



2024-25 NFHS BASKETBALL RULES INTERPRETATIONS

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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)