



2011-12 BASKETBALL RULES CHANGES

1-3-1 The center restraining circle specifications were changed to permit a minimum of a ¼-inch-wide single line but a line no wider than 2-inches to designate the outer edge of the circle. Contrasting colored-floor areas are still permissible.
Rationale: Many existing courts already have a center circle that has a single ¼ - inch line. A mathematical line between two solid colors is also permitted in Table 1-1, Supplement to the Basketball Court, No. 3. This change provides consistency in the rule.

3-5-3
New The specifications regarding arm compression sleeves were changed to require the item to be white, black, beige or a single solid school color, be the same color for each team member and have only a single manufacturer's logo that does not exceed 2 ¼ square inches. Arm compression sleeves must still be worn for medical purposes.
Rationale: Under the previous rule, arm compression sleeves had no logo restrictions, could have been multiple colors and teammates could have worn different colors. This rules change provides clarification and makes enforcement more consistent for officials.

4-12-1,
4-12-2 &
4-12-6 Several definitions were changed to reflect that team control will now exist during a throw-in when the thrower-in has the ball at his/her disposal. The change primarily affects how foul penalties will be administered.
Rationale: By changing the definition of player and team control to include a throw-in, greater consistency in the penalty for a common foul is achieved. As the previous rule was written, because there was no team control during a throw-in, the penalty for a common foul committed by the throw-in team after the throw-in had begun resulted in free throws if the offended team was in the bonus. This was not consistent with the penalty for a team-control foul. This rules change will result in greater consistency in the penalties for common fouls, eliminate confusion on rule application and speed up the contest by eliminating the delay inherent with administering free throws.

2011-12 MAJOR EDITORIAL CHANGES

1-11-2, 3 Updated specifications were added to the basket-ring rules. A note was also added recommending that basket rings be inspected for rules compliance.
Rationale: The changes will more accurately describe the products used in the marketplace and encourage some type of equipment inspection.

2-2-4
New Note A note was added clarifying the administrative responsibilities of game officials through the completion of required reports.
Rationale: The administrative duties for game officials needed to be extended after

the game to document actions which occur during the game. This revision illustrates the difference between the game officials' jurisdiction during the game and other administrative responsibilities such as submitting specific reports after the game. In addition, state associations may continue to develop and implement policies that allow for review of unusual incidents that occur while the game officials have jurisdiction or after the game.

**3-4-1c
New Note**

A new note was added recommending that the visiting team's dark jersey be the darker of the school's color scheme or black.

Rationale: Many schools believe that a contrasting dark-colored jersey need only be a color other than white. When visiting teams wear light blue, light gold or light silver, it is difficult to differentiate them from the home white jerseys.

**3-5-1
New Note**

A new note was added authorizing state associations to grant exceptions to NFHS playing rules for participants with disabilities, special needs and/or extenuating circumstances.

Rationale: Clarifies that an individual state association may authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs or other unique and extenuating circumstances. Such exceptions are not considered rules modifications since they are not general in nature; rather, they are limited to the circumstances of specific individual participants.

4-19-3

The definition of an intentional foul was clarified and reorganized.

Rationale: Clarification.

5-11 & 12

The sections related to charged time-outs were consolidated and reorganized. Section 5-12 became unnecessary and was deleted.

Rationale: Clarification.

**6-4-3e, g &
Note**

Alternating-possession throw-in situations were clarified.

Rationale: Current items e. and g. were inaccurate given the point of interruption procedure in 4-36. The Note was also clarified.

**8-6-2,
8-6-3 New,
8-7**

The penalty administration for when single fouls occur as part of a multiple free-throw situation and when a double foul occurs as part of a multiple free-throw situation was clarified. Based on these editorial changes, Section 8-7 became unnecessary and was deleted.

Rationale: Clarification.

**9-2-10
Penalty 4**

Clarified that when an opponent contacts the thrower-in, an intentional foul shall be charged to the offender.

Rationale: Any type of contact on a thrower is an intentional foul. The defender does not actually have to break the boundary plane. This clarification will assist in more consistent enforcement.

2011-12 POINTS OF EMPHASIS

1. Sporting Behavior
2. Guidelines for Teaching and Officiating
3. Injury Data and Prevention

2011-13 MAJOR MECHANICS CHANGES

- 2.2.2.C.6** Crew of Two Only: The Trail will mirror the Lead's stop-and start-clock (chop) signal to ensure proper court coverage.
New
- Rationale:** This is the three-person mechanic. Too many times in a crew of two it is hard for the timer to see the Lead start the clock. This was the rationale for three-person mechanics, so the same technique should be used for a crew of two. It is also good training for those transitioning from a crew of two to three.
- 2.4.4.B.4** A visible signal (point to the table) was added to indicate when the timer should start the clock on a time-out.
3.4.4.B.4
- Rationale:** Helps to provide consistent administration of time-out situations.

2011-13 MECHANICS POINTS OF EMPHASIS

1. Reporting Area
2. Proper Signaling
3. Substitutions
4. Game Awareness
5. Fight Situation Protocol