



2013-14 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	Women – Player with blood or lost/irritated contact may remain in game if remedied within 20 seconds or charged time-out Men – Same as Women, except allows a reasonable time to correct contacts
Coaching Box Size	State option, 14-foot box maximum Loss of use 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	Men – Same as NFHS, except ejection on 2 nd Class A or 3 rd Class B technical foul Women – Same as NFHS Men – Flagrant technical foul charged to offender; also Class A to head coach Women – 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 The head coach may enter court to stop fight or prevent escalation.	Ejection. One game suspension followed by season suspension – team and coaches Head coach and one asst. may enter court in a fight situation
Free-Throw Free-Thrower Injured Restrictions - Violation	Normal substitution permitted Restrictions end when ball touches ring, backboard or free throw ends	Men – If unable to attempt FT's, opposing coach selects from four remaining players unless intentional or flagrant foul Women – 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	Men – Same as NFHS Women – Holding only, front court at 6-foot distance Secondary defender may not establish initial legal guarding position in 3-foot restricted area under the basket to draw a charge on player with the ball or who released it pass or a try (women) when the play starts outside the LDB
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	Men – 20 minutes before start Women -15 minutes before start Both - at least one official must remain on the court when team members are present

ITEM	NFHS	NCAA
Player-control Foul	Includes airborne shooter	Men – No airborne shooter Women – 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 unless his/her momentum carried the player out of bounds
Shot Clock	No rule	Men – 35 seconds Women – 30 seconds
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	Men – Class A and Class B technical fouls Women – Same as NFHS plus Player/substitute and Bench technicals Administrative technical fouls do not count toward team-foul total Men – Class A count toward team-foul total, disqualification and ejection, Class B count toward ejection Women – Same as NFHS Point of interruption, except Men – single flagrant 2 and contact dead-ball technical fouls – throw-in at division line Women – excessive time-out, dead-ball contact and flagrant – point of interruption to offended team
Ten-second Rule	Must advance from backcourt	Must advance from back court. Count starts on the touch on a throw-in and on control on rebound and jump ball.
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	Men – May not cross boundary plane until ball has crossed boundary plane – violation Women – Same as Men except team 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	Men – Two shots and point of interruption Women – Two shots and loss of ball Media – Four 30-second and one 60-second (women) team called within 30 seconds of media minute mark becomes the media timeout 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	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 A single visible manufacturer's logo/trademark/reference is permitted on the team jersey Jerseys designed to be worn outside the pants permitted; jerseys/pants may not be removed within visual confines of playing area	Home shall wear light and visitor contrasting dark, unless 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

ITEM	NFHS	NCAA
Penalty for illegal jersey/ number Pants/Shorts Undershirt Arm-compression Sleeve Headband/Wristbands	Direct technical foul charged to head coach No rule Individual player must have same length sleeves Arm and leg compression sleeves shall: Arm and leg compression sleeves shall: White, black, beige or solid school color White, black, beige or solid school color	Administrative technical foul Majority of shorts must be the same color of the neutral zone (Men) May not extend below the elbow (Women) Compression long sleeves permitted. Same color as jersey. Arm sleeve- Solid color- white black, beige or any color in jersey White, black, beige or jersey color
Videotape	Legal 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.

July 18, 2013