



# 2012-13 MAJOR BASKETBALL RULES DIFFERENCES

(Men's and Women's)



ITEM	NFHS	NCAA
Blood/Contacts	Player with blood directed to leave game (may remain with charged time-out); player with lost/irritated contacts may remain in the game with reasonable time to correct	<b>Women</b> – Player with blood or lost/irritated contact may remain in game if remedied within 20 seconds or charged time-out <b>Men</b> – Same as Women, except allows a reasonable time to correct contacts
Coaching Box Size Loss of Use	State option, 14-foot box maximum If coach is charged with any technical foul	Extends from 28-foot mark to end line No rule
Delay-of-Game Warnings	One warning for any of four delay-of-game situations; subsequent delay for any of four – technical foul	One warning for each delay-of-game situation; subsequent delay for that situation – technical foul
Disqualification/Ejection Players/Bench Personnel  Player Participates after DQ	Disqualification – Fifth personal Ejection – Single flagrant; second technical  Direct technical foul charged to head coach	<b>Men</b> – Same as NFHS, except ejection on 2 <sup>nd</sup> Class A or 3 <sup>rd</sup> Class B technical foul <b>Women</b> – Same as NFHS <b>Men</b> – Flagrant technical foul charged to offender; also Class A to head coach <b>Women</b> – Flagrant technical to offender
Double Foul	Point of interruption for all double fouls	If differing in severity, both penalties assessed with most severe last
Fighting	Ejection	Ejection. One game suspension followed by season suspension – team and coaches
Free-Throw Free-Thrower Injured  Restrictions - Violation	Normal substitution permitted  Restrictions end when ball touches ring, backboard or free throw ends	<b>Men</b> – If unable to attempt FT's, opposing coach selects from four remaining players unless intentional or flagrant foul <b>Women</b> – Same as NFHS Restrictions end on release of the ball for players in marked lane spaces
Goaltending	Player touches the ball during a try/tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight	Same as NFHS and includes a ball that is touched after it contacts the backboard when it is entirely above the ring level – considered to be on its downward flight
Guarding Closely-Guarded  Legal Position	Holding or dribbling in frontcourt at 6-foot distance  May be established anywhere on the court	<b>Men</b> – Same as NFHS <b>Women</b> – Holding only, front/back court, 3-foot distance Secondary defender may not establish initial legal guarding position in 3-foot restricted area under the basket
Jump Ball	Re-jump must be by players involved before team control is established	Re-jump may be by any two players
Leaving the Court for Unauthorized Reason	Technical foul assessed to individual player or head coach for team	No rule
Officials on Court – Jurisdiction Begins	15 minutes before start and remain for duration of pregame	<b>Men</b> – 30 minutes before start; at least one official must remain on the court <b>Women</b> - Same as Men, except 15 minutes before start
Player-control Foul	Includes airborne shooter	<b>Men</b> – No airborne shooter <b>Women</b> – Same as NFHS
Player Out of Bounds	Violation called as soon as player leaves the court for an unauthorized reason	Violation called when player returns and is first to touch ball inbounds
Shot Clock	No rule	<b>Men</b> – 35 seconds <b>Women</b> – 30 seconds

ITEM	NFHS	NCAA
Stop Clock	No rule	After made basket with 59.9 seconds or less in second half or overtime
Technical Fouls Types  Count Toward  Resuming Play	Direct & Indirect – Only applies to the head coach; direct for his/her behavior, indirect for penalty to bench personnel Team-foul total Disqualification – five personal fouls (all team members) Ejection – two technical fouls (all team personnel)  Throw-in to offended team opposite table	<b>Men</b> – Class A and Class B technical fouls <b>Women</b> – Same as NFHS  Administrative technical fouls do not count toward team-foul total <b>Men</b> – Class A count toward team-foul total, disqualification and ejection, Class B count toward ejection <b>Women</b> – Same as NFHS Point of interruption, except <b>Men</b> – flagrant and contact dead-ball technical fouls – throw-in at division line <b>Women</b> – excessive time-out, dead-ball contact and flagrant – point of interruption to offended team
Ten-second Rule	Must advance from backcourt	<b>Men</b> - Same as NFHS <b>Women</b> - No rule
Throw-in – Opponent Crosses Plane	May not cross boundary plane until ball has been released by thrower – violation and team warning, followed by technical foul	<b>Men</b> – May not cross boundary plane until ball has crossed boundary plane – violation <b>Women</b> – Same as Men except warning followed by technical foul
Time-out(s) Excessive  Number & Length  Reduction  Request  Resuming Play	Technical foul  Three 60-second and two 30-second time-outs per game Reduced if both teams are ready  Recognized when a player is in control  Resumption-of-play procedure	<b>Men</b> – Two shots and point of interruption <b>Women</b> – Two shots and loss of ball Media – Four 30-second and one 60-second Non-Media – Four 75- and two 30-second Reduced if calling team notifies official (non-media only) Shall not be recognized when an airborne player's momentum carries him/her out-of-bounds or into backcourt Team warning, followed by resumption-of-play procedure
Uniforms Jersey Color  Jersey Design    Worn  Penalty for illegal jersey/ number Pants/Shorts Undershirt  Arm-compression Sleeve Headband/Wristbands	Home shall wear white and visitor contrasting dark  Torso defined by area from base of neckline to bottom of jersey and from side insert to side insert; no design restrictions outside torso    Jerseys designed to be worn outside the pants permitted; jerseys/pants may not be removed within visual confines of playing area Direct technical foul charged to head coach  No rule Individual player must have same length sleeves White, black, beige or solid school color White, black, beige or solid school color	Home shall wear light and visitor contrasting dark, except altered by mutual consent Neutral zone measured 5 inches from top of shoulder to bottom of jersey and 12 inches in width from center of neckline (front and back); only name/number and 15% tonal color shift permitted in neutral zone; no design restrictions outside neutral zone Jerseys worn outside the game pants prohibited; no rule regarding removal  Administrative technical foul  Must be the same color of the neutral zone May not extend below the elbow  No color restrictions White, black, beige or jersey color
Videotape	Illegal to use during the game or intermission for coaching	Illegal to use at courtside

**NOTE:** These differences do not include court markings; equipment; length of periods, game and overtime; officials' signals and mechanics, etc.

August 29,

2012