

Welcome to 2025-2026 Rules Changes, Points of Emphasis, and Manual Changes



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2025-2026 Manual Changes and Points of Emphasis



The background of the slide features a faint, dark blue watermark of a basketball court. The court is divided into two halves by a vertical line. In the center of the court, there is a circular logo for the International Association of Basketball Officials (IAABO). The logo contains the text "IAABO" and "INTERNATIONAL ASSOCIATION OF BASKETBALL OFFICIALS" around a globe. The text "TERMINOLOGY UPDATE" is overlaid in large, white, sans-serif capital letters.

TERMINOLOGY UPDATE



Glossary of Terms

Administering Official - The official who hands or bounces the ball to the thrower for a throw-in, or who bounces the ball to the free thrower for free throws.

Bottom-up - This term applies to “two-official” screening coverage. It is based on the covering official’s relative position on the court. Bottom-up refers to coverage from the end line to the division line and is the responsibility of the official who is not officiating the on-ball match-up.

Double-Up the Sideline (Co3 only)- When a throw-in is administered, the Lead and Trail are on the same side of the basketline, therefore they have “doubled-up” the sideline.

Initial Starting Position (ISP) - The “base” position from which officials position-adjust when a team is in their normal frontcourt alignment.

Mechanic - The term that describes officials’ movements and positions on the court.

Mid-Court Area - The area between the 28’ mark and the division line.



Glossary of Terms

Open-Look View - An official has an open-look view of a competitive match-up when they are properly positioned to see between the players and therefore accurately rule on contact.

Point of Interruption (POI) - Where play resumes after a stoppage, based on team control and ball location when the whistle was blown.

Straight-Lined View - An official has a straight-lined view of a competitive match-up when they are unable to see between players to properly observe and rule on contact.

Top-Down - This term applies to “two-official” screening coverage. It is based on the covering official’s relative position on the court. Top-down refers to coverage from the division line to the end line and is the responsibility of the official who is officiating the on ball match-up.

Wide-Triangle Coverage (Co3) - The mechanic where officials, as they position-adjust from their initial starting positions, continuously form a triangle to ensure the crew maintains optimal court coverage at all times.

The background is a dark blue gradient. In the center is a faint, light blue outline of a soccer field. A central crest is visible, featuring a globe and the text 'ASSOCIATION OF FOOTBALL CLUBS' and 'OFFICIAL'. The text 'Time-out Ending' is written in a large, white, sans-serif font across the middle of the field.

Time-out Ending

A time out ends when the
ball becomes live (at the
disposal for the thrower)



Players become
Bench Personnel



Player becomes Bench Personnel

- Beginning this season, **ALL** players who are on the court when a time-out is granted are **BENCH PERSONNEL** for the duration of that time-out.
- This change aligns with this year's point of emphasis on improving the behavior of team benches.
- The key impact of this ruling: if a player commits and **UNSPORTING TECHNICAL FOUL** during a time-out, they are charged directly, and the Head Coach also receives an **INDIRECT** technical foul. This accountability mirrors existing rules that hold coaches responsible for the behavior of substitutes and other bench personnel.

A person is shown from the back, wearing a black and white vertically striped referee shirt. On the upper back of the shirt, there is a small rectangular patch of the United States flag. The person's head is shaved or very short. The background is a solid dark blue.

JUMP BALL ADMINISTRATION



JUMP BALL PROCEDURES (Co2, Co3)

B. The Tosser:

1. Holds the ball and stands at the division line, opposite the table
2. Verifies with their partner(s) that the correct number of players are on the court.
3. Checks with the table, partner(s) and captains for readiness to start the game.
4. Indicates the teams' baskets verbally and with directional signals.
5. Sounds the whistle and then removes the whistle from their mouth.
6. Steps into the circle between the jumpers, once ready to toss.

a) REMINDER: Center-circle restrictions begin at this point.

7. Tosses the ball straight up, between the jumpers, to a height greater than either of them can jump.
 - a) REMINDER: The tossed ball may only be touched by a jumper after the ball has reached its maximum height, and before it touches the floor. The Non-Tosser is responsible for this ruling.
8. Remains stationary until players clear the area, and then places the whistle in their mouth.
9. Moves to the Trail position (Figures 3-2-1 and 3-2-2).
10. Checks the table to ensure the alternating possession arrow was properly set.

This note is intended to clarify for officials the precise moment the tosser is considered 'ready' and when jump ball restrictions begin for players in the center restraining circle.



FREE THROW ADMINISTRATION



FREE THROW ADMINISTRATION – LEAD OFFICIAL (Co2, Co3)

4. Signal the number of free throws to the scorer, using their tableside hand.



After the Lead official bounces the ball to the thrower, they will assume their position off the court and signal to the table officials the correct number of free throws being awarded. The signal should be immediately dropped after the initial signal is displayed. This signal was added to the free throw procedures to help avoid potential confusion with the table officials and prevent correctable errors.

A referee is shown from the back, wearing a black and white vertically striped shirt. A small American flag patch is visible on the upper back of the shirt. The referee is standing against a dark blue background.

TRANSITION COVERAGE



TRANSITION COVERAGE

TRAIL OFFICIAL (Co2, Co3)

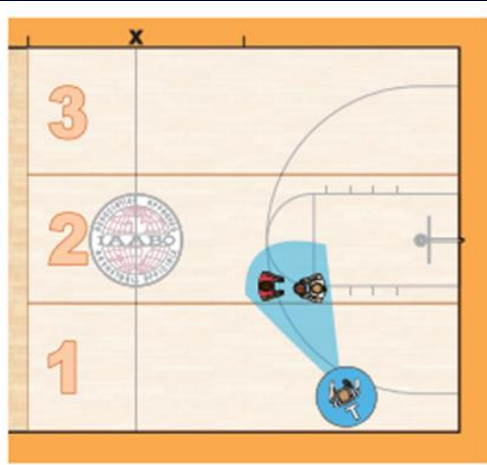


Figure 4-7-3. Trail's Coverage in Transition with Pressure, Ball in Lane 2

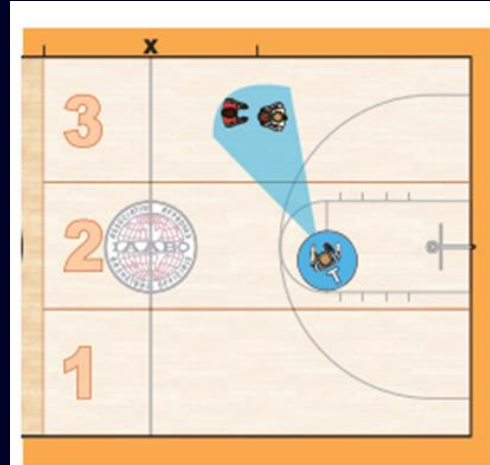


Figure 4-7-4. Trail's Coverage in Transition with Pressure, Ball in Lane 3

This graphic was added to the manual to help officials understand the proper positioning on transition coverage as the Trail official. Too often the Trail stays along the sideline. This graphic with the imaginary lanes shows how the Trail should stay connected to the play by maintaining effective distance to the play and an open view when the ball is advancing across the basketline.

A person, likely a referee, is shown from the back, wearing a black and white vertically striped short-sleeved shirt. A small American flag patch is visible on the upper back of the shirt. The person is standing against a dark blue background.

THROW-IN SPOTS



THROW-IN SPOTS

D. When a team is awarded a designated-spot throw-in, the applicable throw-in spot (in both the frontcourt and backcourt) is determined based on where the violation, foul or other stoppage occurred in relation to the three-point arc, as follows:

1. Any stoppage that occurs on or inside the three-point arc is administered at the nearer of the two end-line throw-in spots, 3' outside the lane lines. (Refer to spots 2 and 3 in Figure 12-2-2.)
2. Any stoppage that occurs outside the three-point arc is administered at the nearer of the two sideline throw-in spots, 28' from the end line. (Refer to spots 1 and 4 in Figure 12-2-2.)

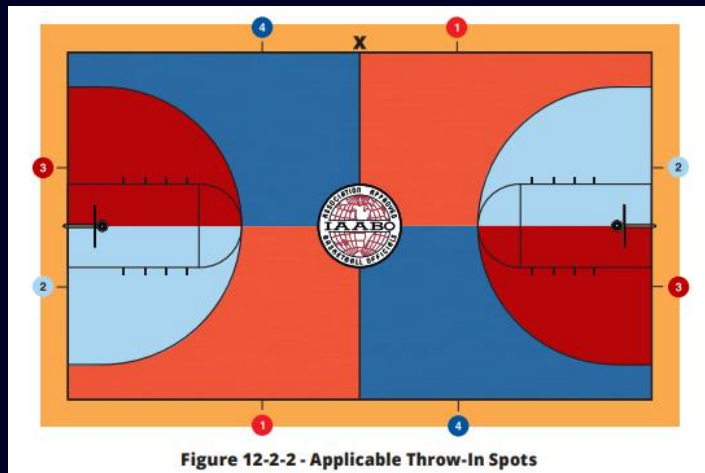


Figure 12-2-2 - Applicable Throw-In Spots



THROW-IN SPOTS

- E. When a throw-in violation occurs during a throw-in following an out of bounds violation, the offended team is awarded the ball for a designated-spot throw-in from the nearest applicable throw-in spot.
- F. When a throw-in violation occurs during a throw-in for a scored or awarded goal, the offended team is awarded the ball for a designated spot throw-in from the applicable end-line throw-in spot.
- G. When a throw-in violation occurs during a throw-in for a violation, foul or other stoppage, the offended team is awarded the ball for a designated spot throw-in from the original throw-in spot.
- H. If a team requests a time-out just prior to or during a throw-in resulting from an out-of-bounds violation, the throw-in spot does not move to the nearest applicable throw-in spot. After the conclusion of the time-out, the ensuing throw-in must be from the original designated spot where the ball went out of bounds.
- I. The throw in spot after the free throws for an intentional or flagrant personal foul is determined **based on where the foul occurred in relation to the three-point arc.** (Refer to Figure 12 2 2.)

The manual and the corresponding graphic were updated to align with the NFHS Rules change that uses the 3-point arc to determine the throw-in spots in both the frontcourt and backcourt for stoppages other than out-of-bounds violations.

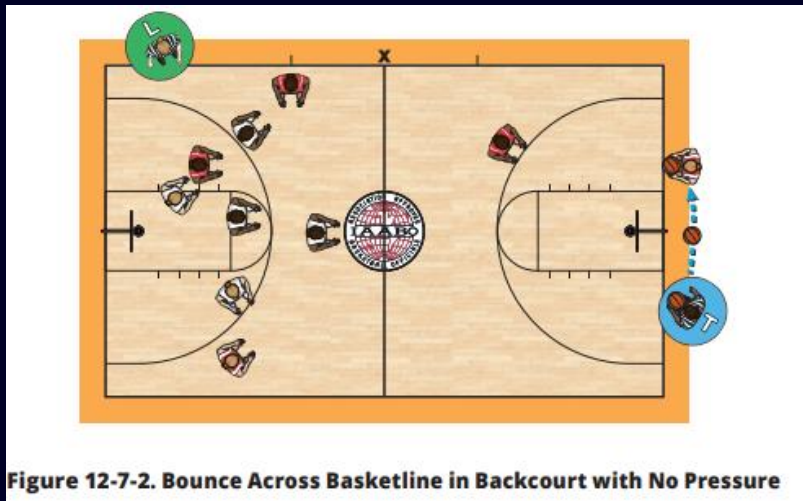


BACKCOURT THROW- INS

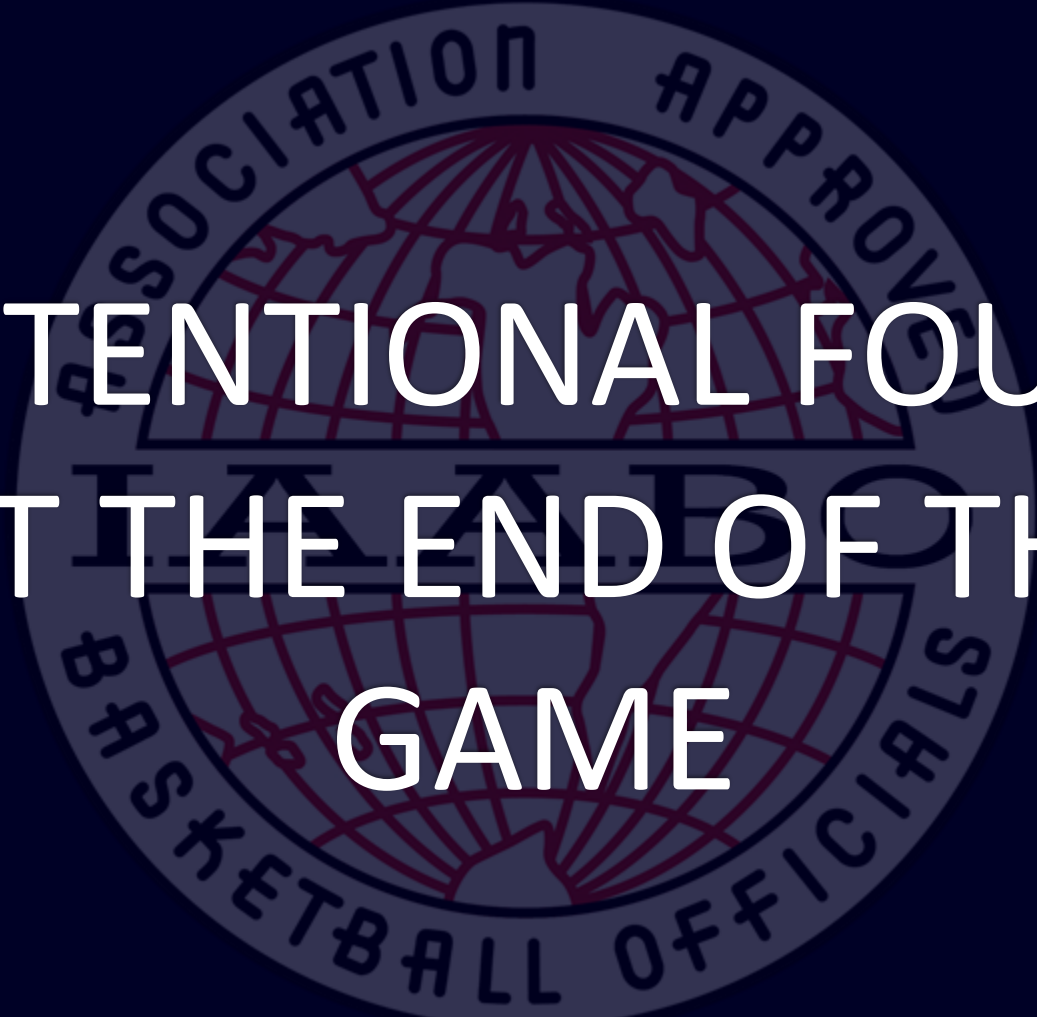


BACKCOURT THROW-INS (Co2,Co3)

If there is no defensive pressure and the Trail official is on the opposite side of the basketline from the throw-in spot, the administering official may bounce the ball across the lane to the thrower (Figure 12 7 2).



This is a change that was approved by the NFHS and subsequently added to the IAABO Manual. This allows the Trail official to administer a throw-in by passing the ball along the end line to a thrower. This procedure is only acceptable when there are no defenders in the backcourt. If there are defenders in the backcourt, the Trail should move across the lane to administer the free throw.

A large, faded, circular logo of the International Association of Basketball Officials (IABO) is centered in the background. The logo features a globe with latitude and longitude lines, and the text "IABO" in the center. The words "ASSOCIATION" and "APPROVED" are at the top, and "BASKETBALL OFFICIALS" is at the bottom.

INTENTIONAL FOULS AT THE END OF THE GAME

IAABO Rules Guide 11:9

A player contacts an opponent without making a LEGITIMATE attempt on the ball or opponent

Play 11-9-1 (Page 145)

1:17 remaining in the 4th quarter, coach of Team B directs their team to foul to stop the clock. B-3 immediately places and keeps a hand on the back of dribbler A-4 as they advance the ball to the frontcourt.

Ruling: **Common foul**. If Team A is in the bonus, A-4 is entitled to 2 free throws; otherwise, we have a throw-in from the backcourt from a designated spot.

Even though the Head Coach directed the player to foul, WE need to make the ruling based on the ACTIONS of the player who committed the foul. In other words, what would this foul have been ruled in the first quarter?

If a team fouls 'properly', making an ATTEMPT to play the ball or the player, a COMMON FOUL should be ruled.

The background features a large, semi-transparent circular logo. The logo contains a globe with latitude and longitude lines. The text "ASSOCIATION" is at the top, "APPROVED" is at the top right, "IAABO" is in the center, and "BASKETBALL OFFICIALS" is at the bottom.

IAABO MANUAL POINTS OF EMPAHSIS



FAKING BEING FOULED

STOPPING PLAY

When the officials sounds the whistle to stop play, they should use the appropriate signal for the infraction that has occurred.

First Offense
(Warning)

signal



Subsequent Offenses
(Technical Foul)

signal





FAKING BEING FOULED

BY A DRIBBLER

When a ball handler uses the tactic known as a “head bob,” the team that is faking is on offense and has control of the ball.

When the first infraction occurs:

- The official should sound the whistle immediately and display the faking signal.
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption (POI) with a throw-in **from the one of the four applicable designated throw-in spots in the frontcourt or backcourt.**





FAKING BEING FOULED

BY A DRIBBLER

Subsequent infractions:

- A team technical foul is charged.
- The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.



FAKING BEING FOULED

BY A SHOOTER

When a jump shooter fakes being fouled after the release of the try, there is no team control when the infraction occurs.

When an infraction occurs:

- The official should **withhold the whistle** and display the faking signal.

If the try is successful:

- The goal counts.
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption. The opponents are awarded a throw-in with the privilege of moving along the endline.





FAKING BEING FOULED

BY A SHOOTER

If the try is unsuccessful, the official withholds the whistle:

- Until the offensive team scores (which could include repeated attempts at the basket) OR
- Until the offensive team stops actively trying to score, the opposing team gains control OR
- Due to a stoppage in play (foul, violation or timeout, etc.).
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption (POI) with a throw-in is from one of the eight applicable throw-in spots.



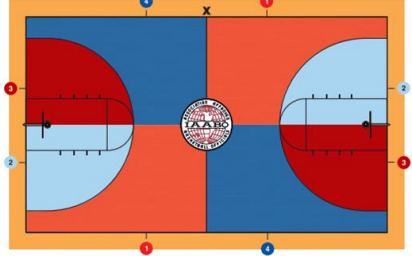
FAKING BEING FOULED

BY A SHOOTER

Subsequent infractions:

- If the try is successful, the goal counts.
- The official should sound the whistle immediately and display the faking signal.
- A team technical foul is charged. The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.

OFFENSIVE PLAYER FAKING BEING FOULED – WARNING

<u>Player</u>	<u>Stopping Play</u>	<u>Play is Resumed</u>	<u>Ensuing Throw-In Location</u>
Ball Handler	Immediately	POI	 <p>Figure 12-2-2 - Applicable Throw-In Spots</p> <p>Play is resumed by using one of the eight applicable throw-ins spots for all stoppages except out-of-bounds violations, which are administered at spot nearest the violation occurred.</p>
Shooter Try is <u>not successful</u>	Withhold the Whistle	POI	
Shooter Try is <u>successful</u>	Immediately after the Goal	POI	



FAKING BEING FOULED

BY A DEFENDER

When a defensive player fakes when their opponents are in control of the ball, officials will need to determine when to stop play so that the offensive team is not penalized for the defensive team's actions.





FAKING BEING FOULED

BY A DEFENDER

When an infraction occurs:

- The official withholds the whistle until the offensive team scores (which could include repeated attempts at the basket) OR until the offending team gains control of the ball.
- The faking signal should be displayed as soon as the infraction occurs so both teams know what has occurred.
- When play is stopped, the official sounds the whistle and displays the faking signal once again.
- The ruling official reports the warning to the scorer and the head coach.
- If a goal was scored, play resumes with a throw-in for the opponents, with the privilege of moving along the endline.
- If no goal was scored, play is resumed at the point of interruption (POI) with a throw-in is from one of the eight applicable throw-in spots.



FAKING BEING FOULED

BY A DEFENDER

Subsequent infractions:

- The official withholds the whistle until the offensive team scores (which could include repeated attempts at the basket) OR until the offending team gains control of the ball.
- The faking signal should be displayed as soon as the infraction occurs so both teams know what has occurred.
- The official sounds the whistle to stop play and displays the faking signal once again.
- A team technical foul is charged to the offending team.
- The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.



FAKING BEING FOULED

BY A DEFENDER

- What if there is a foul that occurs while the officials are withholding the whistle to rule a technical foul for faking being fouled?
- Three scenarios:
 - Play 1 – Defensive Foul during the act of shooting
 - Play 2 - Player (or Team Control) Foul
 - Play 3 – Foul by the Shooting team with no control



FAKING BEING FOULED

BY A DEFENDER

- Subsequent infractions:
 - When officials are withholding the whistle and allowing the offense to complete a play after a faking infraction, there is the possibility of another foul causing the stoppage in play.
 - The penalties should be administered in the order the fouls will be reported.
 - The first foul that will be reported is the foul that caused the stoppage in play.
 - The second foul reported will be the technical foul charged to the offending team for faking being fouled.



FAKING BEING FOULED

PLAY 1

Subsequent infraction:

- Defender B-1 fakes being fouled on A-1's unsuccessful try
- Officials withhold the whistle and allow play to continue
- **A-4 is fouled in the act of shooting by B-4**

Penalty:

- The ruling official reports the personal foul on B-4.
- The ruling official then reports the technical foul on Team B.
- Both fouls count toward the bonus
- A-4 attempts the two free throws for being fouled in the act of shooting
- Team A is awarded two free throws for the technical foul charged to Team B
- Team A is awarded the ball at the division line for a throw-in.

Note: All free throws attempted will not have players occupying lane spaces



FAKING BEING FOULED

PLAY 2

Subsequent infraction:

- Defender B-1 fakes being fouled on A-1's unsuccessful try
- Officials withhold the whistle and allow play to continue
- **A-4 commits a player (or team) control foul.**

Penalty:

- The ruling official reports the personal foul on A-4.
- The ruling official then reports the technical foul on Team B.
- Both fouls count toward the bonus
- Team A is awarded two free throws for the technical foul charged to Team B
- Team A is awarded the ball at the division line for a throw-in.

Note: All free throws attempted will not have players occupying lane spaces



FAKING BEING FOULED

PLAY 3

Subsequent infraction:

- Defender B-1 fakes being fouled on A-1's unsuccessful try
- Officials withhold the whistle and allow play to continue
- **A-4 commits a foul when the ball is in flight on a try and there is no team control.**

Penalty:

- The ruling official reports the personal foul on A-4.
- The ruling official then reports the technical foul on Team B.
- If Team B is in the bonus, free throws will be awarded to the player who was fouled.
- Team A is awarded two free throws for the technical foul charged to Team B
- Team A is awarded the ball at the division line for a throw-in.

Note: All free throws attempted will not have players occupying lane spaces

The background features a large, stylized logo for the International Association of Athletics Federations (IAAB). The letters "IAAB" are in a dark blue, sans-serif font. To the right of the letters is a brown basketball with black lines. The entire logo is enclosed within a dark red, swoosh-like shape that curves over the top and under the bottom.

CT RULE ADOPTIONS



CT CONCUSSION PROTOCOL





CONCUSSION PROTOCOL

24. Concussion Procedure:

- a. Players who exhibit any sign, symptom, or behavior consistent with a concussion shall be removed from the game. Return to play, **if permitted by law**, shall be allowed upon clearance by an Appropriate Health Care Professional as designated by state association policy.
Note: All states have laws that address sports-related concussions and established protocols that may differ from the rule. Officials must become familiar with the protocols established in their states.



CONCUSSION PROTOCOL

- **Observe** and be more cognizant of athletes displaying signs, symptoms & behaviors consistent with a concussion.
- **Advise** coach that - *“the player should be checked out”*, similar to injury or bleeding rule.
- **Do Not** say - *“the athlete has a concussion”*.
- **Review** the concussion protocol in the IAABO Rules Guide 16:9, on pp. 212-213



CLOSELY GUARDED

IAABO Rules Guide 15:4

The closely guarded count while
DRIBBLING has been discontinued

Officials should continue to display a
visible count, during closely guarded
situations, while the player is
HOLDING the ball

The background features a large, stylized logo. It consists of a dark blue oval shape with a maroon swoosh above and below it. Inside the oval, the letters 'IAAPB' are written in a large, blue, sans-serif font. To the right of the letters is a brown basketball with black lines. Overlaid on this logo is the text 'CT ADOPTED MECHANICS' in white, bold, sans-serif capital letters.

CT ADOPTED MECHANICS



COACHING BOX

Coaching Box must be marked. IRG 1:5:B,C

- CIAC directive - If home coach and/or home management refuse to designate unmarked coaching box with tape, the home team will not be permitted the use of a coaching box for that game.
- However, the visiting team will be allowed the use of a coaching box.
- Notify your Interpreter or Secretary the next day, who will notify CIAC.



CAPTAIN/COACHES MEETING

Captains-Head Coaches-Officials pre-game meeting should held somewhere between the 12 minute to 6 minute mark prior to start of game or as soon after the Referee meets with table personnel as is possible.

If the head coach refuses to attend the meeting, notify your Interpreter or Secretary, who will notify the school Athletic Director and CIAC.



TRY FOR GOAL: 2 vs 3

Point to the floor with “one” finger to indicate foot touching “3” point line (i.e. 2-point field goal is being attempted).

Team members are not allowed to congregate at division line or on school logo during introductions. Coaches and officials will direct players to free throw line area in front of respective benches.



Remaining Interpretation Meetings

BD#8: Wednesday, 11/5, St. Bernard HS in Uncasville at 6:30 pm.

BD#9: Thursday, 10/30, Bunnell HS in Stratford at 6:30 pm.

BD#10: Sunday, 10/19, Lyman Hall HS in Wallingford at 8:00 am.

BD#35: Monday, 10/27 at Killingly HS at 6:00 pm.

HAVE A GREAT
SEASON!

