

Overview: NFHS Rule 1, 2 & 3



Rule 1: Court & Equipment

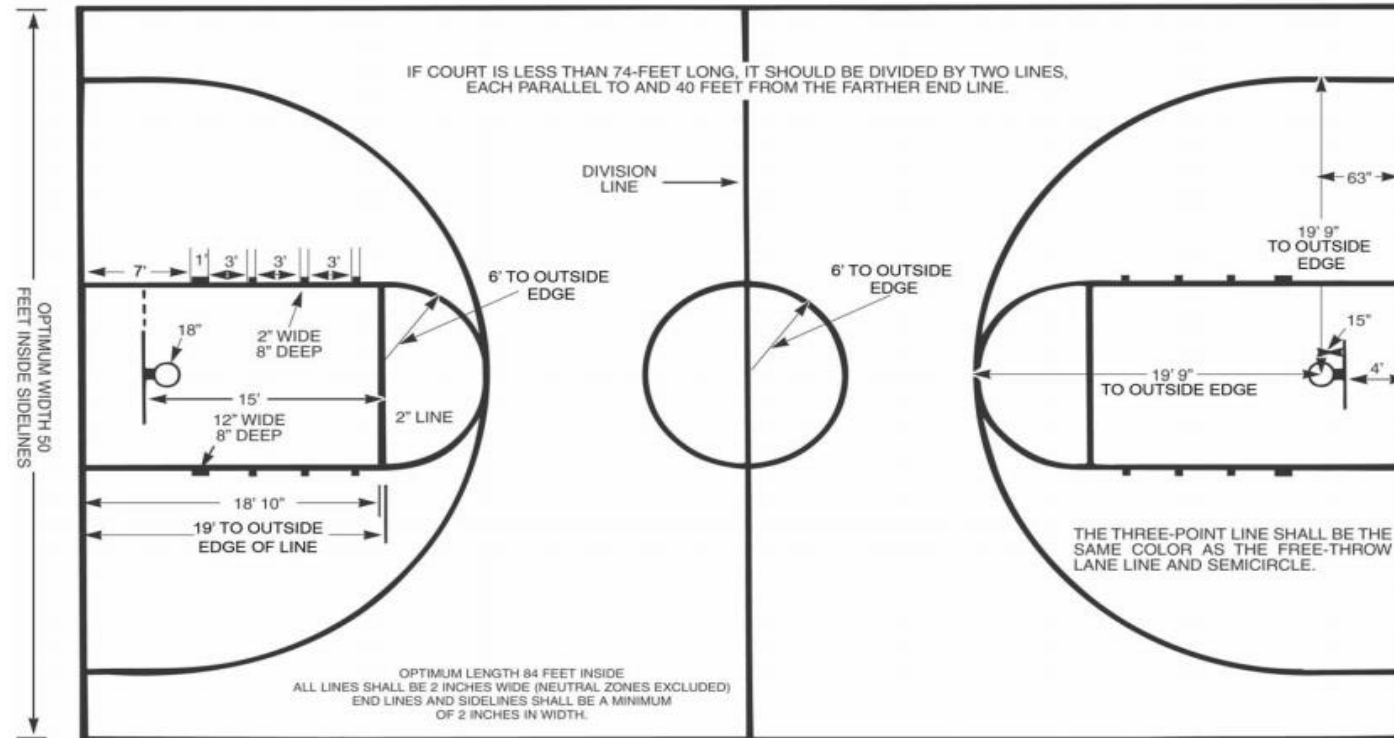
Rule 2: Officials & Their Duties

Rule 3: Players & Equipment

Court & Equipment

BASKETBALL COURT DIAGRAM

(See Rule 1-13 for location and size of optional coaching box)



Left End Shows
Rectangular Backboard
72-Inches Wide

MINIMUM OF 3 FEET
Preferably 10 feet of unobstructed space outside. If impossible to provide 3 feet, a narrow broken 1-inch line should be marked inside the court parallel with and 3 feet inside the boundary.

Right End Shows
Fan Backboard
54-Inches Wide

Balls & Boxes

The ball must be orange in color. For girls high school games the ball must be 28-1/2 to 29 inches in circumference. The ball for boys high school games is 29-1/2 to 30 inches in circumference. The ball shall be inflated to air pressure that when it is dropped is shall rebound between 49 and 54 inches at its highest point.

Coaches boxes shall be outlined outside the court. The box is 28 feet in length and the area starts 14 feet towards the division line.

Don't Play While They're Playing

Music and sound effects are only permissible during pre-game, time-outs, intermissions and post-game. Artificial noisemakers are prohibited.



Officials & Their Jurisdiction

Officials uniform consists of black and white striped shirt, black pants and primarily black shoes and socks. There will be one referee and one or two umpires. The scorer and timer will be located at the table.

The use of replay or television monitoring equipment is prohibited. The official's jurisdiction begins when they arrive on the floor and ends when the final score has been approved and all officials leave the visual confines of the playing area.

Pre-Game Inspection

During the pre-game, the referee shall inspect and approve all equipment; designate the timing device and timer; designate the scorebook and scorer; be responsible for having teams notified three minutes before the half begins; and verifies with the head coach that his/her team is properly equipped and will exhibit proper sporting behavior.

The Referee's Duties

Referee duties during the game include designate the official to toss the jump ball; administer the alternate possession throw-in to start the second, third and fourth quarters; decide whether a call shall count if the officials disagree; declare the game a forfeit; decide on matters when the scorer and timer disagree and correct obvious timing errors; confer with the score to determine the possession arrow is pointed in the proper direction to begin the third quarter; check and approve the score at the end of each half; inform the team and table officials of overtime procedures.

Officials & Their Duties

Officials general duties include: Notify captains on when play is to start at the beginning of the game; putting the ball in play; determining when the ball becomes dead or alive; prohibiting practice during a dead ball (except between halves); administering penalties; granting and charging time-outs; beckoning substitutes to enter the court; signaling a visible three-point attempt and signaling a successful three-point goal; silently and visibly counting seconds to administer the throw-in, free-throw; backcourt and closely guarded rules; reporting a team warning for delay to the scorer and coach; and notifying the coach when a team is granted its final allowable time-out.

Officials & Their Duties

Officials shall: penalize unsporting behavior by participants; penalize and disqualify offenders that commit flagrant acts; remove a player from the game who has commits their fifth foul by notifying the coach, requesting the timer to begin the replacement interval, and to notify the disqualified player; and immediate remove a player from the game who exhibits signs or symptoms of concussion.

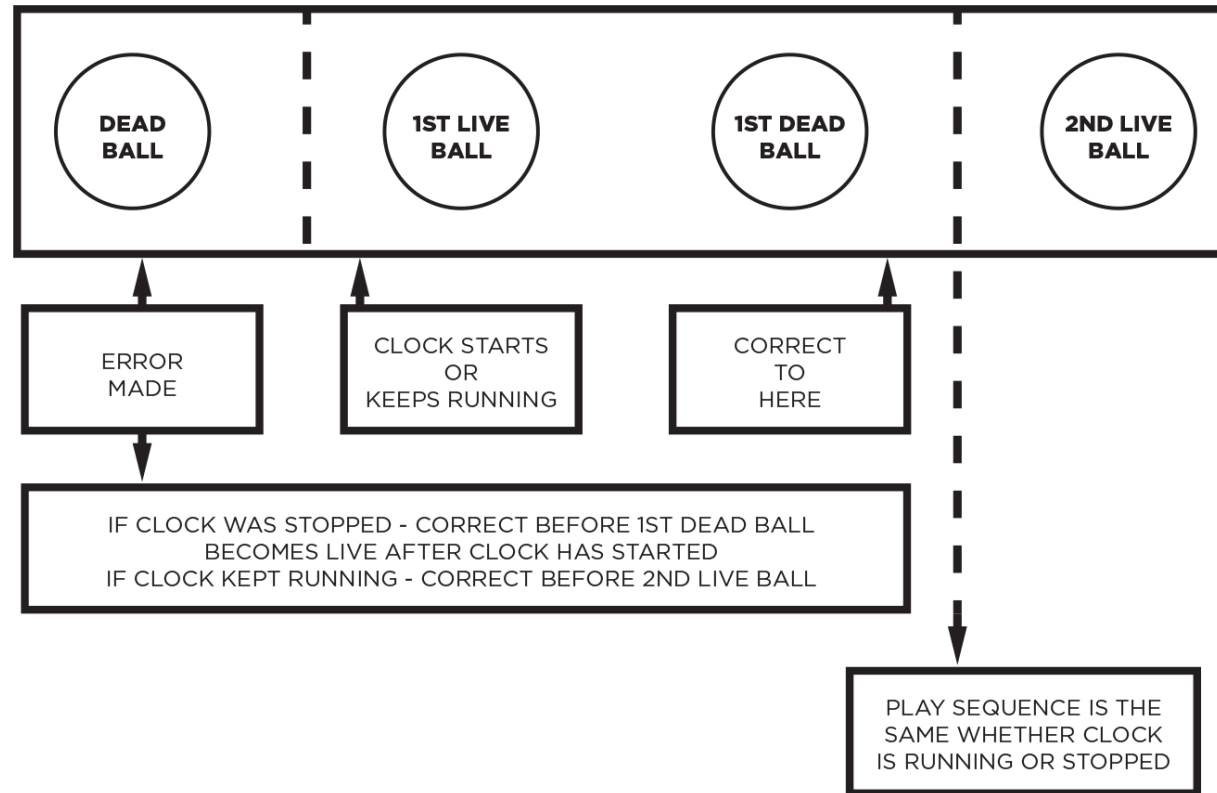
When a Foul Occurs

When a foul occurs, the official shall signal the timer to stop the clock, the official shall verbally inform the offender and then indicate to the scorer the number of the offender and the number of free throws. When a team is entitled to a throw-in, the official shall signal the timer to stop the clock and signal the act which caused the ball to go out of bounds, the direction of play and announce the direction of play and announce the color of the team entitled to the throw-in and the throw-in spot if the follows a successful or awarded goal.

Rule 2-10: Correctable Error

Officials may correct an error if a rule is inadvertently set aside and results in (a) failure to awarded a merited free throw; (b) awarding an unmerited free throw; (c) permitting a wrong player to shoot a free throw; (d) attempting a free throw at the wrong basket; (e) erroneously counting or cancelling a score. Such error must be corrected no later than during the first dead ball after the clock has properly started or if the error was made while the clock is running, before the second live ball.

Rule 2-10: Correctable Error



Check That Book

At least 10 minutes before the start of the game, each team shall supply the official scorer with the name and numbers of each team member and the starting five players. A maximum of one administrative technical foul can be assessed per team regardless how many infractions are committed.

Check Those Uniforms

Uniform jerseys must be the same color in for all teammates. Home teams must wear white jerseys and visiting teams must wear a darker color. Logos, flags and patches must not exceed 2-1/4 square inches with no dimension longer than 2-1/4 inches. Legal numbers are 0 or 00 (either but not both), 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55.

Only one logo/trademark/reference is permitted per each uniform piece or apparel garment.

Show Your Colors

Sleeves, headbands and wristbands are permissible as long as they are white, black, beige or the predominant color of the jersey. Only one color can be worn by a player and all teammates, if wearing such apparel, must match in color. The logo requirements for the jersey also applies to such apparel.

Undershirts have their own rule and shall be a single solid color similar to the torso of the jersey.

Hair control devices do not have a color restriction.

Safety First

Guards, casts and braces must meet a minimum guideline.

Jewelry is prohibited, except medical alert bracelets, which must be taped and may be visible.

Team members may not participate if their appearance constitutes a safety concern.

Any Questions

