring							

Violations	19	20	21	22	29	30	31
							
	Traveling	Illegal dribble	Palming/ carrying the ball	Over and back	Illegal use of hand	Hand check	Holding
	23	24	25	32	33	34	35
	3-second violation 						
	* Open hand - run end line	5-second violation	10-second violation	Blocking	Pushing or charging	Player-control foul	Team-control foul
	26	27	28	36	37	38	
							
	Free throw, designated spot, or other violation	Excessively swinging arm(s)/elbow(s)	Kicking	Intentional foul	Double foul	Technical foul	
			Fouls				

Basketball Rules Fundamentals

1. While the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try or tap for goal.
2. Neither a team nor any player is ever in control during a dead ball, jump ball, throw-in, or when the ball is in flight during a try or tap for a goal.
3. A goal is made when a live ball enters the basket from above and remains in or passes through unless canceled by a throw-in violation or a player-control foul.
4. The jump ball, the throw-in and the free throw are the only methods of getting a dead ball live.
5. Neither the dribble nor traveling rule operates during the jump ball, throw-in or free throw.
6. It is not possible for a player to travel during a dribble.
7. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.
8. There are three types of violations and each has its own penalty.
9. A ball in flight has the same relationship to frontcourt or backcourt, or inbounds or out of bounds, as when it last touched a person or the floor.
10. Personal fouls always involve illegal contact and occur during a live ball, except a common foul by or on an airborne shooter.
11. The penalty for a single flagrant personal or flagrant technical foul is two free throws and disqualification plus awarding the ball to the opponents for a throw-in.
12. Penalties for fouls are administered in the order in which they occur.
13. A live-ball foul by the offense (team in control or last in control if the ball is loose), or the expiration of time for a quarter or extra period, causes the ball to become dead immediately, unless the ball is in flight during a try or tap for goal. The ball also becomes dead when a player-control foul occurs.
14. The first or only free-throw violation by the offense causes the ball to become dead immediately.
15. A double personal foul involves only personal fouls and only two opponents; no free throws awarded and the ball is put in play at the point of interruption. A double technical foul involves only technical fouls and only two opponents; no free throws are awarded, and the ball is put in play at the point of interruption.
16. The official's whistle seldom causes the ball to become dead (it is already dead).
17. "Continuous motion" applies both to tries and taps for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval which begins when the habitual trying or tapping movement starts and ends when the ball is clearly in flight.
18. Whether the clock is running or is stopped has no influence on the counting of a goal.
19. A ball which touches the front face or edges of the backboard is treated the same as touching the floor inbounds, except that when the ball touches the thrower's backboard, it does not constitute a part of a dribble.
20. If the ball goes through the basket before or after a player-control foul, the goal shall not be counted.

OFFICIALS CODE OF ETHICS



NFHS OFFICIALS ASSOCIATION

Officials at an interscholastic athletic event are participants in the educational development of high school students. As such, they must exercise a high level of self-discipline, independence and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all interscholastic officials.

Officials shall master both the rules of the game and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.

Officials shall work with each other and their state associations in a constructive and cooperative manner.

Officials shall uphold the honor and dignity of the profession in all interaction with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public.

Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.

Officials shall be punctual and professional in the fulfillment of all contractual obligations.

Officials shall remain mindful that their conduct influences the respect that student-athletes, coaches and the public hold for the profession.

Officials shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions or situations that appear unreasonably hazardous.

Officials shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during the course of competition.

PRIMARY COVERAGE AREAS

DIAGRAM 4

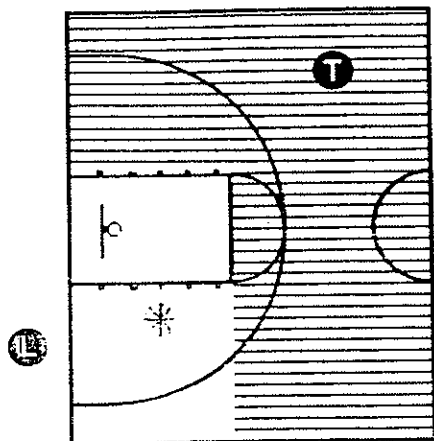


DIAGRAM 4: The Lead has on-ball coverage. The Trail is off ball and officiating action in the lined area.

DIAGRAM 5

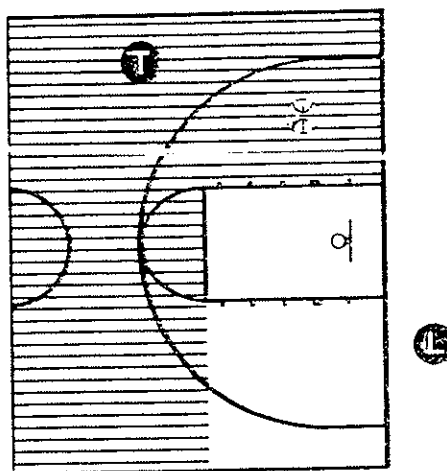


DIAGRAM 5: The Trail has on-ball coverage. The Lead official is off ball and officiating action in the unlined area.

DIAGRAM 6

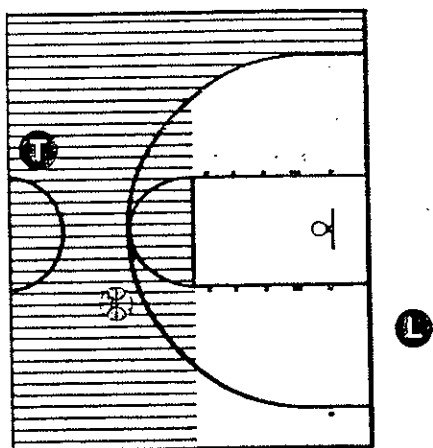


DIAGRAM 6: The Trail has on-ball coverage and is officiating the high action in the lined area. The Lead is off ball and must help with off-ball coverage by extending to the other side of the key (shaded area) because the ball is high.

RULE 9 VIOLATIONS AND PENALTIES

1. SECTION 1 FREE-THROW PROVISIONS

A player shall not violate the following provisions governing free throws:

ART.1...The try shall be attempted from within the free-throw semicircle and behind the free throw line.

ART.2...An opponent of the free thrower shall occupy each lane space adjacent to the end line during the try, unless the resuming of play procedure is in effect and no teammate of the free thrower may occupy either of these lane spaces.

After the ball is placed at the disposal of the free thrower:

ART.3...He/she shall throw within 10 seconds to cause the ball to enter the basket or touch the ring before the free throw ends.

ART.4...The free thrower shall not fake a try, nor shall any player in a marked lane space fake to cause an opponent to violate.

ART.5...No opponent shall disconcert the free thrower.

ART.6...No player shall enter or leave a marked lane space.

ART.7...The free thrower shall not have either foot beyond the vertical plane of the edge of the free-throw line which is farther from the basket or the free-throw semicircle.

ART.8...A player, other than the free thrower, who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free-throw line extended and the three-point line which is farther from the basket.

ART.9...A player occupying a marked lane space may not have either foot beyond the vertical plane of the outside edge of any lane boundary, or beyond the vertical plane of any edge of the space (2 inches by 36 inches) designated by a lane-space mark or beyond the vertical plane of any edge of the space (12 inches by 36 inches) designated by a neutral zone.

NOTE: *The restrictions in Articles 6 through 9 apply until the ball touches the ring or backboard or until the free throw ends.*

PENALTY: *(Section 1)*

1. If the first or only violation is by the free throw shooter or a teammate, the ball becomes dead when the violation occurs and no point can be scored by that throw. The following out-of-bounds provisions apply if no further free throws are to be administered.

a.) If the violation occurs during a free throw for a personal foul, other than intentional or flagrant, the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

b.) If the violation occurs during a free throw for a technical foul, the ball is awarded to the thrower's team for a throw-in at the division line on the side of the court opposite the scorer's and timer's table.

c.) If the violation occurs during a free throw for a flagrant personal foul or an intentional personal foul, the ball is awarded to the thrower's team for a throw-in from the designated out-of-bounds spot nearest the foul.

2. If the violation is by the free-thrower's opponent only:

a.) If the try is successful, the goal counts and the violation is disregarded.

b.) If the try is not successful, the ball becomes dead when the free throw ends, and a substitute throw shall be attempted by the same free thrower under conditions the same as for the free throw for which it is substituted.

3. If there is a simultaneous violation by each team, and no further free throws are to be administered, the ball becomes dead, no point can be scored and play shall be resumed by the team entitled to the alternating-possession throw-in from the designated out-of-bounds spot nearest to where the simultaneous violation occurred.

4. If there is a violation first by the free-thrower's opponent followed by the free thrower or a teammate:

a.) If both offenders are in a marked lane-space, the second violation is ignored, as in penalty item (2).

b.) If the second violation is by the free thrower or a teammate behind the free-throw line extended and the three-point line, both violations are penalized, as in penalty (3).

c.) If a violation by the free thrower follows disconcertion by an opponent, a substitute free throw shall be awarded.

d.) If a fake by an opponent causes a teammate of the free thrower to violate, only the fake is penalized.

SECTION 2 THROW-IN PROVISIONS

A player shall not violate the following provisions governing the throw-in. The thrower shall not:

ART.1...Leave the designated throw-in spot until the ball has been released on a throw-in pass.

ART.2...Fail to pass the ball directly into the court from out-of-bound so it touches or is touched by another player (inbounds or out-of-bounds) on the court before going out of bounds untouched.

ART.3...Pass the ball so it is touched by a teammate while the ball is on the out-of-bounds side of the throw-in boundary-line plane.

ART.4...Consume five seconds from the time the throw-in starts until the ball is released on a pass directly into the court.

ART.5...Carry the ball onto the court.

ART.6...Touch the ball in the court before it touches or is touched by another player.

ART.7...Throw the ball so it enters the basket before it touches or is touched by another player.

ART.8...Throw the ball so it lodges between the backboard and ring or comes to rest on the flange before it touches or is touched by another player.

No player shall:

ART.9...Replace the thrower after the ball is at the thrower's disposal.

ART.10...Be out of bounds when he/she touches or is touched by the ball after it has been released on a throw-in pass.

Furthermore:

ART.11...The opponent(s) of the thrower shall not have any part of his/her person through the inbounds side of the throw-in boundary-line plane until the ball has been released on a throw-in pass.

NOTE: *The thrower may penetrate the plane provided he/she does not touch the inbounds area before the ball is released on the throw-in pass. The opponent in this situation legally touch or grasp the ball. See penalty.*

ART.12...No teammate of the thrower shall be out of bounds after a designated-spot throw-in begins.

PENALTY: (Section 2) *The ball becomes dead when the violation or technical foul occurs. Following a violation, the ball is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.*

(ARTICLE 11 only)

1. The first violation of the throw-in boundary-line plane by an opponent(s) of the thrower shall result in a team warning for delay being given (one warning per team per game). The warning does not result in the loss of the opportunity to move along the end line when and if applicable.

2. The second or additional violations will result in a technical foul assessed to the offending team. See 10-1-10 Penalty.

3. If an opponent(s) of the thrower reaches through the throw-in boundary-line plane and touches or dislodges the ball, a technical foul shall be charged to the offender. No warning for delay required. See 10-3-12 Penalty.

4. If an opponent(s) of the thrower reaches through the throw-in boundary-line plane and fouls the thrower, an intentional personal foul shall be charged to the offender. No warning for delay required.

SECTION 3 OUT OF BOUNDS

A player shall not cause the ball to go out of bounds.

NOTE: *The dribbler has committed a violation if he/she steps on or outside a boundary, even though he/she is not touching the ball while he/she is out of bounds.*

PENALTY: (Section 3) *The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.*

SECTION 4 TRAVEL, KICK, FIST

A player shall not travel with the ball, intentionally kick it, strike it with the fist or cause it to enter and pass through the basket from below.

NOTE: *Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.*

PENALTY: (Section 4) *The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.*

SECTION 5 DOUBLE DRIBBLE

A player shall not dribble a second time after his/her first dribble has ended, unless it is after he/she has lost control because of:

ART.1...A try for field goal.

ART.2...A bat by an opponent.

ART.3...A pass or fumble which has then touched, or been touched by, another player.

PENALTY: (Section 5) *The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.*

SECTION 6 JUMP BALL

A player shall not violate any provision of the jump ball (6-4). If both teams simultaneously commit violations during the jump ball or if the referee makes a bad toss, the toss shall be repeated.

PENALTY: (Section 6) *The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.*

SECTION 7 THREE SECONDS

ART.1...A player shall not remain for three seconds in that part of his/her free-throw lane between the end line and the farther edge of the free-throw line while the ball is in control of his/her team in his/her frontcourt.

ART.2...The three-second restriction applies to a player who has only one foot touching the lane boundary. The line is part of the lane. All lines designating the free-throw lane, but not lane-space marks and neutral-zone marks, are part of the lane.

ART.3...Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves immediately to try for goal.

PENALTY: (Section 7) *The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.*

SECTION 8 TEN SECONDS

A player shall not be, nor may his/her team be, in continuous control of a ball which is in his/her backcourt for 10 seconds.

PENALTY: (Section 8) *The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.*

SECTION 9 BACKCOURT

A player of the team in control shall not:

ART.1...Be the first to touch a ball after it has been in the frontcourt, if he/she or a teammate last touched or was touched by the ball in the frontcourt before it went to the backcourt.

ART.2...While in its backcourt, cause the ball to go from backcourt to frontcourt and return to backcourt in team control, without the ball touching a player in the frontcourt, and be the first to touch it in the backcourt.

EXCEPTION 1: It is not a violation when after a jump ball or a throw-in, a player is the first to secure control of the ball while both feet are off the floor and he/she then returns to the floor with one or both feet in the backcourt.

EXCEPTION 2: It is not a violation if a defensive player who jumped from the frontcourt, secures control of the ball while both feet are off the floor and he/she returns to the floor with one or both feet in backcourt.

NOTE: *The exceptions allow a player to make a normal landing and it makes no difference whether the first foot down is in frontcourt or backcourt. Only the player gaining possession is covered by the exceptions.*

PENALTY: (Section 9) *The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.*

SECTION 10 CLOSELY GUARDED

ART.1...A player shall not while closely guarded:

- a.) In his/her frontcourt, hold the ball for five seconds or dribble the ball for five seconds.
- b.) In his/her frontcourt, control the ball for five seconds in an area enclosed by screening teammates.

ART.2...A closely-guarded count shall not be started during an interrupted dribble.

ART.3...A closely-guarded count shall be terminated during an interrupted dribble.

PENALTY: (Section 10) *The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.*

SECTION 11 BASKET INTERFERENCE

A player shall not commit basket interference. Basket interference occurs when a player:

ART.1...Touches the ball or basket, (including the net), when the ball is on or within either basket.

ART.2...Touches the ball when it is touching the cylinder having the ring as its lower base.

ART.3...Touches the ball outside the cylinder while reaching through the basket from below.

EXCEPTION: *In articles 1 or 2, if a player has his/her hand legally in contact with the ball, it is not a violation if such contact with the ball continues after it enters a basket cylinder or if in such action, the player touches the basket. Dunking or stuffing is legal and is not basket interference.*

SECTION 12 GOALTENDING

A player shall not commit goaltending. Goaltending occurs when a player touches the ball during a field-goal try or tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight, or an opponent of the free thrower touches the ball outside the cylinder during a free-throw attempt.

PENALTY: (Sections 11-12)

1. If the violation is at the opponent's basket, the opponent's are awarded one point if during a free throw, three points if during a three-point try and two points in any other case. See 10-3-11 for additional penalty for goaltending during a free throw. The crediting of the score and subsequent procedure are the same as if the awarded score had resulted from the ball having gone through the basket, except that the official shall hand the ball to a player of the team entitled to the throw-in.

2. If the violation is at a team's own basket, no points can be scored, and the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. See 10-3-11 for additional penalty for goaltending during a free throw.

3. If the violation results from touching the ball while it is in the basket after entering from below, no points are scored and the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

4. If there is a violation by both teams, play shall be resumed by the team entitled to the alternating-possession throw-in at the out-of-bounds spot nearest to where the simultaneous violations occurred.

SECTION 13 EXCESSIVE SWINGING OF ARM(S) / ELBOW(S)

ART.1...A player shall not excessively swing his/her arm(s) or elbow(s), even without contacting an opponent.

ART.2...A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.

ART.3...Action of arm(s) and elbow(s) resulting from total body movements as in pivoting or movement of the ball incidental to feinting with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

PENALTY: (Section 13) *The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.*