

MINUTES
BASKETBALL RULES COMMITTEE
NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS

Downtown Marriott	Indianapolis, Indiana	April 13-15, 2008
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Committee members in attendance:

Nate Hampton	Chair	2009
Dan Shepardson	Section 1	2008
Darren Cook	Section 2	2009
Mac Chauvin	Section 3	2008
Roger Barr	Section 4	2010
Stephanie Phillips	Section 5	2009
Sally Marquez	Section 6	2011
Jeff Wells	Section 7	2010
Scott McDonald	Section 8	2011
Don Cameron	NFHS Coaches Association	2010
Todd Apo	NFHS Officials Association	2009

Guests in Attendance:

Mary Struckhoff	NFHS Staff Liaison	
Ken Koester	NASO, REI Representative	
Peter Webb	IAABO Representative	
Debbie Williamson	NCAA Women's Basketball Secretary-Rules Editor	

1. WELCOME, INTRODUCTION, GENERAL INFORMATION

Chairman Nate Hampton and Mary Struckhoff, NFHS Basketball Rules Editor welcomed new committee members, Sally Marquez of Section Six and Scott McDonald of Section Eight. Invited guests were introduced, Debbie Williamson, NCAA Women’s Basketball Secretary-Rules Editor, Peter Webb of IAABO and Ken Koester of Referee Magazine. These guests assist the committee with keeping abreast of trends in the game and keep the lines of communication open between organizations. Mary Struckhoff and Nate Hampton reviewed several administrative items with the committee.

2. ORGANIZATIONAL REPORTS FROM INVITED GUESTS

Each guest gave a brief report regarding their respective organizations and the trends occurring.

3. REPORTS FROM COMMITTEE REPRESENTATIVES OF CONSTITUENT FEEDBACK:

- A. Sectional – All sectional representatives spoke to or attempted to make contact with the state administrators in their respective sections.
- B. Coaches and Officials – The coaches and officials representatives reported some general feedback received from those groups.

4. REVIEW SUMMARY OF 2008 QUESTIONNAIRE AND STATISTICAL SURVEY

The committee reviewed the basketball questionnaire results (attached). The general basketball survey and the girls and boys basketball statistics submitted from member state associations were also reviewed.

5. UNIFORMS

The committee reviewed several basketball uniforms and catalogs submitted by manufacturers.

6. REVIEW CORRESPONDENCE

The committee reviewed the basketball experiment being conducted by the state of Georgia and other general correspondence.

7. DISCUSSION/VOTING OF

A. Rule Changes

#	Rules Reference	Proposed Rule Change	Passed	Failed	No Action
1A	2-2-1	<p>Permit the use of video replay – Proposal #1.</p> <p>Rationale: The number of games viewed for telecast, cablecast and webcast continue to increase. Coaches, participants, spectators and media now hold game officials to higher, almost impossible, standards than ever. It is impossible for officials to be 100% correct on every call. When possible, technology, that is presently a curse, should be used to assist game officials and administrators. To provide states that chooses to adopt the use of replay with uniform rules. This proposal covers nearly every type of error that could affect the outcome of the game.</p> <p>A. Change Rule 2-1 to read: is prohibited except in states where the state association has adopted specific replay rules. Where adopted, replay may be utilized by the game officials <u>or</u> a replay official.</p> <p>B. Rewrite 2-7 to include all articles now included in section 8.</p> <p>C. Rewrite Section 8 – Title: Officials’ Additional Duties when Video Replay is adopted by State Association.</p> <p>ART. 1...Officials (game or replay) may use official replay equipment, when such equipment is available within 12 feet of the playing court only in situations as follows:</p> <ol style="list-style-type: none"> a. determine if a fight occurred, who participated and who left the bench area; b. determine the correct free throw shooter; c. access whether correctable errors 10-1-although – need to be rectified d. correct a scoring mistake e. correct a timing error (starting or stopping) within the correctable error limits f. correct a timing error which was a result of a game clock malfunction during the half or extra period in which it occurred <ol style="list-style-type: none"> 1. Any/All timing errors must be corrected before the start of intermission and cannot be carried over from one period or extra period to another. g. determine if a try for goal was a two or three point attempt h. determine whether a player fouled on an unsuccessful try was in three point or two point range (number of free throws) <p>ART. 2...At the end of any period or extra period, the officials</p>		X	

		<p>after making a call on the court shall, use replay equipment to:</p> <ul style="list-style-type: none"> a. Determine whether a try for goal was released before 0:00 on the game clock b. Determine whether a foul occurred before 0:00 on the game clock <p>ART. 3...Officials shall not use replay equipment for other judgment calls:</p> <ul style="list-style-type: none"> a. Who committed a foul or if a foul occurred b. Goal tending/Basket Interference c. A violation <p>D. Rewrite 5-6-2 to read “. . . time has expired unless a red light or LED is visible.” When there is a red light or LED the period shall end when activated.</p> <p>E. Add under state association adoptions:</p> <ul style="list-style-type: none"> 8. Authorize the use of video replay. 			
1B	2-2-1	<p>Permit the use of video replay – Proposal #2.</p> <p>Rationale: The number of games viewed for telecast, cablecast and webcast continues to increase. Coaches, participants, spectators and media now hold game officials to higher, almost impossible, standards than ever. It is impossible for officials to be 100% correct on every call. When possible, technology, that is presently a curse, should be used to assist game officials and administrators. This proposal would address only the most visible and controversial aspect of the game – was the try good or not at the end of the game.</p> <ul style="list-style-type: none"> A. Change Rule 2-1 to read: is prohibited except in states where the state association has adopted specific replay rules. Where adopted, replay may be utilized by the game officials <u>or</u> a replay official. B. Add Exception 5 to 5-6-2 to Read: When a state association adopts the use of replay the period has ended when 0:00 is on the game clock. The LED/Red light behind the basket shall be synchronized with the game clock and will indicate that time has expired. C. Add article 6 to 2-8 (Officials Additional Duties) 2-8-6: Game or replay officials shall use official replay equipment, when such equipment, is located within 12 feet of the playing court, in order to determine only in the following situations: <ul style="list-style-type: none"> a. whether a try for goal was released before 0:00 on the game clock b. whether that try for goal was a two or three point attempt. D. Add under state association adoptions: <ul style="list-style-type: none"> 8. Authorize the use of video replay. 		X	
1C	2-2-1	<p>A state association may permit the use of video replay equipment at its state tournament series for use at the conclusion of the 4th quarter and any overtime period to determine whether a try for goal was released before the reading of zeros and if that try was a two- or three-point attempt.</p>		X	
2	3-4-6b	<p>Have the rules book define what constitutes a “dark” uniform.</p>			X
3	3-5-3	<p>Have any item that goes around the <i>entire</i> head (elastic strips/bands, pre-wrap, headbands, etc.) meet the same rule requirements regarding color uniformity (currently only the headband must meet those requirements).</p>	X		

		<p>NEW: Add the colors of black and beige to the permitted colors of items that go around the entire head/sweatbands.</p> <p>Rationale: This change makes the rule more consistent in application and enforcement. The additional colors will provide student-athletes with the same low-cost options, while maintaining team uniformity.</p>			
4	3-5-3	<p>Have <i>all</i> hair-control devices and headbands (rubber bands, scrunchies, pre-wrap, etc.) meet the same rule requirements regarding color uniformity (currently there is no color restriction for hair-control devices).</p>			X
5	4-10	<p>A closely-guarded situation occurs when a player in control of the ball in his/her team's frontcourt, is continuously guarded by any opponent who is within six feet <u>three feet</u> of the player who is <u>holding</u> or <u>dribbling</u> the ball.</p> <p>Rationale: The current rule gives a decided advantage to the defender and takes away a vital skill in ball handling, controlling the dribble. The rule should be changed to eliminate the element of dribbling, or the distance should be reduced. Under the current rule, a player with the ball at the top of the 3-point arc can be closely guarded by a defender standing on the free throw line.</p>			X
6	4-12-2 & 4-12-6	<p>Edit Article 2 as follows: ART. 2...A team in control of the ball when a player of the team is in control, while a live ball is being passed among teammates, <u>is at the disposal of a player for a throw-in</u>, and during an interrupted dribble. ART. 6... Neither team control, nor player control exists during a dead ball, throw-in, a jump ball, or when the ball is in flight during a try or tap for goal.</p> <p>Rationale: The NFHS change making the penalty for an illegal screen or a push-off by an offensive player to loss of possession has been an improvement, particularly toward the end of the game, when the consequence is loss of possession, rather than giving free throws at the opposite end in the closing seconds. The NCAA has recognized that the consequence should be the same for a push-off or illegal screen on a throw in. We encourage the NFHS to also make the minor change, so that all illegal screens and offensive push-offs are treated with a similar penalty.</p>		X	
6	4-12-2	<p>During a throw-in, having an illegal screen or any foul by the throw-in team considered a team-control foul resulting in a throw-in to the offended team (currently free throws could be awarded if a team is in the bonus).</p>		X	
7	4-15-5	<p>An interrupted dribble occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. There is no player control <u>or team control</u> during an interrupted dribble.</p> <p>Rationale: Since there is no player control during an interrupted dribble then there cannot be team control also.</p>			X
8A	4-19-6	<p>Consolidate player and team control foul (4-19-6 & 7) to read as follows: ART. 6... An offensive foul is a common foul committed by a player whose team has team control or by an airborne shooter.</p> <p>Rationale: Since the penalty is the same for team and player, there is no need for both. Having one term to define both situations is easier to understand.</p>		X	

		Signal Chart: You can also eliminate the new team-control foul signal (#35) and use the current player control foul signal (#34) for the new "offensive" foul.			
8B	4-19-6	<p>Change the definition of article 6 to Offensive Foul and define it as follows: ART. 6...<u>An offensive foul is a common foul committed by a team member that is on the offense. It includes:</u> a. <u>a player control foul which is a common foul committed by a player while he/she is in control of the ball or by an airborne shooter.</u> b. <u>a team control foul which is a common foul committed by a member of the team that has team control.</u> <u>Add a Note: no free throws shall be awarded for an offensive foul. The ball will be awarded to the opposing team for a throw-in at the nearest spot of the foul.</u> Rationale: The player control foul and the team control foul now possess the same penalty, which is no free throws and awarding the ball out-of-bounds to the opposing team. It seems logical to group them together under one common definition. In addition, the two types of fouls are often referred to as an offensive foul.</p>		X	
9	4-28-1	<p>A jump ball is a method of putting the ball into play to start the game - by tossing it up between two opponents in the center restraining circle ... (leave the rest unchanged). Rationale: By rule an overtime period is a “continuation of the 4th quarter.” Why do we eliminate the alternating position arrow and start the overtime with a jump ball instead of giving it to the team that was entitled to it at the end of the 4th quarter? If a game went into multiple overtimes and one team had a player significantly taller than the other team, that team could win the toss each time and gain quite an advantage with the first possession in each overtime. This change would simply continue the pattern of giving the next opportunity for a jump ball, i.e. the start of overtime, to the team that had the alternating-possession arrow at the end of the 4th quarter.</p>		X	
10	4-28-1	Begin an overtime period with a throw-in by the team entitled to the ball under the alternating-possession procedure.		X	
11	4-38	Eliminating the resumption-of-play procedure (putting the ball down on the floor) and replacing it with a delay warning being issued to the offending team, with any subsequent delay – as with all delays – resulting in a technical foul.		X	
12	4-42-5	<p>Add the following to 4-42-5: <u>A throw-in that is illegally touched will result in a new throw-in at the nearest spot to where the illegal touched occurred.</u> Rationale: This addition will indicate that when there is an illegal touch occurs that the resulting throw-in is a new throw-in and not a replacement throw-in because the original throw-in was not completed.</p>			X
13	5-5-1 & 5-5-3	<p>Change the following: Section 5 LENGTH OF HALVES. ART. 1... <u>Playing time for teams of high school age shall be two halves of sixteen minutes with an intermission of 10 minutes between halves.</u> ART. 3... a <u>half</u> may be shortened, etc... Rationale: By playing the game in halves, fatigue would set in with</p>		X	

		starting players giving more players an opportunity to play.		
14	5-8-3	<p>Edit as follows:</p> <p>ART. 3...Grants a player's/head coach's a oral or visual request for a time-out, such request being granted only when:</p> <p>a. <u>A player's request is made while:</u></p> <ol style="list-style-type: none"> 1. The ball is in control or at the disposal of a player of his/her team. 2. <u>The ball is dead, unless replacement of a disqualified, or injured player(s), or a player directed to leave the game is pending, and a substitute(s) is available and required.</u> <p>b. <u>A head coach's request is made while</u> the ball is dead <u>and the clock is stopped</u>, unless replacement of a disqualified, or injured player(s), or a player directed to leave the game is pending, and a substitute(s) is available and required.</p> <p>Rationale: The rule change would no longer allow coaches to call time out while the ball is in play, or even immediately after made baskets, if the clock is still running. (An alternative would be to eliminate the words <i>and the clock is stopped</i> from the recommended change in section b. That would allow the coach to retain the right to request a time out immediately after a made basket.)</p> <p>The change would clearly address the problems in the application of the current rule. No longer would officials have to decide whether to turn away from action on the floor to see who, if anyone is actually calling for a time out.</p> <p>However, would also, reemphasize the role of coaches as teachers of the game and reward players who have enough poise in the heat of battle to correctly follow the instructions of their coaches to call time out. The current philosophy of the game at all levels seems to be to emphasize the role of coach as controlling the specific movements of each player from play to play, particularly late in the game, when multiple time outs extend games interminably and minimize the need for players to be able to think on their own and apply the lessons they have learned from their coaches.</p> <p>While the high school game does not generally have media time outs and suffer as much from this change in the role of coaches, the recommended rule modification would be a small move in the right direction. Coaches could still get time outs at the same points in the game, but they would have to teach their players to have the poise and discipline to recognize the situation and look to the coach for instruction.</p> <p>Some coaches may be adverse to the change as they view it as taking more control away from them. They may be reluctant to put more responsibility on the shoulders of their players. While the change does that, it at the same the change time rewards the coach who is able to teach his or her players a feel for the game and instill in them the ability to keep their poise under pressure. It would put more of the game during the 32 minutes of play in the hands of the players, and put more emphasis on coaches' ability to teach and prepare.</p>		X
15	5-11-4 New	<p>Safety Time Out.</p> <p>Any head coach may call a Safety Time Out. Both Head coaches and the Game Officials will meet in the center of the court. The Head coach will state why he/she feels that player safety is not acceptable. The</p>		X

		opposing head coach will be asked if they agree or disagree with the claim. If both coaches agree then the officials are bound to correct their actions. Play will resume for 2 minutes of game time before a safety time out can be called again. Rationale: I have witnessed too many basketball games that have evolved into full contact, and hardest hitter wins, contests. Most have resulted in players needing medical treatment. The state office has failed to address the issue over several years. I have asked many officials why this is happening; the usual response is that if they called all the fouls they saw then the games would take too long. It is interpreted that this willful disregard for the established rules is a provable case of Felony Child Abuse. I would like the national level rules committee to attempt to address this issue with a new rule.			
16	8-1-4b, c, d	During a free throw, moving all players up one space and leaving the two marked lane spaces closest to the end line vacant (currently spaces nearest the shooter are vacant). Rationale: May reduce rough play during free-throw situations while maintaining defensive rebounding percentages within an acceptable range.	X		
17	9-13 Penalty	If the defense commits an excessively swinging the elbows violation while a try is in flight, ignoring the violation if the try is successful.		X	
18A	9-14 New	By state adoption, allow the use of a 35 or 30 second shot clock. The team in control shall attempt a try for goal within 35 seconds for boys and within 30 seconds for girls after gaining team control. The try shall leave the shooter's hand before the expiration of the allotted shot-clock period, and subsequently strike the basket ring or enter the basket before or after the allotted shot-clock period. See supplemental sheet for entire rule book changes. Rationale: We have used a 35 second shot clock in our boys' games since 1998 and a 30 second shot clock in our girl's games since the 1970's. The fan interest has been very positive. The shot clock increases the pace of the game, making games more entertaining for the fans. Implementing the clock will bring the game more in line with the college rule and help prepare the high school students to play at the next level. Teams have taken delay tactics to extremes and have taken the excitement out of the game. The shot clock still allow for some patience and execution, while maintaining the flow of the game. We are suggesting adding the shot clock to the rules by State Association Adoption to provide flexibility of using it if desired and not using it if as well. States that wish to experiment with a shot clock will have guidelines to follow if in the rule book.			X
18B	9-14 New	Permit the use of a shot clock by state adoption. (More info from ND in committee binder) Rationale: Below are a few observances from North Dakota's use of the shot clock over the past 11 years. Cost and clock operators seemed to be the two prominent issues that created anxieties. The schools made a group purchase to maximize a discount price and the shot clock operator concern did not come to fruition. Some positive points are: <ul style="list-style-type: none"> • Players tend to look at the basket the first time through the 		X	

		<p>pattern</p> <ul style="list-style-type: none"> • A team can play a “slow-down” game, but not “stall” game • Teams seem to “organize” and get into the offense more quickly • A more “spirited” pace of play is present • Very few shot clock violations which indicates the purpose is being served • Coaches believe it is easier to motivate players to play tough defense for 30/35 seconds versus playing hard for however long the other team holds the ball • For the most part the NCAA rule works fine so we didn’t have to “reinvent the wheel” <p>Our coaches are almost unanimous in support of the clock. I don’t know one who is not, but it wouldn’t be proper to say it is unanimous as we haven’t polled for a long time. It has been good for basketball in North Dakota.</p>			
19A	10-1-7 Pen	<p>Article 7 states that it is a “team technical” to “request an excessive time out.”</p> <p>The penalty is “Penalized <u>-if discovered while being violated.</u>”</p> <p>Rationale: While it is unlikely to occur, it is possible for a team to request and be granted an excessive time out, the mistake not be noticed and the game continues. Several minutes later it is brought to the officials’ attention, based on the current rule the officials should still charge the technical foul. I believe that 99% of the officials would state that it is “too late” to penalize the team because the mistake was not caught while the time out was being taken (similar to having more than 5 team members participating must be discovered while being violated).</p>		X	
19A	10-1-7	Have the penalty for an excessive time-out only assessed while being violated; once the ball becomes live, it’s too late to penalize.		X	
19B	10-1-7	If not recognized immediately, have the penalty for an excessive time-out only permitted to be assessed within the correctable error timeframe (currently it can be penalized whenever it is discovered).			X
20	10-3-2	<p>Change this article to read: wear illegal jersey, illegal pants/skirt, illegal number <u>or a number that is not listed in the score book.</u> Add a note: <u>The number in the score book is to be changed to the number worn by the player.</u></p> <p>In 10-1-2, delete items c and d and change item e to c.</p> <p>Rationale: This change would make the penalty for an illegal number and a wrong number the same. Have it discovered before entering. This will make it easier for an official to administer and remember. The number being worn by the player is the correct number. The score book has listed the wrong number.</p>		X	
21	10-5-5 NEW	<p>Have a team receive one technical foul for any and all illegal uniform violations (currently it is a player technical foul for each starter and substitute entering the game with an illegal uniform). This technical foul is charged directly to the head coach.</p> <p>Rationale: This rules change reduces the penalty from one technical foul assessed to each starter and each substitute to a maximum of one technical foul assessed directly to the head coach. There has been a proliferation of illegal uniforms worn by teams within the last several years. This change reduces the penalty, but puts the responsibility for</p>	X		

		illegal uniforms where it ultimately belongs – with the head coach – not the participant.			
22	10-3-5b & 10-3-5c New	<p>b. Intentionally slapping or striking the backboard or causing the ring to vibrate while a try or tap is in flight or is touching the backboard or is in the basket or in the cylinder above the basket.</p> <p>c. Causes the ring to vibrate as a result of striking the basket.</p> <p>Rationale: I am observing the striking and slapping of the backboard on a more frequent basis. However, many officials do not deem this a player technical because there is a tap or try for goal in process, regardless to the severity of the “slapping or striking”. The Casebook comment (page 80, 10-3-5) confirms this.</p> <p>I believe the slapping or striking is not a basketball play and should be called a player technical. The try or tap for goal should have no bearing. Thus, I recommend we identify the “slapping and striking backboard” as its own article and amend the casebook situation also. One other option would be to rule the “slapping/striking” a violation.</p>		X	
23	10 Penalty Summary 4.b New	<p>Add a penalty to item 4 and list as follows:</p> <p>4. Two free throws:</p> <p>a. if intentional or flagrant, plus ball for a throw-in.</p> <p>b. <u>A common foul committed in the backcourt with two minutes remaining in the game.</u></p> <p>Rationale: A common practice for a team that is behind in the score is to commit a common foul immediately after a throw-in in an effort to stop the clock hoping to trade off free throws for added time to catch up. With the added penalty of two free throws in the backcourt in the last two minutes of the game, it will discourage a team that is behind in the score to commit a common foul in the backcourt enabling the clock to continue to run a little longer late in the game. In addition this will shorten the game. Fans do not like it when this tactic is used because the clock is stopped often with little action occurring resulting with the game being prolonged.</p>		X	
24	Info	Adding an additional signal to the signal chart for an official’s accidental whistle.			X
25	Violation	Adding an additional signal to the signal chart for basket interference.		X	
26	Fouls	Adding an additional signal to the signal chart for a hit to the head.		X	
27	Fouls	Adding an additional signal to the signal chart for hook/wrap.			X
28	Fouls	Adding an additional signal to the signal chart for a trip.		X	

B. Editorial changes:

#	Rules Reference	Proposed Editorial Change	Passed	Failed	No Action
1	2-13	Change the section header to Timers and Equipment.	X		
2	2-9-3	<p>Article was omitted in the present printing of the rules book.</p> <p>Rationale: Restore a missing article indicating what an official can do if a player is not made available for throw-in and the techniques an official can use to make the ball available to the player to make a throw-in.</p>			X
3	3-3-4	Do we need to add an exception for a situation in which the player that left the game is the only available substitute?		X	
4	3-3-6	ART. 6...An athlete who is bleeding, has an open wound, has any	X		

		amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the game until 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. Rationale: Approved NFHS SMAC Language for Blood on the Uniform			
5	3-4	Reorganize Section 4 to separate topics by article and adjust language to be consistent with current industry terminology.	X		
6	3-5-5	ART. 5...Undershirts shall be a single solid color similar in color to the torso of the jersey and shall be hemmed and not have frayed or ragged edges. If the undershirt has sleeves, they shall be the same length.	X		
7	3-6	Only one manufacturer's logo/trademark/reference is permitted on the pants/skirt, in addition to any school mascot(s)/logo(s).	X		
8	4	Please move the definitions portion of the Rules Book right behind the court and equipment rule.		X	
8.1	4-12-2	Separate article into sub-articles as follows: ART. 2...A team is in control of the ball when: a. A player of the team is in control. b. While a live ball is being passed among teammates. c. During an interrupted dribble.	X		
8.2	4-18-1, 2	ART. 1...An attempt to strike, punch or kick an opponent with <u>by using</u> a fist, hands, arms, legs or feet, regardless of whether contact is made. ART. 2...An attempt to instigate a fight by committing an unsporting act toward an opponent that causes an opponent <u>a person</u> to retaliate by fighting.	X		
9	4-27-2	ART. 2... Contact which occurs unintentionally in an effort by an opponent to reach a loose ball, or contact which may result when opponents are in equally favorable positions to perform normal defensive or offensive movements, should not be considered illegal, even though contact may be severe.	X		
10	4-42-5	Separate article into sub-articles as follows: ART. 5...The throw-in ends when: a. The passed ball touches or is legally touched by another player inbounds. b. The passed ball touches or is touched by another player out of bounds, except as in 7-5-7. c. The throw-in team commits a throw-in violation.	X		
11	5-12 Note	Move note to under ART. 1 – more appropriate under article where number of time-outs is mentioned.	X		
11.1	6-4-4	ART. 4...The direction of the possession arrow is reversed immediately after an alternating-possession throw-in ends or when the throw-in team violates as in 4-42-5.	X		
12	6-4-5	ART. 5...The opportunity to make an alternating-possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating-possession throw-in, it does not cause the throw-in team to lose the possession arrow. Do we need to make any edits to this article based on last year's change?			X
13	9-9-2	While in team control in its backcourt, a player shall not cause the ball to go from backcourt to frontcourt and return to backcourt, without the ball touching a player in the frontcourt, and be such that he/she or a	X		

		<p><u>teammate</u> is the first to touch it in the backcourt. Rationale: The current rule essentially indicates that one player is involved, e.g., A1 fumbling the ball into frontcourt and picking it up while still having backcourt status. However, another play which happens occasionally is the situation where A1 is trapped near the division line in backcourt and makes a bounce pass across to a teammate in backcourt with the ball bouncing in frontcourt. This wording change provides rules coverage consistent with the first play and with current interpretations for the second play.</p>			
14	9-9-3	<p>A player from the team not in control (defensive player or <u>a player from either team</u> during <u>or after</u> a jump ball or throw-in) may legally jump from his/her frontcourt, secure control of the ball with both feet off the floor and return to the floor with one or both feet in backcourt. The player may make a normal landing and it makes no difference whether the first foot down is in the frontcourt or backcourt. Rationale: The current wording in the rules book came in during the 2003-04 season. It replaced the exceptions and note that had been there before. The previous exception stated that an airborne player who was the 1st to secure control AFTER the jump ball or throw-in was entitled to land in the backcourt legally. The use of the word ‘during’ in the 2003-04 editorial revision had the unintended effect of changing the long-standing application of the rule in tipped ball situations. The additional words above would restore the rule to its former situation and provide for consistent application of the rule in all jump ball and throw-in situations.</p>		X	
15	10-1-9	<p>ART. 9...Fail to have all players return to the court at approximately the same time following a time-out or intermission. Do we still need this with our resumption-of-play procedure?</p>			X
16	10-1-10	<p>ART. 10...Following any team warning for delay, commit a violation of the throw-in boundary-line plane as in 9-2-10. Move to this article to 10-1-5c and renumber remainder.</p>	X		
17	10-5	<p>Suggested rewrite: ART. 1...The head coach shall remain seated on the team bench, except:</p> <ul style="list-style-type: none"> a. By state association adoption, the head coach may stand within the designated coaching box described in 1-13-2. The first technical foul charged directly or indirectly to the head coach results in loss of coaching-box privileges and the head coach must remain seated for the remainder of the game except as stated below in 10-5-1b, c, d and e. b. The head coach may stand within the coaching box to request a time-out or signal his/her players to request a time-out. c. The head coach may stand and/or leave the coaching box to confer with personnel at the scorer’s table to request a time-out as in 5-8-4. d. The head coach may stand within the coaching box to replace or remove a disqualified/injured player or player directed to leave the game. e. The head coach may stand as in 10-4-4c and 10-4-4d. <p>ART. 2...The head coach shall replace or remove a disqualified/injured player, or player directed to leave the game, within 20 seconds when a substitute is available.</p>	X		

		ART. 3...The head coach shall not permit a team member to participate after being removed from the game for disqualification. PENALTY: (Section 5) Two free throws plus ball for division-line throw-in. The foul is charged directly to the head coach. (Art. 3) Penalized if discovered while being violated.			
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C. Case Book

The committee discussed interpretations of specific case situations.

D. 2008-09 Points of Emphasis

1. Legal Uniforms
2. Rough Play
3. Time-outs
4. Slapping the Backboard
5. Officials' Mechanics and Signals

8. SUBCOMMITTEE WORK

Committee members were divided into subcommittees and worked on their assigned duties.

9. 2009 QUESTIONNAIRE

A. PART II – Observations – Have you seen in your area?

1. An increase in players returning to the floor deceitfully, purposefully or at an advantageous position after legally being out of bounds?
2. An increase in team members wearing legal uniforms?

B. PART III – About the rules for 2008-09, would you favor?

1. During state championship contests, permitting officials (game or replay official) to use a replay monitor to determine if a try for goal at or near the expiration of time should be counted, and if so, determine if a two- or a three-point goal.

10. 2008-09 BASKETBALL MEETINGS

- A. Rule Interpreters – Thursday, September 25, 2008, Topics and Speakers
- B. Rules Committee – Monday, April 13 through Wednesday, April 15, 2009

11. TERM EXPRIATIONS

Dan Shepardson of Vermont, and Mac Chauvin of Louisiana, who conclude their four-year term of service, were thanked and recognized for their many significant contributions to the NFHS Basketball Rules Committee with a certificate and a watch.

12. ADJOURN

The meeting was adjourned on Tuesday, April 15th at 1:00 PM EDT.