

Welcome CT Basketball Officials

2026-27 NFHS Basketball Rules Changes

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Agenda:

Rules Changes

Editorial Changes

Points of Emphasis

CT Rules Adoptions

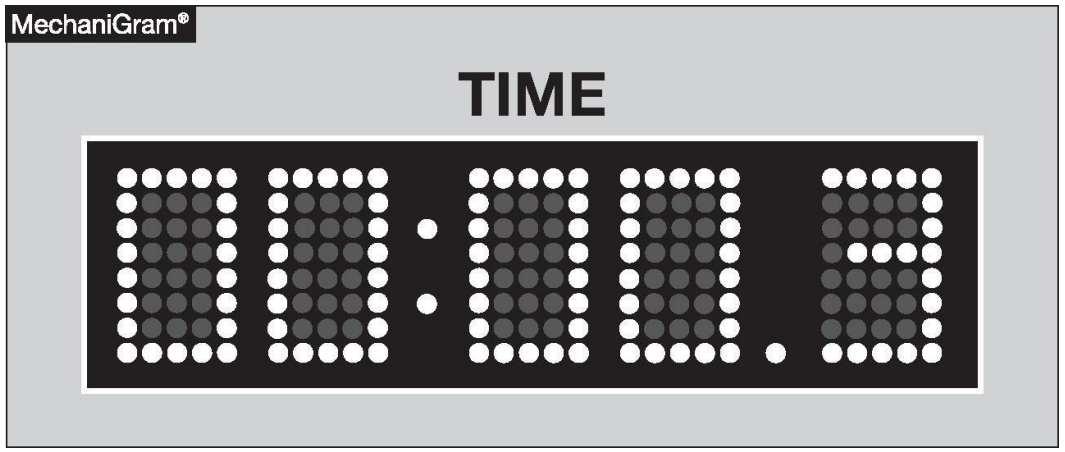
CT Mechanics Adoptions

BD #7 Stuff

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2026 NFHS Basketball Rules Changes

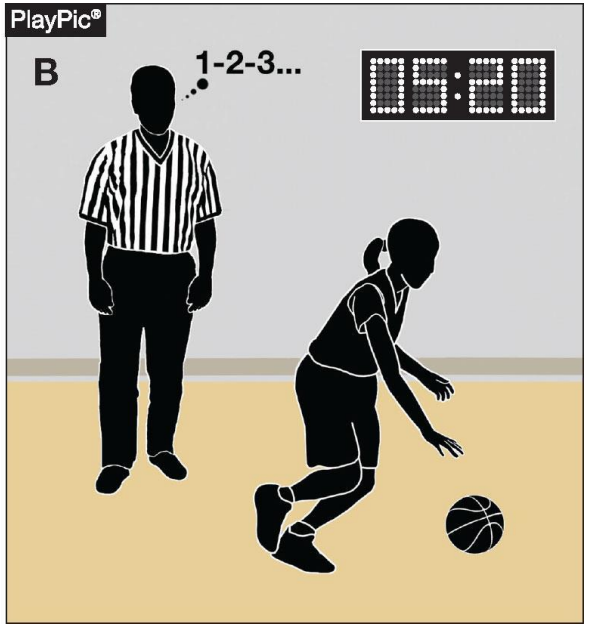
RE-STARTING THE CLOCK 5-9-5 (NEW)



- In the last 59.9 seconds of each quarter or extra period, if play is to be resumed by a throw-in or an unsuccessful free throw, a minimum of 3/10ths (.3) of a second must expire on the game clock when the ball is legally touched by a player inbounds.

TIMING MISTAKES
5-10-2 NOTE (NEW)





- If the referee determines the clock malfunctioned or was not started/stopped properly, or if the clock did not run, an official's count, **visible or silent**, or other official information may be used to make a correction.

RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)

ART 4…When, during the same dead-ball period that follows an infraction or stoppage in play and before the ball becomes live, both teams are assessed technical fouls:

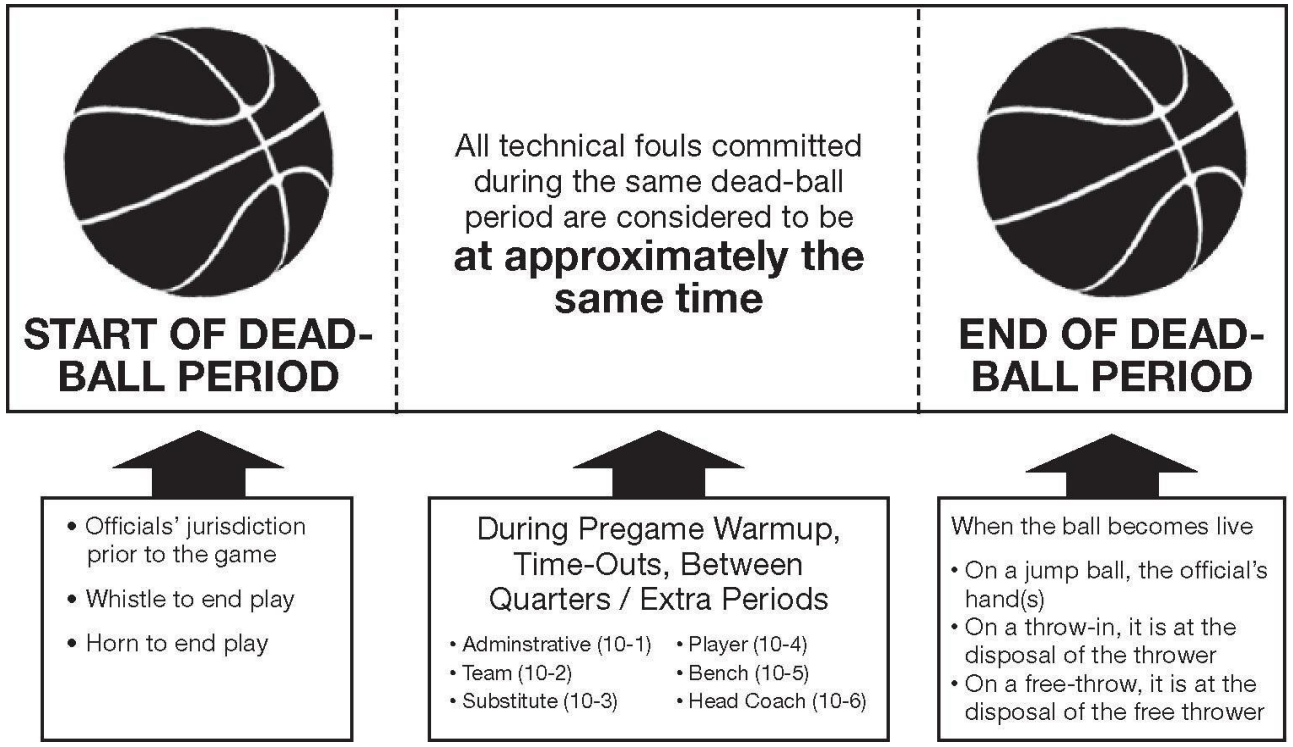
a. All technical fouls are considered to have been committed at approximately the same time for the purposes of offsetting their penalties;

b. All fouls are charged, and their penalties are identified;

c. When there is an unequal number of fouls committed during the dead-ball period, play shall resume as if the last committed single administrative, team, substitute, player, or bench technical foul was the only foul committed; and

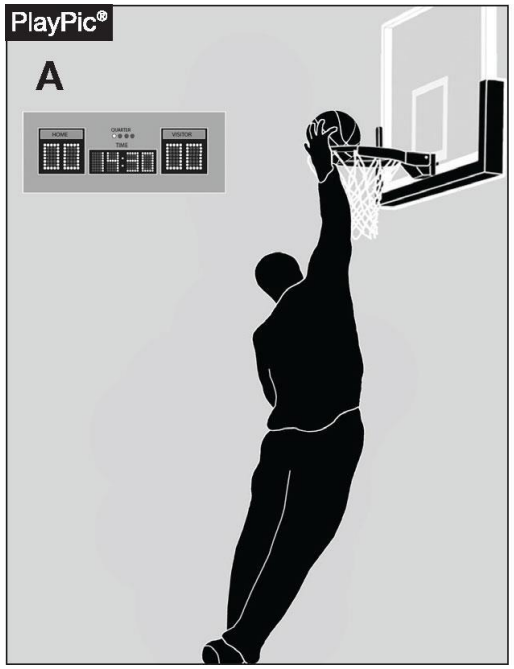
d. If, after the cancellation of the penalties for an equal number of fouls by both teams, the game shall be resumed at the point of interruption.

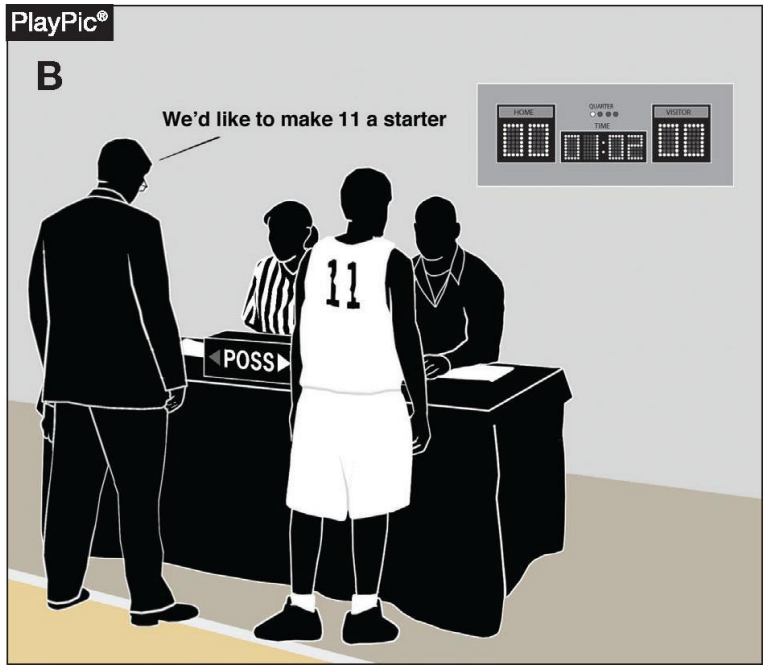
RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)



- All technical fouls committed during the same dead-ball period are considered to be at approximately the same time for purposes of offsetting their penalties.
- Play resumes at the point of interruption.

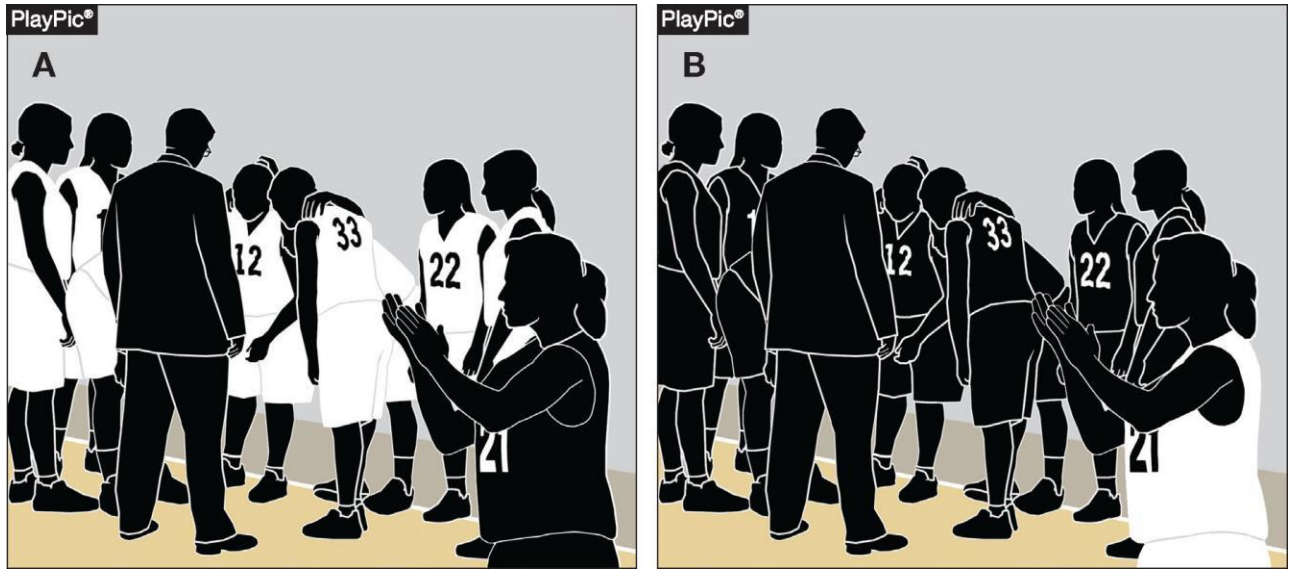
RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)





- While (A) and (B) occur more than 13 minutes apart in the pregame warmup, they are considered to be at approximately the same time for purposes of offsetting their penalties.

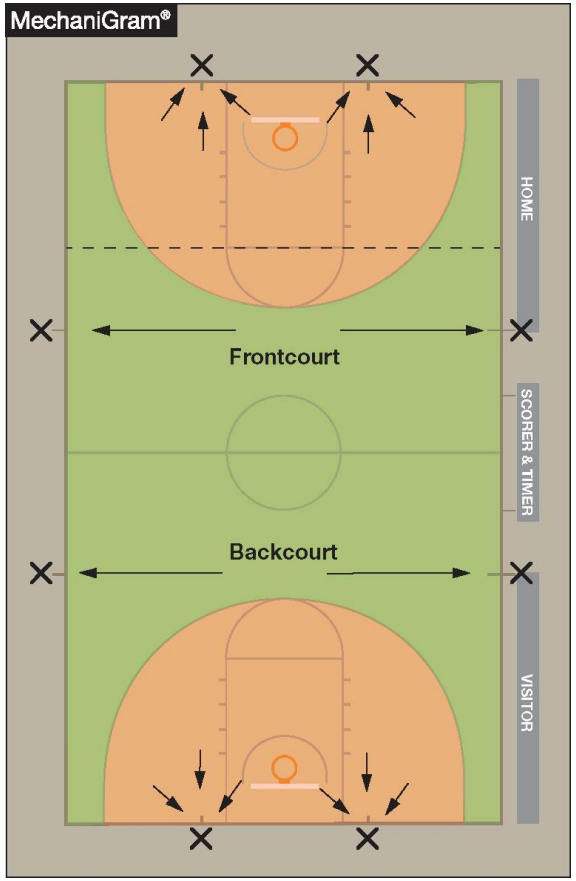
RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)



- Even though the unsporting technical fouls are committed at the start (A) and end (B) of the time-out, they are considered to be at approximately the same time for purposes of offsetting their penalties.

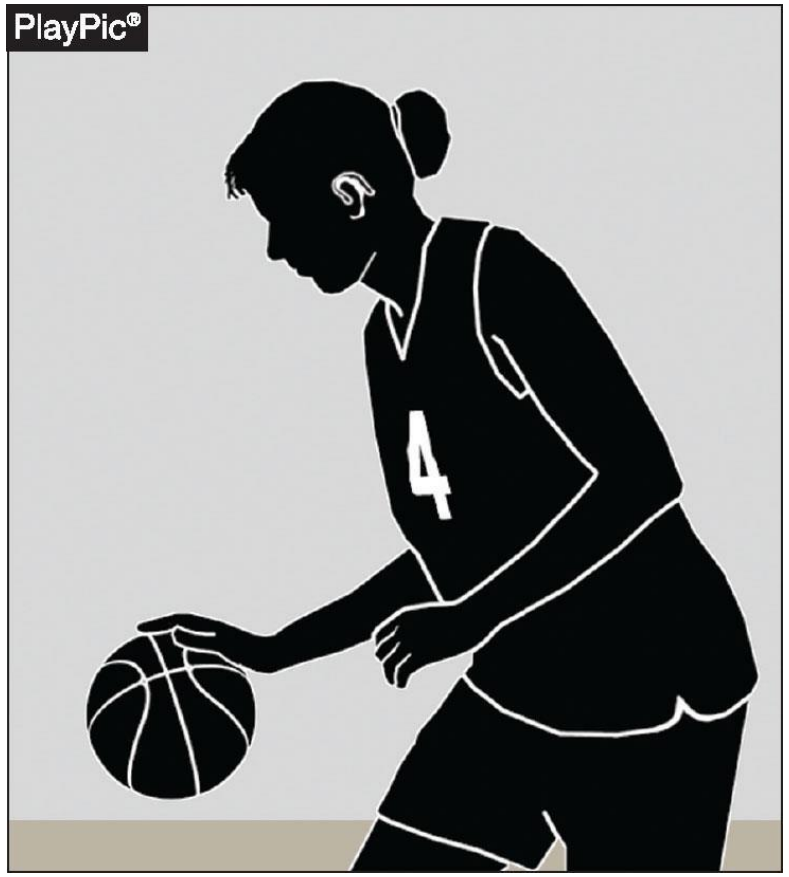
THROW-IN PROVISIONS 9-2 (PENALTY)

- When an infraction occurs on a throw-in, the location of the violation is the original throw-in spot.
- If the original throw-in spot is not a designated spot, the ensuing throw-in is moved to such a spot (as indicated in the diagram).



2026 NFHS Basketball Editorial Changes

ELECTRONIC DEVICES 1-19 NOTE (NEW)



- **NOTE:** Communication between a coach and player through electronic devices is prohibited.
- Hearing aids are legal.

AIRBORNE SHOOTER 4-1-1 EXCEPTION (NEW)



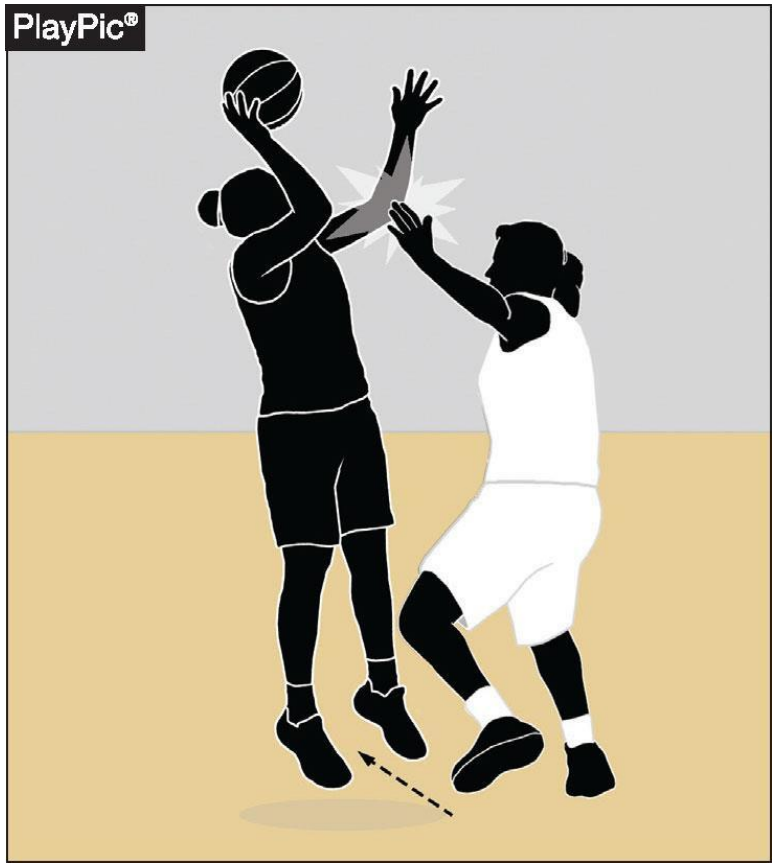
- A player is not considered an airborne shooter when hanging on the rim after a dunk attempt.
- If the dunk attempt is successful, the ball becomes dead when it passes through the basket; any subsequent contact between the player who dunked the ball and an opponent shall be ignored unless the contact is ruled intentional or flagrant.
- If the dunk attempt is unsuccessful and the ball remains live, any illegal contact between the player who attempted the dunk and an opponent shall be ruled a common foul and administered according to the bonus situation.

BASKET INTERFERENCE
4-6-2



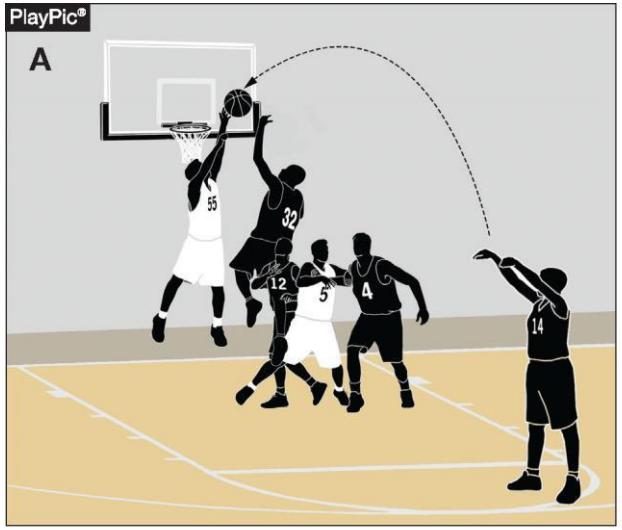
- Occurs when a player slaps or strikes the backboard, causing the backboard or ring to vibrate during a try for goal that has the possibility of entering the basket.

CONTINUOUS MOTION 4.11.2 (SITUATION)

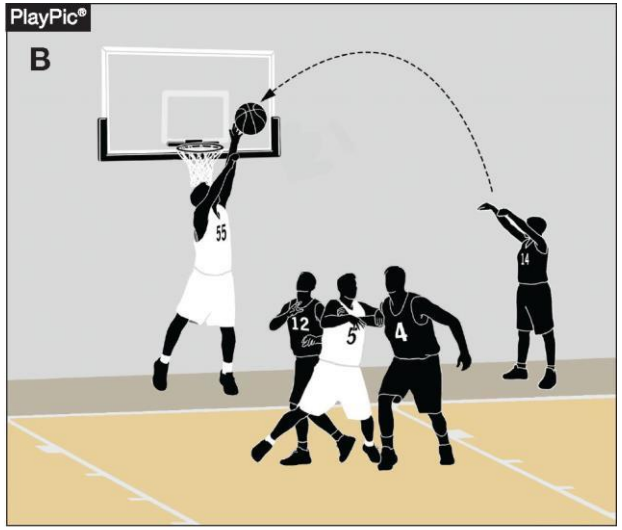


- Stepping or pivoting toward the basket is not required to be considered in the act of shooting.
- A player may step in a direction that creates space in order to attempt a try, which may be lateral or away from the basket.

GOALTENDING
4-22-1 NOTE (NEW)



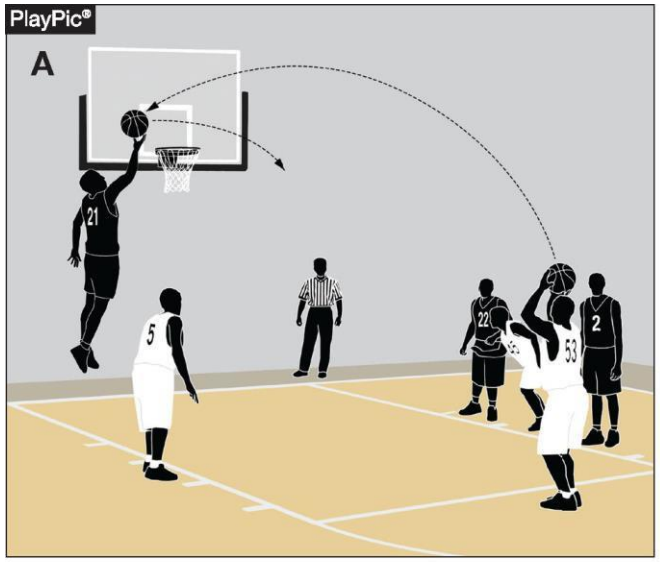
Illegal



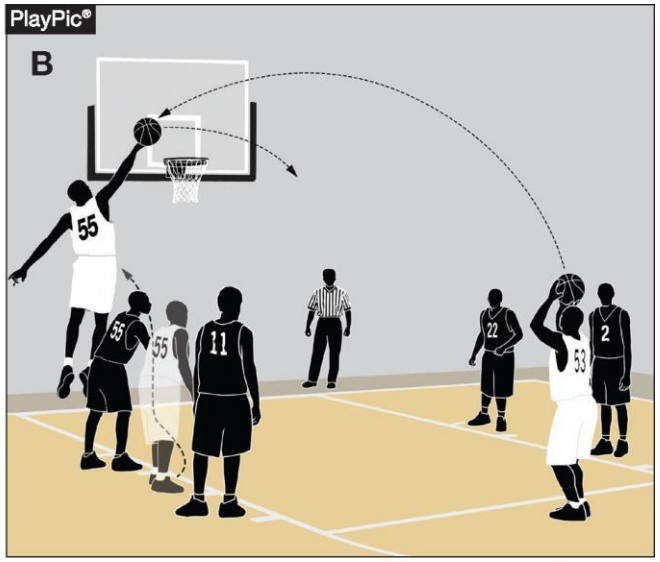
Legal

- When a defensive player touches a thrown or tapped ball while it is in its downward flight entirely above the basket, has the possibility of entering the basket and is not touching the basket cylinder, it is goaltending.
- Goaltending does not apply to a ball released on a throw-in pass.

GOALTENDING
4-22-2



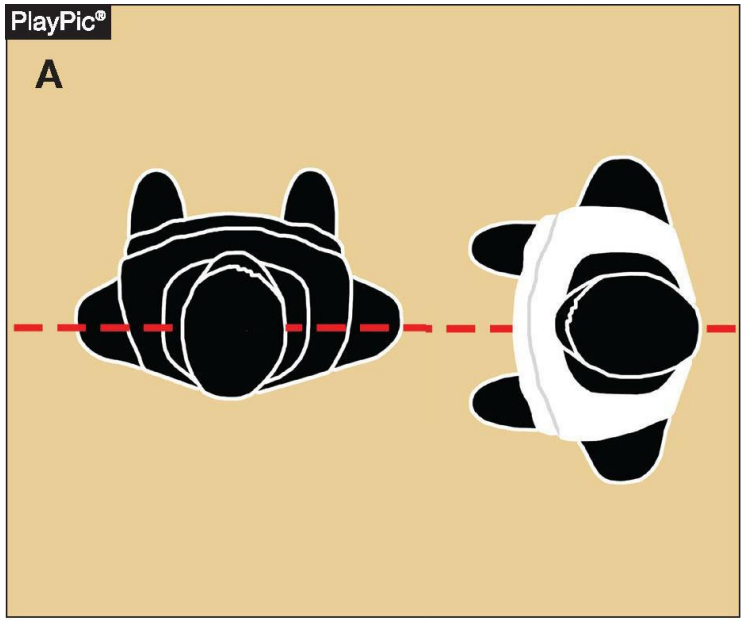
Illegal



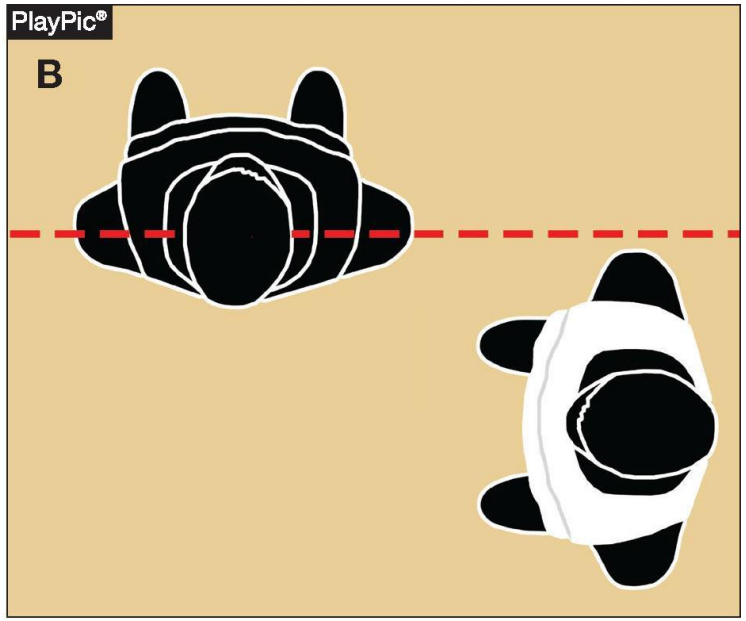
Illegal

- When a player touches the ball outside the cylinder during a free-throw attempt.
- Committing goaltending during a free throw is also a player technical foul. (see 10-4-8)

SCREEN
4-40-3 NOTE (NEW)



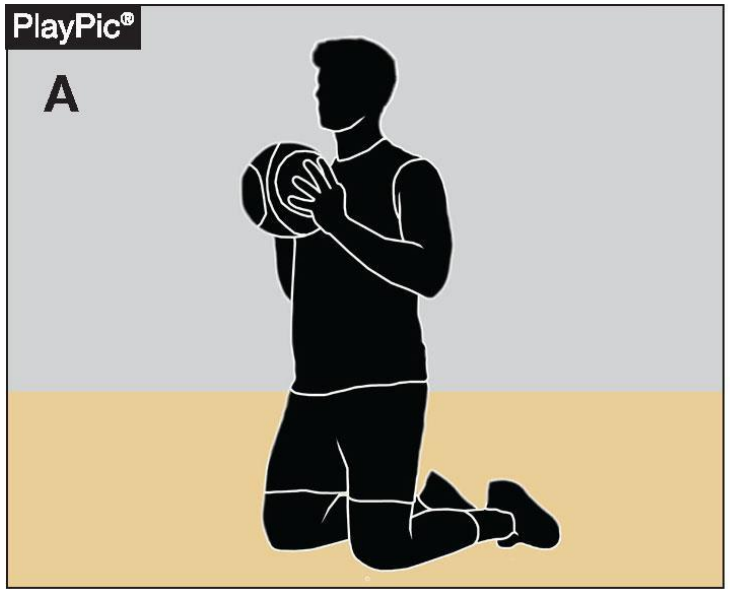
Within Visual Field



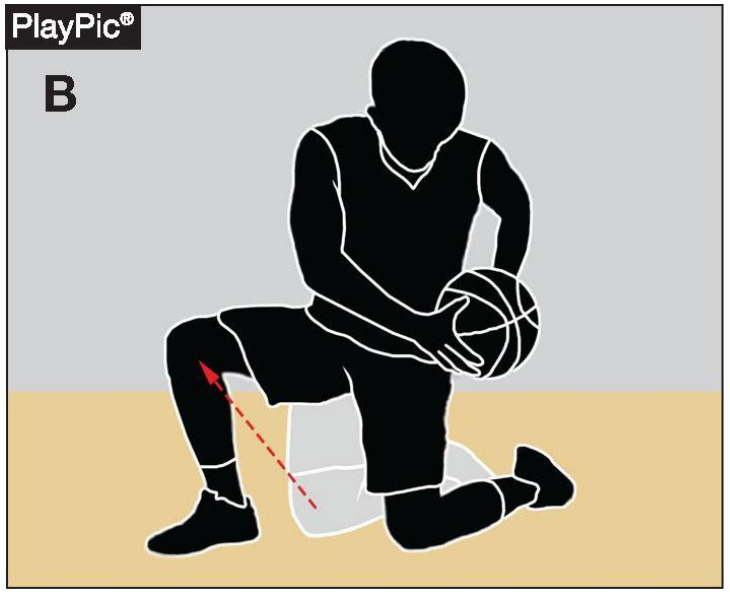
Outside Visual Field

- The visual field of a player being screened includes the player's forward vision and peripheral vision and extends horizontally from the ear.

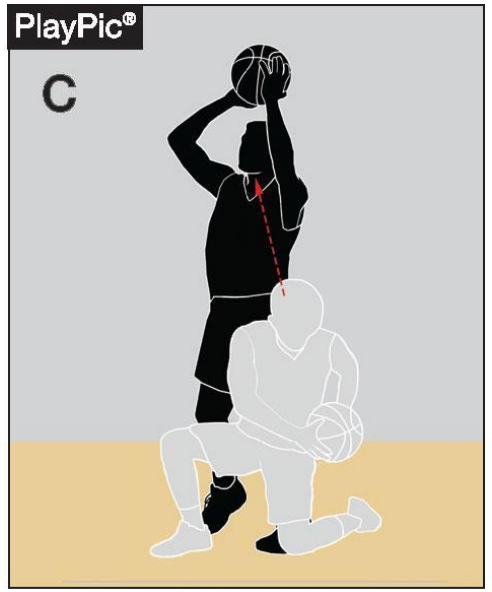
TRAVELING
4-44-5b



Legal



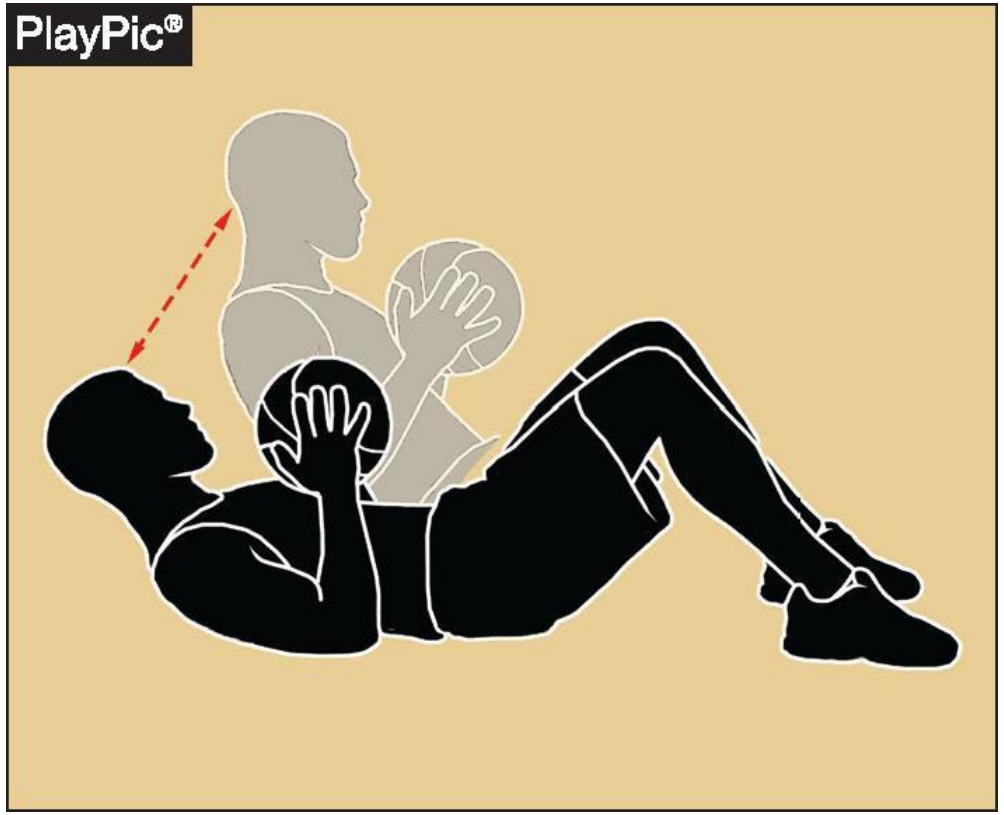
Illegal



Illegal

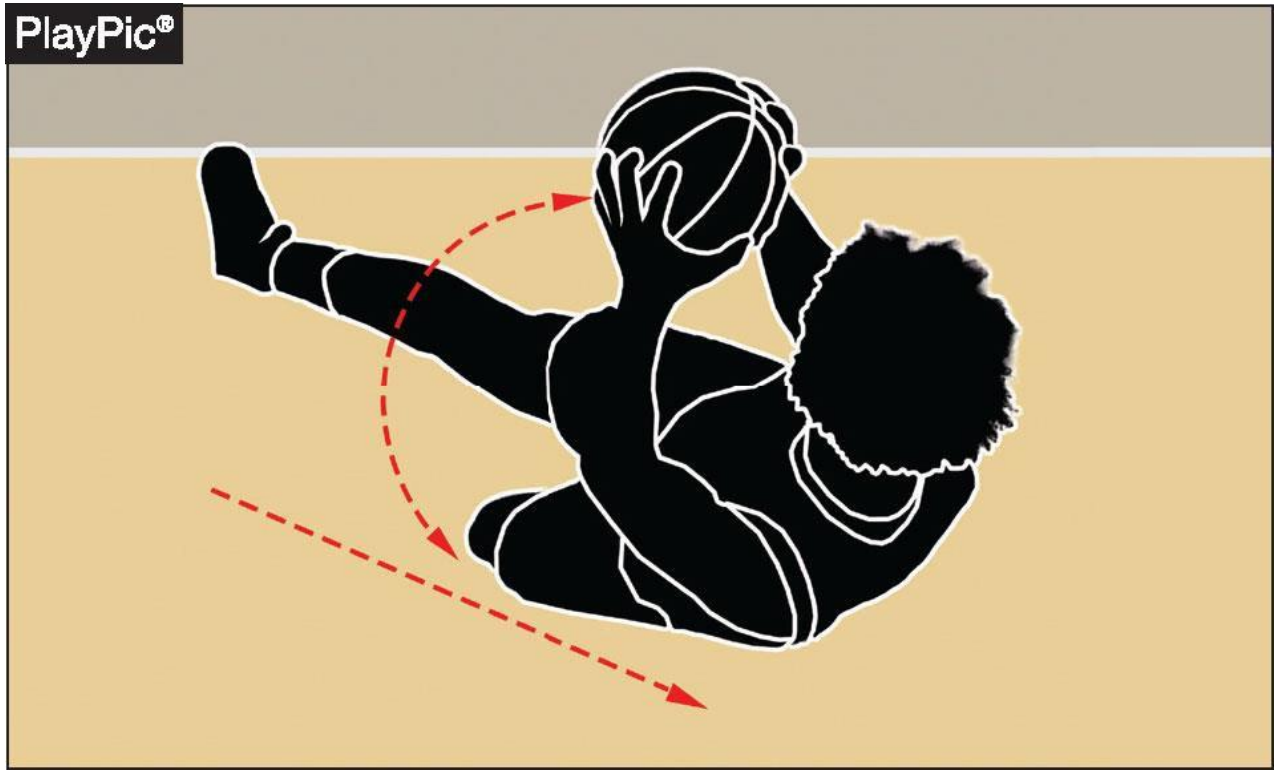
- A player holding the ball on the floor may not attempt to **stand up** with the ball.

TRAVELING
4.44.5 (SITUATION)



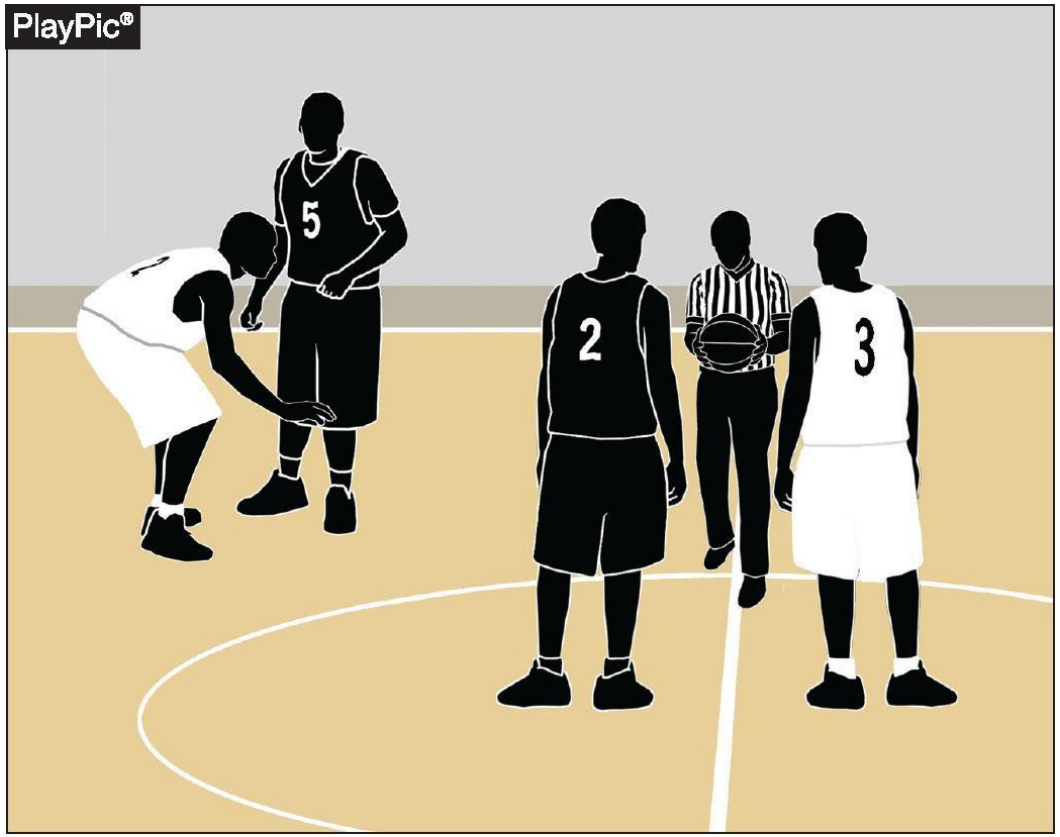
- A player holding the ball flat on their back may sit up without traveling.
- The player may also return to a position on their back.

TRAVELING
4-44-5c (NEW)



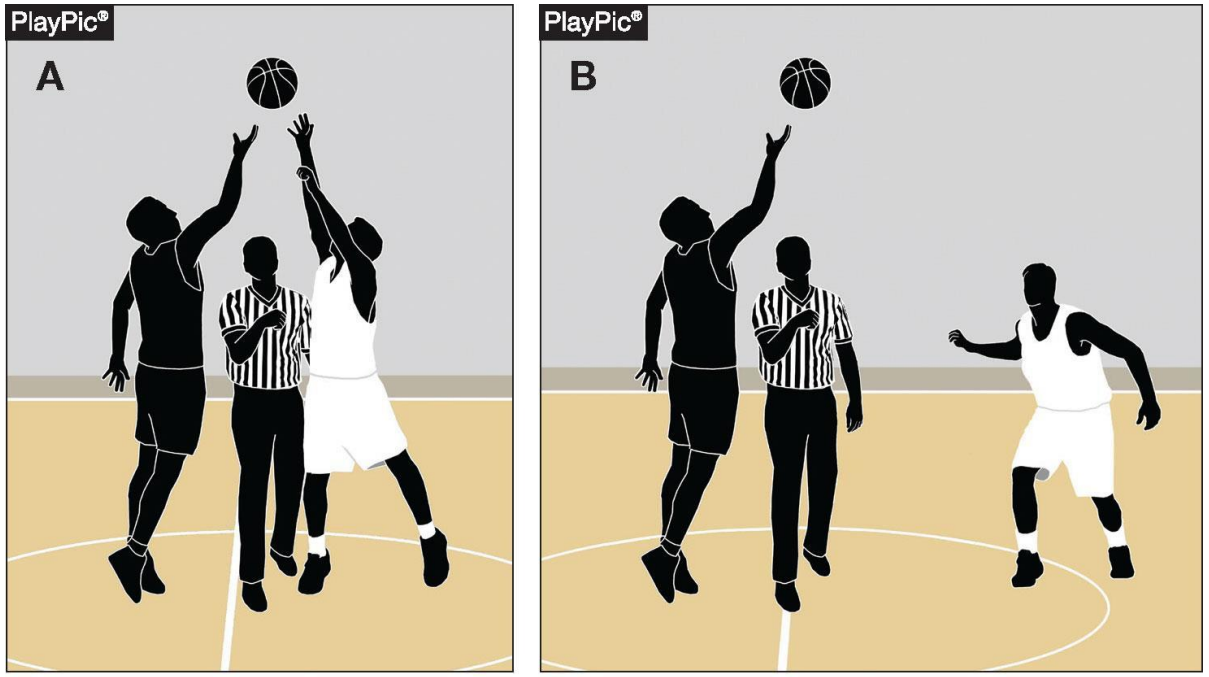
- A player holding the ball… after gaining control while on the floor, may slide and/or roll with the ball if it is caused by the player's momentum.

JUMP-BALL ADMINISTRATION 6-3-2



- "When the official enters the center restraining circle" has replaced the former language "is ready."

JUMP-BALL ADMINISTRATION 6-3-4 NOTE (NEW)



Legal

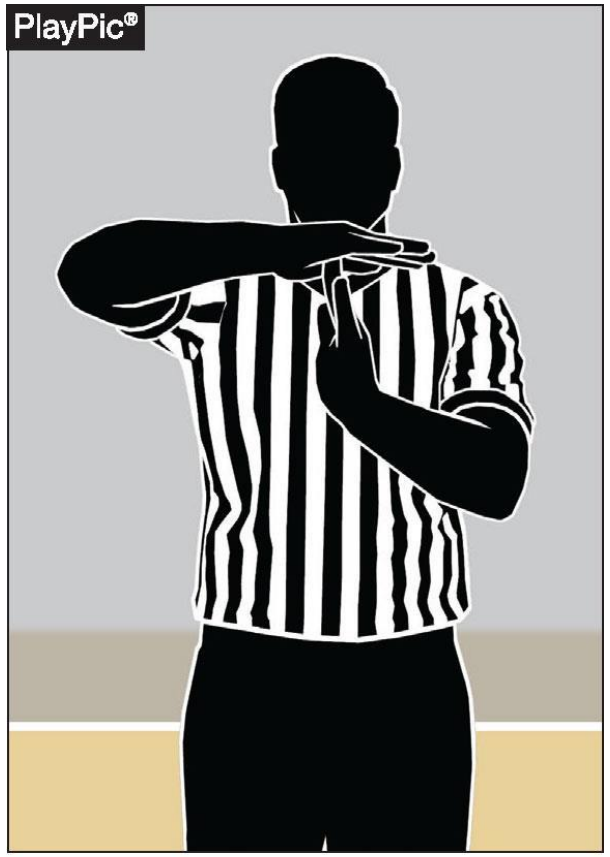
Illegal

- Each jumper shall have both feet within their half of the center restraining circle until the jump-ball ends.
- The restrictions end when the ball is touched by one or both jumpers.

RESUMPTION-OF-PLAY PROCEDURE, THROW-INS 7-5-6c (NEW)

- When a throw-in violation occurs **during a division line throw-in**, the resulting throw-in shall remain at the division line opposite the scorer's and timer's table.
- Clarifies that in this situation, the throw-in would not be moved to one of the eight designated spots to resume play.

TECHNICAL FOUL PENALTY SUMMARY CHART

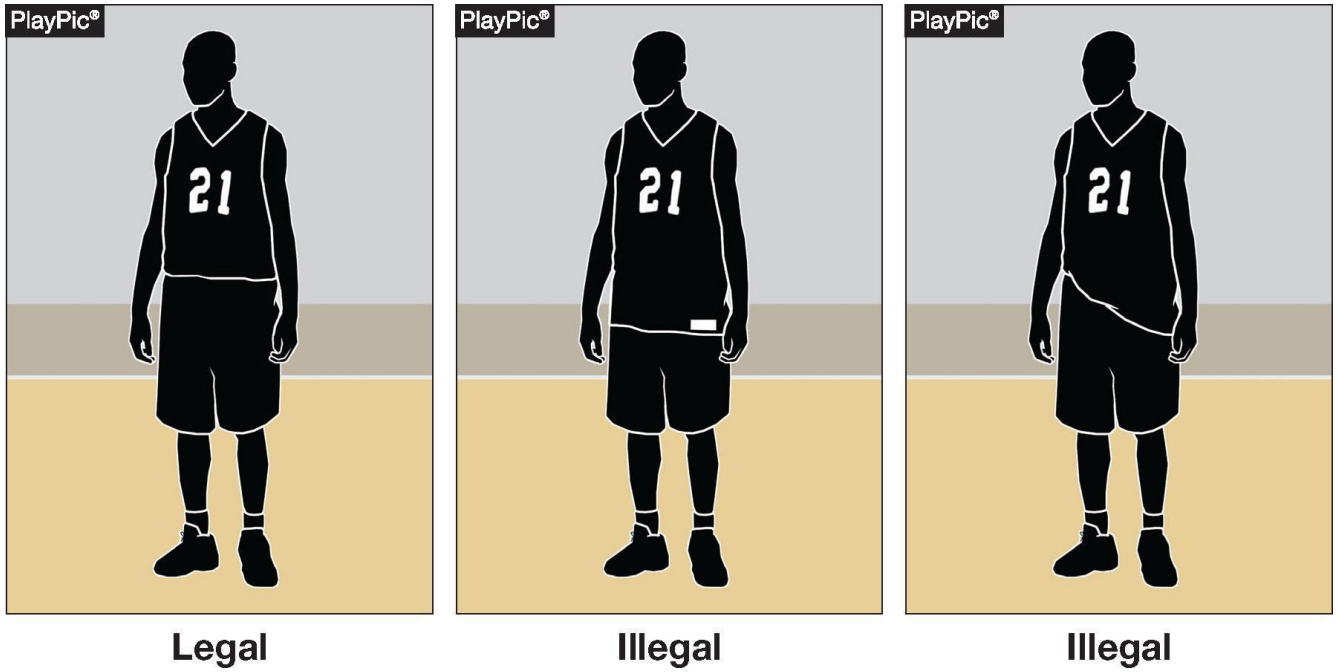


Technical Foul

- The Technical Foul Penalty Summary chart has been revised to better align with Rule 10.

2026 Points of Emphasis

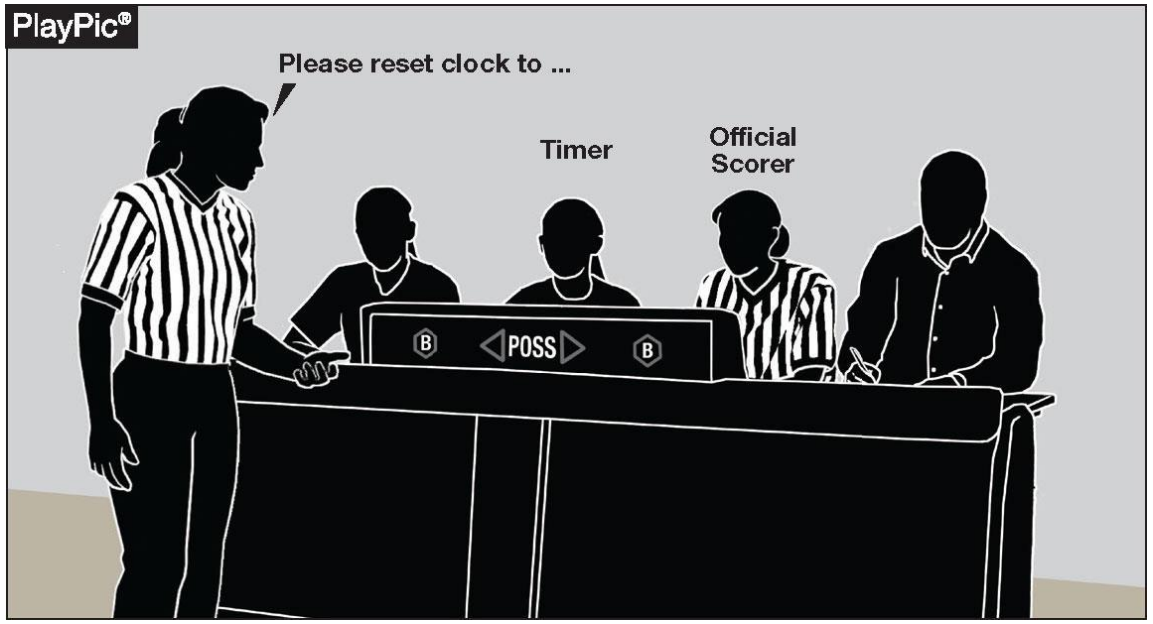
UNIFORMS



Legal | Illegal | Illegal

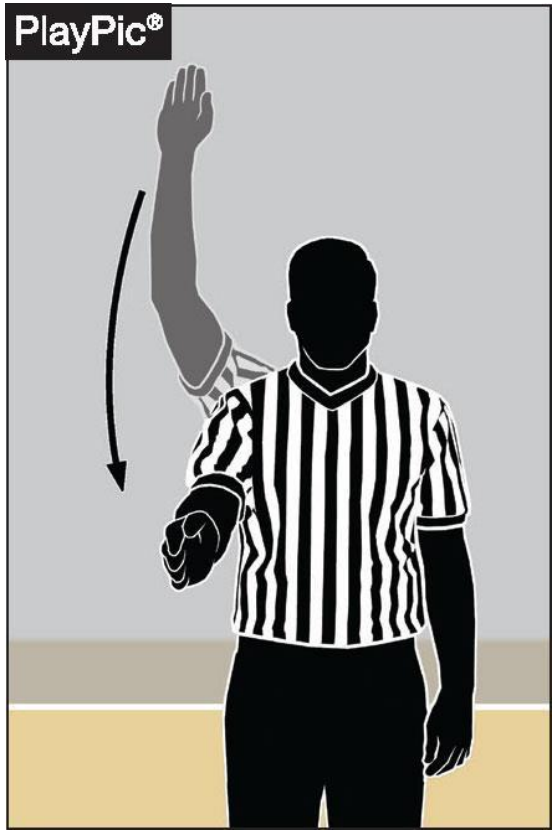
- Uniforms shall be worn in the manner the manufacturer intended.
- Players not in compliance with Rule 3-3-5 shall be directed to leave the game until corrected (as outlined in Rule 3-3-4).

TIMING MISTAKES / OFFICIALS' COUNTS



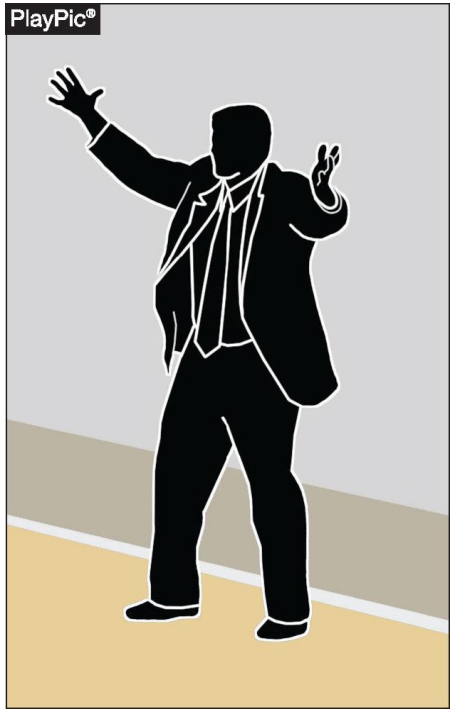
- Accurate timing is essential to game integrity and competitive balance.
- Officials and table personnel must work collaboratively.

TIMING MISTAKES / OFFICIALS' COUNTS



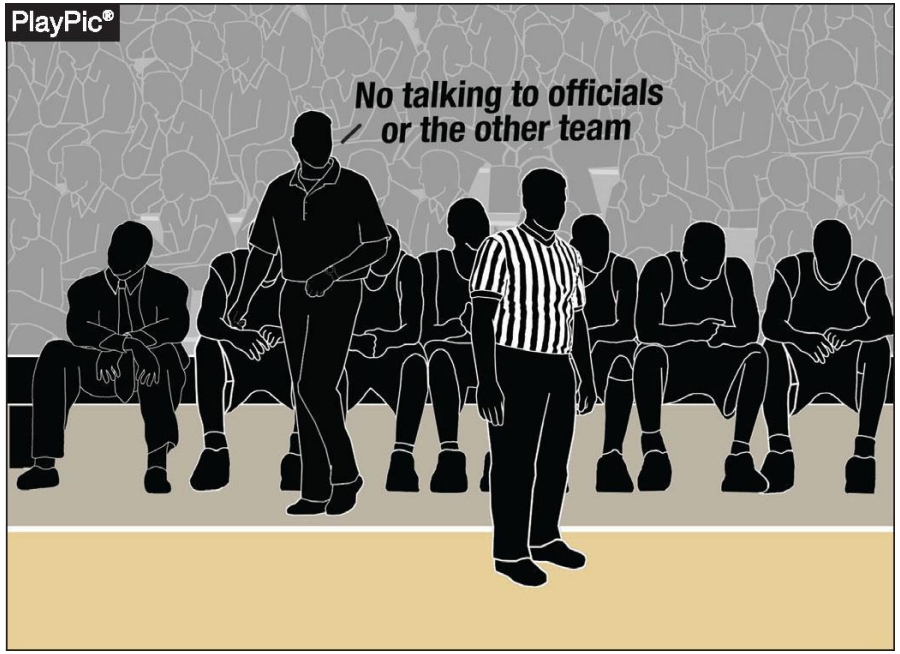
- When timing mistakes or timing equipment issues occur, officials may utilize visible or silent counts to make corrections.
- Strong communication between officials and the scorer's table is essential.

BENCH DECORUM / SPORTSMANSHIP / PROFESSIONAL CONDUCT



- Sportsmanship is a core expectation of education-based basketball.
- Consistent professionalism, respect and sportsmanship is required from coaches, players and officials.

BENCH DECORUM / SPORTSMANSHIP / PROFESSIONAL CONDUCT



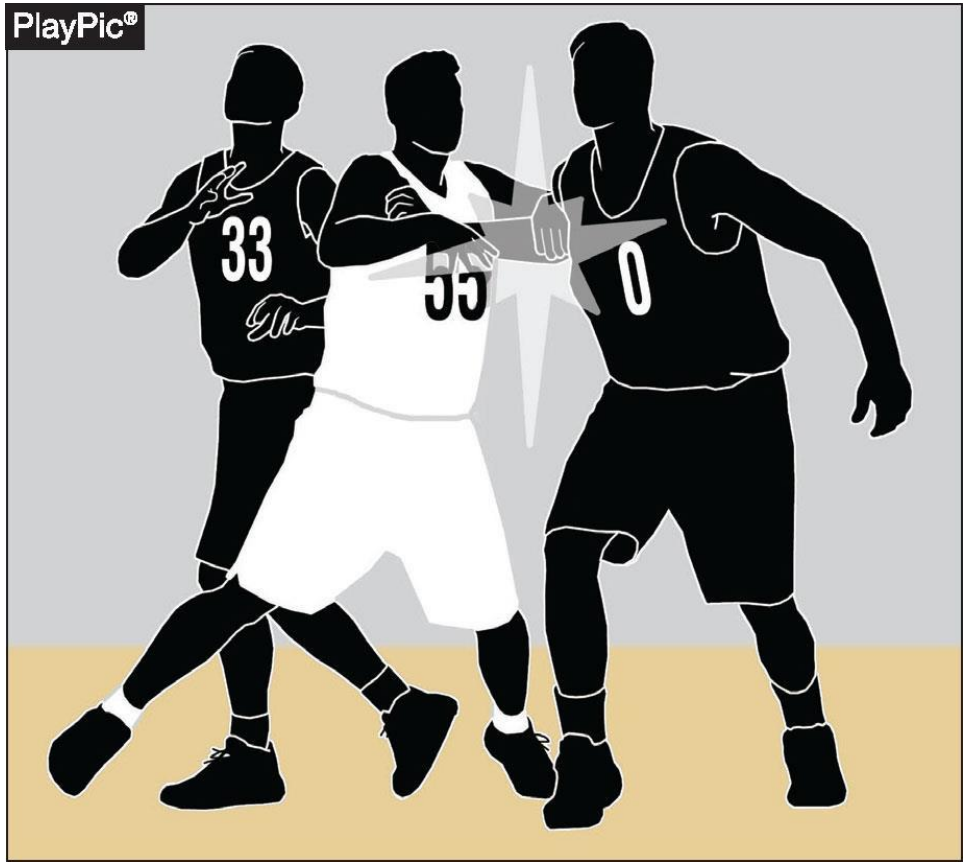
- The head coach is responsible for all bench personnel and communication with officials.
- Taunting (actions or remarks intended to embarrass, ridicule or demean an opponent) has no place in high school basketball and must be addressed promptly and consistently per NFHS rules.

PHYSICAL PLAY / ILLEGAL CONTACT



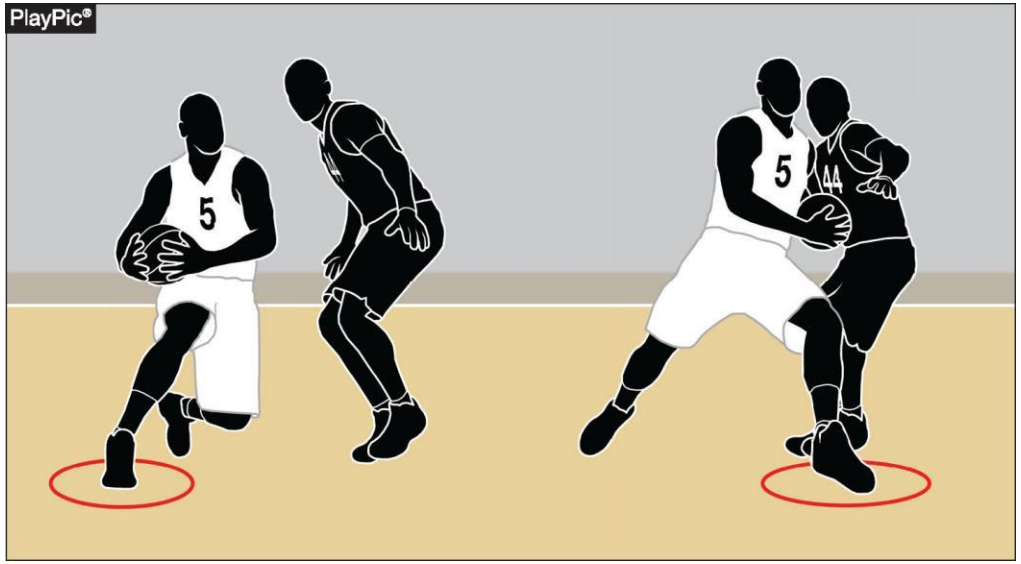
- Unnecessary or illegal contact creates disadvantages and safety concerns.
- Officials, coaches and players must collectively ensure legal play is distinguished from illegal physical advantage.
- Illegal contact includes hand checking, displacement, push-offs using the controlling arm and other actions that restrict freedom of movement or violate legal guarding principles.

PHYSICAL PLAY / ILLEGAL CONTACT



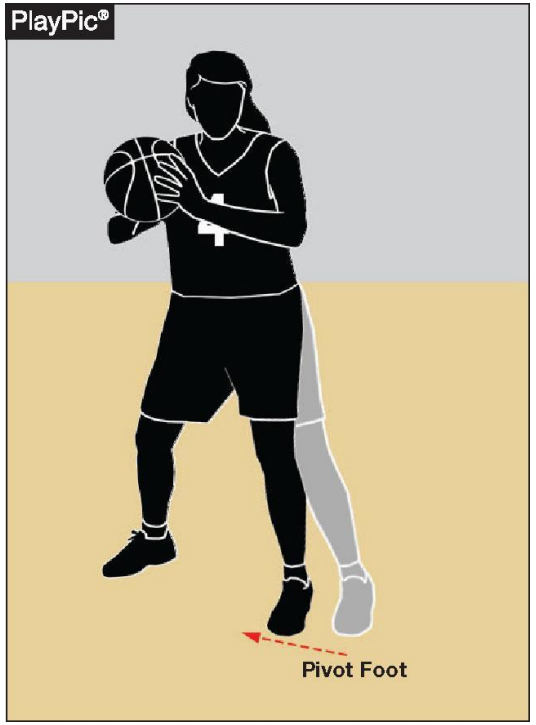
- Unnecessary roughness or overly aggressive contact must be penalized to maintain safety and game control.
- Post play requires special attention, including illegal use of two hands on the back, forearm displacement or dislodging a legally positioned opponent.

TRAVELING / CONTINUOUS MOTION / LEGAL PLAYER MOVEMENT



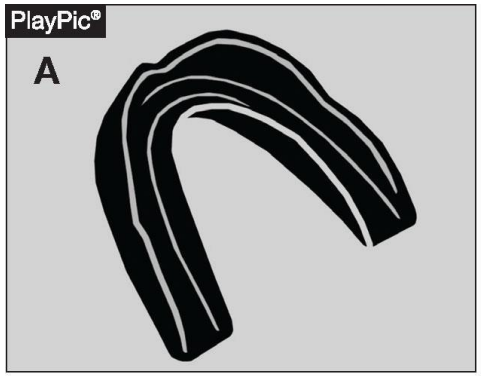
- Proper enforcement of traveling and continuous motion continues to be of high priority to the committee.
- Moves such as Euro-steps, spin moves and jump stops are legal when executed within the limits of establishing and maintaining a pivot foot.

TRAVELING / CONTINUOUS MOTION / LEGAL PLAYER MOVEMENT

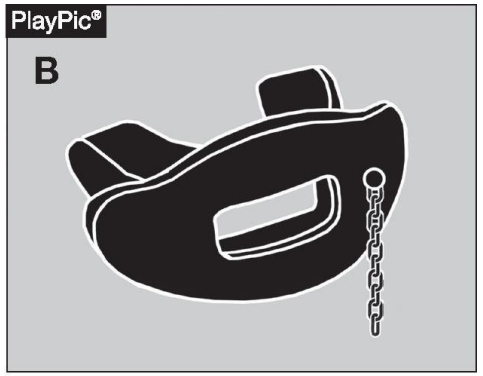


- Dragging a pivot foot, taking extra steps or failing to properly maintain a pivot foot constitutes traveling.
- A player who is fouled after starting a try or tap for field goal is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement.
- Continuous motion ends when the ball is clearly in flight.

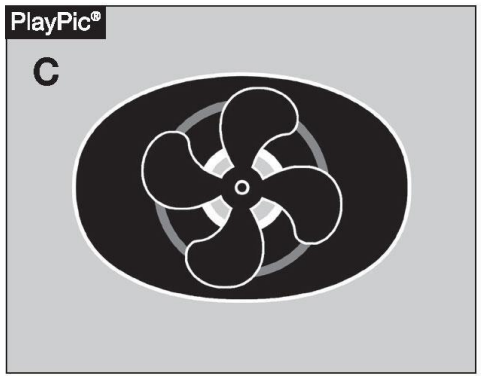
PLAYER EQUIPMENT: TOOTH AND MOUTH PROTECTORS



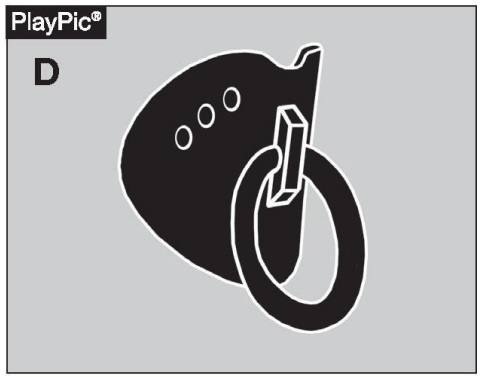
Legal



Illegal



Illegal



Illegal

- Tooth and mouth protectors must be worn as intended for protective purposes.
- Protectors must not include attachments or features unrelated to protection.

AUTHENTICATING MARK

- The NFHS Authenticating Mark ensures easy identification of inflated and non-inflated balls used in interscholastic. competition for which the NFHS writes playing rules.
- All such balls are required to display the NFHS Authenticating Mark.

CT RULES ADOPTIONS

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.

This provision was re-written to clarify that not all states allow a return to play. Officials are encouraged to learn the applicable return to play laws in the state(s) where they officiate.

CONCUSSION PROTOCOL
Official's Role

- ***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 the 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. 208-209.

CLOSELY GUARDED

IAABO Rules Guide 15:4

The closely guarded count while DRIBBLING has been discontinued in games using a shot clock.

Officials should continue to display a visible count, during closely guarded situations, only when the player is HOLDING the ball in games using a shot clock.

Sit-a-Tick

When a player receives a technical foul, that player must sit IMMEDIATELY. Do not resume play until that player has been substituted for.

This is always a great pregame topic. The non-calling official(s) should make sure this substitution is made IMMEDIATELY.

CT MECHANICS ADOPTIONS

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

Captain/Coaches/Officials pre-game meeting should be held **12 minutes** 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 points

Point to the floor with “one” finger to indicate a foot is 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.

Interpretation Meetings

BD#8: Wednesday, 11/4, St. Bernard HS in Uncasville at 6:30 pm.

BD#10: Sunday, 10/25, Lyman Hall HS in Wallingford at 8:00 am.

BD#35: Monday, 10/26 at Killingly HS (library) at 6:00 pm.



PLAY. PERFORM. COMPETE. TOGETHER.

WHAT QUESTIONS DO YOU HAVE?

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PLAY. PERFORM. COMPETE. TOGETHER.

HAVE A GREAT SEASON!!!

BD#7 Members, stick around

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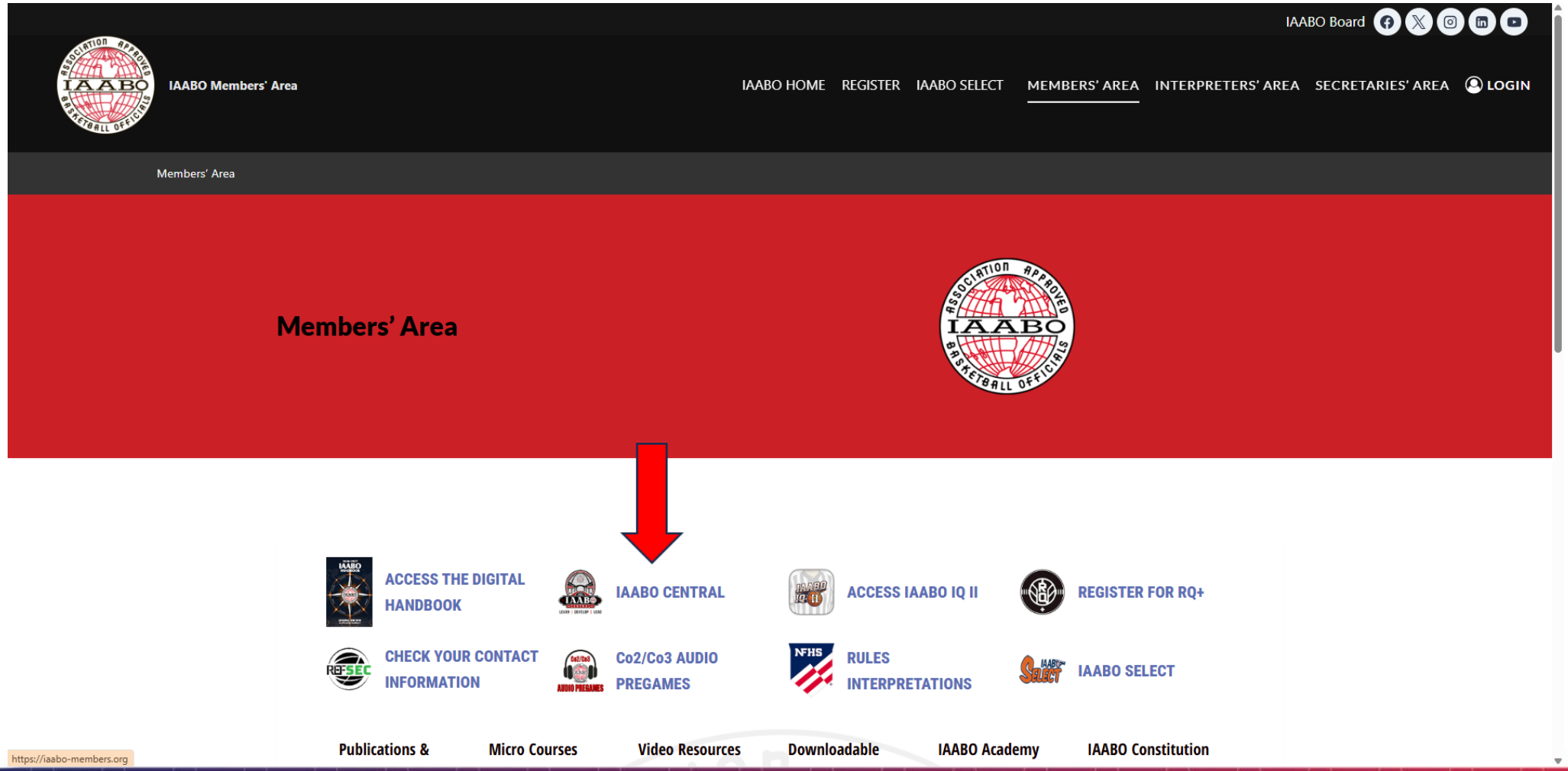
IAABO CENTRAL

The Refresher Exam will be administered through IAABO Central. It is in the Members Area on the IAABO website, www.iaabo.org.

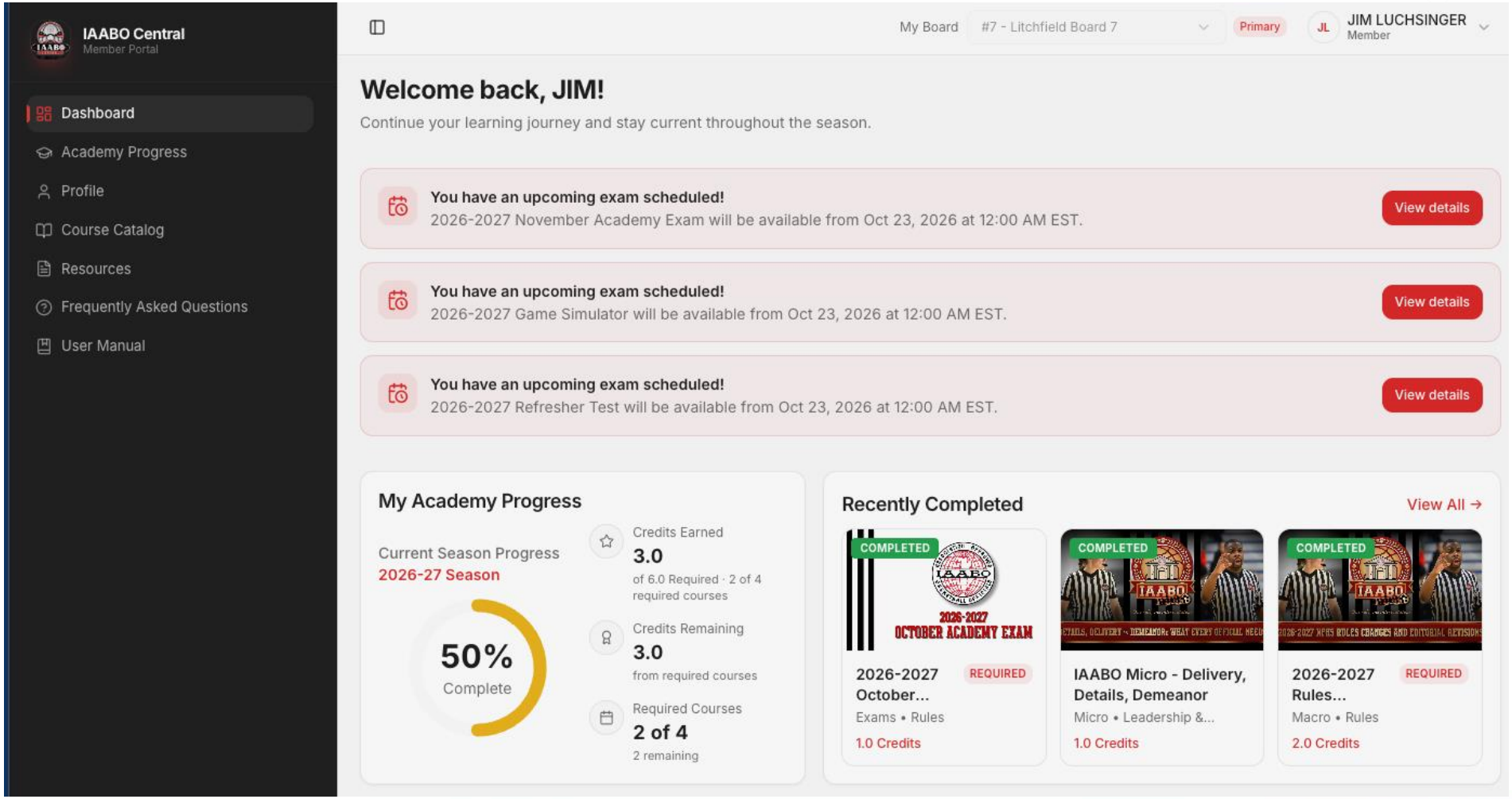
The exam will be released tonight at midnight and will be open until Sunday, November 29th at midnight. Please complete it before it closes on the 29th.

I will explain more about IAABO Central at our next meeting on the Sunday, November 29th.

IAABO CENTRAL



IAABO CENTRAL





PLAY. PERFORM. COMPETE. TOGETHER.

HAVE A GREAT SEASON!!!

See you on November 29th.

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ALTERNATING POSSESSION 6-4-4g



- The letter ‘g’ is now eliminated
- Play is stopped when there is team control, a goal is scored, or another official stoppage occurs. When play is properly stopped, the ensuing resumption is administered under the appropriate rule for the situation, rather than using the alternating possession procedure (Rule 4-36-2.c)
- This is not a rule change; this was inadvertently left in the rule after the rule change in 2025-26