

#	NFHS Rules Reference(s)	NFHS Rules Changes, Editorial Revisions and Other Changes (2024.08.18)	IAABO Rules Guide Reference(s)
1	1-13-2	Coaching Box - The coaching box shall be the area in front of the team bench outlined outside the side of the court on which the scorer's and timer's table and team benches are located. The area shall be bounded by a line drawn 28 feet from the endline towards the division line.	1:5:B
2	1-19	Electronic Devices - The use of electronic devices for the purposes of recording and tracking stats, reviewing or diagraming plays, or other similar contest related functions is permitted during the game. <i>RATIONALE: The previous wording was too vague allowing for misuse of electronic devices. The use of social media increasing for self-promotional purposes (such as "mic'ing up") is creating the potential for safety and privacy issues. This change restricts electronic devices to recording stats and for coaching purposes.</i>	1:7:D
3	2-2-4	Officials Jurisdiction - State Associations retain authority over contests before, during, and after the officials' jurisdiction ends, through the completion of investigations, reports, or other reviews of game-related activity. If a contest is terminated prior to the conclusion of regulation play or there are unusual incidents that occur before, during, or after the contest, on a case-by-case basis, State Associations may intercede. Unless specifically stated otherwise, scoring, timing, and bookkeeping mistakes are not reviewable after officials leave the visual confines of the playing area and it is imperative that these types of mistakes are addressed prior to officials leaving the playing area. <i>RATIONALE: This specifies that errors in scoring, timing, and record-keeping cannot be reviewed once the officials' jurisdiction has ended. However, state associations may intervene on a case-by-case basis for exceptional incidents beyond these areas.</i>	3:2:D
4	2-10-6	Correctable Error - If an error is corrected, play shall be resumed from the point of interruption to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession control since the error was made, in which case play shall resume as after any free-throw attempt(s). <i>RATIONALE: The term "possession" is not defined in the rules book. The Committee changed to the word "control" which is clearly defined in Rule 4-12.</i>	14:6:A-B, Plays 14-2-2, 14-6-1, 14-6-2, 14-6-3, 14-6-4
5	2-11-11	Scorer's Duties - Compare records with the visiting scorer after each goal, each foul, each charged time-out, and end of each quarter and extra period, notifying the referee at once of any discrepancy. If there are multiple scorers, the scorer(s) who are not the official scorer are responsible for comparing records with the official scorer. If there is a discrepancy, the official scorer must notify the referee immediately. <i>RATIONALE: This change puts the onus on non-official scorers to alert the official scorer if there is a potential discrepancy in the scorebook.</i>	3:5:O
6	3-3-1c	Substitution - When a player is required by rule to be replaced prior to administering the free throw(s), then all other substitutes who have legally reported may also enter the game. disqualified or directed to leave the game, both teams may substitute up until it is time to put the ball in play. <i>RATIONALE: The previous wording could be interpreted that the substitutes for the other team had to have already reported to the scorer before the required substitution to be eligible to enter the game. That is not the "spirit and intent" of the rule. This editorial change simply clarifies that IF a player must be replaced, either because of being disqualified or some other rule infraction, that the opposing team can also substitute up until it is time to restart the game.</i>	16:3:B
7	3-3-6 3.3.6 Sit. B	Injured Player - A player who has been injured to the extent that the coach or any other bench personnel is beckoned and or comes onto the court shall be directed to leave the	16:8:A, Play 16-8-2

		<p>game, unless a time-out is requested by, and granted to, the injured player's team and the situation can be corrected by the end of the time-out.</p> <p><i>RATIONALE: Previous wording was such that bench personnel needed to be beckoned and enter the court for the substitution to be required. This change returns the rule to where an official's "beckoning" the bench personnel to come onto the court will require the substitution.</i></p>	
8	3-3-7	<p>Substitutions for Bleeding Player- Unless the issue can be resolved within 20 seconds, A a player who is bleeding, has an open wound, has any amount of blood on the uniform, or has blood on the player's body shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or the body is appropriately cleaned, and/or the uniform is changed before returning to competition, unless 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.</p> <p><i>RATIONALE: : This will allow a short interval of time to correct a blood related issue without excessively delaying the game while still addressing the health-related concerns associated with blood related issues. By allowing this interval, players would not be required to be immediately removed or require a coach to make a substitution that could negatively affect a team. This 20 second interval is consistent with rule 5-11-4 EXCEPTION a, which allows a stoppage in play for the replacement of displaced eyeglasses or contact lenses without a charged time-out.</i></p>	16:8:B
9	3-3-7	<p>Substitutions for Injured/Bleeding Opponents - If, after 20 seconds, the issue cannot be resolved and players from both teams are directed to leave the game because of injury/blood, both teams each team may shall request and be granted a time-out in order to keep each respective player in the game, as in Rule 5-11-8.</p> <p><i>RATIONALE: This clarifies when both teams have an injured player or player with a blood issue, that each team will be required to request a time-out to keep their player in the game. If this occurs the time-out period will occur at the same time for both teams.</i></p>	16:8:E-F, Play 16-8-1
10	3-4-2a	<p>Jersey Logo Restrictions - A visible manufacturer's logo/trademark/reference is permitted on the team jersey, not to exceed 2¼ square inches with no dimension more than 2¼ inches provided placement does not interfere with the visibility of the player's number. The manufacturer's logo be located no more than 5 inches below the shoulder seam on the front of the jersey, or 2 inches from the neckline on the back of the jersey; or in either side insert.</p> <p><i>RATIONALE: This change aligns with other NFHS rules codes in other sports.</i></p>	2:4:A
11	3-4-4a (new)*	<p>Uniforms - Identifying name(s) and school logos/mascots shall adhere to the following:</p> <p>a. If used, a school logo/mascot may be centered directly above the number in place of identifying name(s).</p>	2:4:B
12	3-5-1	<p>Equipment/Apparel - Each state association may, in keeping with applicable laws, authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs, as well as those individuals with or unique and extenuating circumstances.</p> <p><i>RATIONALE: Aligns with current trends in language pertaining to individuals with a disability.</i></p>	2:12:F
13	3-5-7	<p>Jewelry - Jewelry is prohibited. Religious items and medical-alerts medals are not considered jewelry. A Religious items medal shall be taped and worn under the uniform. A medical-alert medal shall be taped and may be visible.</p>	2:11:A
14	4-6-1 Exception (new)	<p>Basket Interference - EXCEPTION: If the touching of the basket involves contact with the net only, the official must determine if the touching had an effect on the ball which would rise to the level of basket interference.</p> <p><i>RATIONALE: As previously written, if the ball is still in the net and the net is "touched" by an offensive player, it would constitute basket interference and the goal would be nullified. This</i></p>	15:3:A Exception, Play 15-3-1

		<i>change would allow the goal to count unless the official thought the contact on the net affected the try for goal. This aligns with NCAA Men's rules.</i>	
15	4-10,9-10	Closely Guarded - By state association adoption, if utilizing the 35-second shot clock, players may dribble the ball for five seconds while closely guarded	15:4 Exception
16	4-12-2 NOTE (new)	Team Control - Team control during a throw-in only applies to fouls committed by the offense. The three second and backcourt violation rules are not in effect when a team is in control of the ball for a throw-in. Team control is established when player control is gained on the court.	6:3:B, Note
17	CB 4.23.1	Guarding – (a) A1 is dribbling the ball; (b) A1 secures a rebound; or (c) A1 has returned to the floor after releasing a try for goal. In all cases, A1 trips over B1 who is lying on the floor, causing A1 to fall to the floor and/or lose control of the ball. RULING: In (a), (b) and (c), blocking foul on B1. COMMENT: Lying on the playing court is not considered a legal guarding position. <i>RATIONALE: This interpretation clarifies that a player is not considered in a legal position if they are lying down on the court. If an opponent is impeded or prevented from performing normal offensive or defensive movements by a player lying on the floor, it is a foul.</i>	Plays 10-4-8, 10-4-9
18	CB 4.40.2 Situation B (new)	Screening Principles – A1 sets a stationary screen with their feet wider than shoulder width. B1 makes contact in the middle of A1's torso. RULING: No foul since the contact was made in the A1's torso and the wider stance did not create an advantage. <i>RATIONALE: The screening rule <u>has not</u> changed. The NFHS has released approved this interpretation that will allow a screener to have a stance wider than shoulder-width If contact committed by the player being screened is only in the screener's torso. In this specific situation, the contact will be considered legal incidental contact. This change aligns the interpretation with the NCAA Men's and NCAA Women's rules.</i>	10:6 Play 10-6-1
19	4-47-5, 10-2-1g, 10-4-5b	Warning for Delay - For failure, when in possession, to immediately pass the ball to the nearer official when a whistle sounds. <i>RATIONALE: This change moves this provision from a player technical foul to a team warning. A subsequent infraction of any of the team warnings occurs, a technical foul would be charged to the team. This allows officials an intermediate step to address the behavior prior to issuing a technical foul.</i>	19:1:B, 19:3:A
20	4-49 (new), 10-2	Faking Being Fouled - A warning to a team for faking being fouled is an administrative procedure by an official, which is recorded in the scorebook by the scorer and reported to the head coach. <i>RATIONALE: This change moves this provision from a player technical foul to a team warning. A subsequent infraction involving faking being fouled will result in a team technical foul being charged to the team.</i>	19:2 New Plays 19-2-1, 19-2-2 (17:1:F)
21	CB 5.2.1 Situation B	Try for Goal - With 2:45 left in the second quarter, B1 has the ball on the left wing in Team B's frontcourt, standing behind the three-point arc. B5 makes a backdoor cut toward the basket. B1 passes the ball toward the ring and B5 leaps for the potential "alley-oop" dunk. The ball, however, enters and passes through the goal directly from B1's pass and is not touched by B5. RULING: Score three points for Team B. A ball that is thrown toward the into a team's own goal from behind the three-point arc that stays above the ring, and thus has a chance to be successful, scores three points, regardless of whether the thrown ball was an actual try for goal. <i>RATIONALE: This change provides additional clarification that a ball thrown in the direction of the goal will be treated as a try if the ball stays above the ring level and has a chance to enter the basket.</i>	Play 5-2-1

22	CB 5.2.1 Situation C	<p>Try for Goal - A1 throws the ball from behind the three-point line toward Team A's own goal and the ball stays above the ring. The ball is legally touched by: (a) B1 who is in the three point area; (b) B1 who is in the two-point area; (c) A2 who is in the three-point area; or (d) A2 who is in the two-point area. The ball continues in flight and goes through A's basket.</p> <p>RULING: In (a) and (b), three points are scored since the legal touching was by the defense and the ball was thrown by A1 from behind the three-point line. In (c), score three points since the legal touch by a teammate occurred behind the three-point line. In (d), score two points since the legal touch by a teammate occurred in the two-point area.</p> <p>RATIONALE: This change provides additional clarification that a ball thrown in the direction of the goal will be treated as a try if the ball stays above the ring level and has a chance to enter the basket. In situations where there the ball is below ring level and is deflected into the goal, it will not be considered a try and only count as two points even if the thrown ball was from behind the 3-point arc.</p>	Plays 5-2-2 and 5-2-4
23	7-1-1	<p>Out of Bounds – Player - A player is out of bounds when the player touches the floor, or any other object, other than or gains an advantage by contacting, or being contacted by, a player/person, on or outside a boundary.</p> <p>RATIONALE: By rule, A player with the ball who is touching or being touched a player with out of bounds status is not considered out of bounds. This change provides an exception to that rule when a player might gain an advantage by being contacted by a person who has out of bounds status.</p>	15:8:C
24	7-2-1	<p>Out of Bounds – Player -The ball is caused to go out of bounds by the last player in bounds to touch it or be touched by it, unless the ball touches a player who is out of bounds prior to the ball touching something out of bounds other than a player.</p>	15:8:L
25	7-3-2	<p>Out of Bounds – Simultaneous - If the alternating-possession procedure has not been established, play shall be resumed by a jump ball in the center restraining circle between the two players involved in causing the ball to be out of bounds the center restraining circle.</p>	15:8:M
26	7-6-6	<p>Throw-in Mistake - When an official administers a throw-in to the wrong team, the mistake shall be rectified before the first dead ball after the ball becomes live unless there has been a change of possession team control has ended.</p> <p>RATIONALE: This modifies a rules change from last season. By changing the wording from "change of possession" to "team control ended" it makes it more defined as to when the time frame to correct has ended. 1) When the ball is released on a try for goal 2) The opponent secures control of the ball 3) The ball becomes dead.</p>	9:7:A, Play 9-7-1
27	9-2-10 NOTE (new)	<p>Throw-in Provisions - In situations with the clock running and five or less seconds are left on the game clock, a throw-in plane violation or interfering with the ball following a goal should be ignored if its only purpose is to stop the clock.</p> <p>RATIONALE: This change moves an interpretation from the casebook into the actual rule 9-2-10 Note.</p>	9:5:D
28	9-2 Penalties	<p>Warning for Delay - The warning does not result in the loss of the opportunity to move along the end line, when and if applicable. If a warning occurs during an alternating possession throw-in, it remains an alternating possession throw-in.</p> <p>RATIONALE: This revision clarifies that a throw-in will remain an alternating possession throw-in if a warning for delay occurs during the throw-in.</p>	9:5 Penalty
29	9.3.3 Situation B (new)	<p>First to Touch - A1 and A2 set a double screen near the end line. A3 intentionally goes out of bounds outside the end line to have the defender detained by the double screen. (a) A3 receives a pass as soon as A3 re-enters the court; (b) A3 does not receive a pass and play continues; (c) A4 continues to dribble the ball while B3 recovers defensively on A3. A3 continues to cut to get open and receives a pass from A4. RULING: In (a), the official shall call a violation on A3 as soon as A3 touches the ball. The ball is awarded to Team B at a designated spot nearest to where the violation occurred. In (b) and (c), no violation</p>	None

		<p>has occurred and play continues In (c), any advantage that was gained by A3 going out of bounds was no longer in effect when A3 received the pass from A4.</p> <p><i>RATIONALE: This revision clarifies when there is no advantage gained by a player being the first to touch the ball after stepping out of bounds there is no infraction.</i></p>	
30	9.3.3 Situation C (new)	<p>First to Touch - A1 and A2 set a double screen near the end line. B3 intentionally goes out of bounds outside the end line to avoid being detained by A1 and A2. Just as B3 goes out of bounds, A3's try is in flight. RULING: No violation for the defense leaving the court to avoid a screen since team control ended on the try even if B3 is the first player to touch the ball when returning to the court.</p> <p><i>RATIONALE: This revision clarifies when team control ends the possibility of a delayed violation for being the first to touch the ball has also ended.</i></p>	None
31	9-7-1 NOTE (new)	<p>Team Control - The three second violation rule is not in effect when a team is in control of the ball for a throw-in.</p>	15:10 Exception
32	9-9-3	<p>Team Control - The backcourt violation rule is not in effect when a team is in control of the ball for a throw-in.</p>	15:1, Exceptions
33	10-1-1, 10-1-2	<p>Administrative Technical Fouls - If both teams violate provisions in Article 1 and Article 2 in equal numbers in the pregame warm-up period, the penalties are charged and they offset, no free throws are awarded. The game will start with a jump ball.</p> <p><i>RATIONALE: This change clarifies that if both teams are charged with an equal number of administrative technical fouls for scorebook issues (rosters, starters) during "pregame" warmup period, the fouls will offset. If they occur in equal numbers no free throws will be attempted and the game will begin with a jump ball.</i></p>	Table 3-1 New Plays 3-6-4, 3-6-5, 3-6-6
34	10-2-7	<p>Team Technical Foul - Dunking or attempting to dunk of stuff a dead ball during pregame and halftime intermissions.</p> <p><i>RATIONALE: This change moves this provision from a bench technical foul to a team technical. This means the offending player will not be charged with a foul and the head coach will no longer lose the use of the coaching box for this infraction.</i></p>	19:3:A
35	10-4-3	<p>Player Technical Foul - Grasp Hang on the ring of either basket at any time during the game except to prevent injury; dunk or stuff, or attempt to dunk or stuff a dead ball.</p> <p><i>RATIONALE: This change revises the rule to how the rule is currently being enforced. The previous wording was created before collapsable rings were prevalent where damage to the basket could cause a delay or considerable expense to repair.</i></p>	17:1:C, Plays 17-1-2, 17-1-3, 17-1-4
36	10-4-5b	<p>Player Technical Foul - Not passing ball to nearest official.</p> <p><i>RATIONALE: This change moves this provision from a player technical foul to a team warning. A subsequent infraction of any of the team warnings occurs, a technical foul would be charged to the team. This allows officials an intermediate step to address the behavior prior to issuing a technical foul.</i></p>	17:1:D
37	10-4-6h	<p>Player Technical Foul - Removing the jersey and/or pants/skirt uniform bottom within the visual confines of the playing area.</p> <p><i>RATIONALE: This change revises the wording to "uniform bottom" align with last years rules change.</i></p>	17:1:G
38	10-5-1 Penalty (new)	<p>Bench Technical Foul - If both teams violate provisions during pregame in equal numbers, the penalties are charged, and they offset, no free throws are awarded. The game will start with a jump ball.</p> <p><i>RATIONALE: Clarifies that specific bench technical fouls (other than unsporting fouls directed toward officials) that occur during "pregame" will offset, if they occur in equal numbers and</i></p>	18:3:B Play 18-3-4

		<i>how the game will start. This also aligns with change pregame "administrative" technical fouls and will result in a change in the interpretation of CB Play 6.4.1 Situation C.</i>	
39	10-5-3	<p>Bench Technical Foul - Be under the influence or use any form of alcohol, or any form of tobacco product (e-cigarette or similar items), or controlled or illicit substance(s) for non-medical purposes beginning with arrival at the competition site until departure following the completion of the contest.</p> <p><i>RATIONALE: This change aligns with other NFHS rules codes in other sports.</i></p>	18:3:C