



2016-17 MAJOR BASKETBALL RULES DIFFERENCES

(Men's and Women's)



ITEM	NFHS	NCAA
28-foot line throw-in	No rule.	Men – Same as NFHS. Women – Upon a timeout during the last 59.9 seconds in the fourth or extra period when the ball in the backcourt is out of bounds after any throw-in, after securing a rebound (no dribble or pass) or after a change of possession (no dribble or pass), the offense may choose to advance the ball to the frontcourt 28-foot line tableside for ensuing throw-in.
Bonus Free Throws One-and-One Bonus Double Bonus Team Fouls Reset	On the seventh team foul. On the 10 th team foul. End of the first half.	Men – Same as NFHS. Women – No one-and-one bonus. Men – Same as NFHS. Women – On fifth team foul. Men – Same as NFHS. Women – End of first, second and third periods.
Blood/Contacts	Player with blood directed to leave game (may remain in game with charged timeout); player with lost/irritated contacts may remain in game with reasonable time to correct.	Men – Player with blood contact may remain in game if remedied within 20 seconds. Lost/irritated contact within reasonable time. Women – Player with may remain in game if remedied within 20 seconds or charged timeout to correct blood or contacts.
Coaching Box Size Loss of Use	State option, 14-foot box maximum. If head coach is charged with a direct or indirect technical foul.	Both – Extends from 28-foot line to end line. Both – No rule.
Delay-of-Game Warnings	One warning for any of four delay-of-game situations; subsequent delay for any of four results in a technical foul.	Both – One warning for each delay-of-game situation; subsequent delay for that situation results in a technical foul.
Disqualification/Ejection Players/Bench Personnel	Disqualification – Fifth foul (personal fouls and technical fouls).	Men – Disqualification – Fifth foul (personal fouls and Class A technical fouls)

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Player Participates after DQ	Ejection – Single flagrant foul; second technical foul. Direct technical foul charged to head coach.	Ejection – Second Class A or third Class B technical foul or single Flagrant 2 foul. Women – Disqualification – Same as NFHS. Ejection – Single Flagrant 2 foul and second technical foul. Men – Noncontact Flagrant 2 technical foul charged to offender. Women – Flagrant 2 technical foul charged to offender.
Double Foul	Point of interruption for all double fouls.	Both – If differing in severity, both penalties are assessed with most severe last.
Fighting	Ejection. The head coach may enter court to stop fight or prevent escalation.	Both – Ejection. One-game suspension followed by season suspension for second offense (team and coaches). Men – Only the head coach may enter court. Women – Head coach and one assistant may enter court.
Free Throw Free-Thrower Injured	Normal substitution permitted.	Men – When unable to shoot free throws, opposing coach selects one of four remaining players except on flagrant fouls or a bleeding player. Women – Same as NFHS.
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.	Men – Same as NFHS and includes a ball that is touched after it contacts the backboard when any part of the ball is above the basket-ring level – considered to be on its downward flight. Women – Same as Men, except ball must

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		be entirely above the basket-ring level.
<p>Guarding</p> <p>Airborne Defender Exception</p> <p>Closely Guarded Legal Position</p> <p>Maintaining Legal Position</p>	<p>No exception.</p> <p>Holding or dribbling May be established anywhere on the court.</p> <p>May move laterally or obliquely to maintain position, as long as not toward opponent when contact occurs and may turn or duck to absorb imminent contact.</p>	<p>Men – Allowed to move forward when clearly will not make contact on shooter.</p> <p>Women – Same as NFHS.</p> <p>Both – Holding only.</p> <p>Men – Secondary defender may not establish initial legal-guarding position in four-foot restricted area under the basket to draw a player-control foul on ball handler or a player who released the ball on pass or a try.</p> <p>Women – Same as Men except when the play starts outside the LDB and using a three-foot restricted area.</p> <p>Men – Same as NFHS except secondary defenders cannot move sideways to maintain on an airborne shooter or passer.</p> <p>Women – Same as NFHS except a defender may not reposition into the path of an airborne player.</p>
Jump Ball	Re-jump must be by players involved before team control is established.	Both – Re-jump by any two players.
Length of Quarter/Period/Half	Four eight-minute quarters.	<p>Men – 20-minute halves.</p> <p>Women – Four 10-minute periods.</p>
Non-Playing Personnel	Not permitted on playing area during a 30-second or less time-out. Not permitted to stand in free-throw lane area extended out of bounds.	Both – Permitted on the playing court only during full timeouts, and media timeouts. Three-foot escape lanes should be provided on both sides of the basket stanchions.
Officials on Court – Jurisdiction Begins	15 minutes before start and remain for duration of pregame.	<p>Men – 20 minutes before start.</p> <p>Women – 15 minutes before start.</p>

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		Both – At least one official must remain on the court when team members are present.
Player Out of Bounds	Violation ruled as soon as player leaves the court for an unauthorized reason.	Both – Violation ruled when a player returns and is the first to touch the ball inbounds unless the player’s momentum carried them out of bounds.
Post play	An extended arm bar is not allowed.	Men – Equal pressure on post player allowed with one forearm. Women – A forearm or one hand with a bend in the elbow is allowed on post player in control of the ball with her back to the basket.
Replacement Interval (injured player and player directed to leave the game)	15 seconds.	Both – 20 Seconds.
Shot Clock	No rule.	Both – 30 seconds.
Stop Clock After Successful Field Goal	No rule.	Men – After a made basket with less than one minute in second half or overtime. Women – After a made basket with less than one minute in fourth period or overtime.
Technical Fouls Types Head Coaches One-Shot Technical	Team, Player, Substitute, Bench, Direct and Indirect technical fouls Direct and Indirect technical fouls – Direct for the coach’s behavior. Indirect for penalty to bench personnel; includes pregame or dead-ball dunking. No rule.	Men – Class A and Class B technical fouls. Women – Player/ Substitute and Bench Technical fouls. Men – Class A and Class B, no penalty for pregame or dead-ball dunking. Women – Same as NFHS, except no penalty for pregame/halftime dunking. Men – Administrative and Class B and

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<p>Count Toward</p> <p>Resuming Play</p>	<p>Team-foul total. Disqualification – five personal fouls (all team members). Ejection – two technical fouls (all team personnel).</p> <p>Throw-in to offended team at division line opposite the scorer's table.</p>	<p>technical fouls. Women – Same as NFHS. Men – Class A technical fouls count toward team-foul total, disqualification and ejection, Class B technical fouls count toward ejection; administrative technical fouls do not count toward team-foul totals. Women – Same as NFHS, except administrative technical fouls do not count toward team-foul totals. Both – Point of interruption, except: Men – Single flagrant 2 technical fouls and contact dead-ball technical fouls – throw-in at either side of division line. Women – Excessive timeout, contact dead-ball and flagrant technical fouls – point of interruption to offended team.</p>
<p>Ten-Second Rule</p> <p>Reset</p>	<p>Must advance from backcourt. Count starts on player control.</p> <p>Reset on new throw-in.</p>	<p>Both – Must advance from backcourt. Count starts on legal touch of a throw-in and on control for rebounds and jump balls. Both – No count reset when defense causes out-of-bounds violation, team in control retains possession after a held ball, or a technical foul assessed to the team in control. Reset also on timeout by team in control.</p>
<p>Throw-in – Opponent Crosses Plane</p>	<p>May not cross boundary plane until ball has been released by thrower – violation and team warning, followed by technical foul.</p>	<p>Men – May not cross boundary plane until ball has crossed boundary plane – violation. Women – Same as Men except team warning followed by technical foul.</p>

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<p>Time-out(s)</p> <p>Excessive</p> <p>Number and Length</p> <p>Reduction</p> <p>Request</p> <p>Resuming Play</p>	<p>Technical foul.</p> <p>Three 60-second and two 30-second time-outs.</p> <p>Reduced if both teams are ready.</p> <p>Recognized when a player is in control.</p> <p>Player or coach can request.</p> <p>Resumption-of-play procedure.</p>	<p>Men – One shot and point of interruption. Women – Two shots and possession to opponents.</p> <p>Men Media – Three 30-second and one 60-second team timeouts. A team called timeout within 30 seconds of media mark or when it created the first stoppage at or below the media mark becomes the media timeout. Men Non-Media – Four 75-second and two 30-second timeouts. Women Media – Three 30-second and one 60-second. A team timeout at any time above the media mark goes to media. The first team-called timeout of second half goes to media. Women Non-Media – Three 30-second and two 60-second timeouts.</p> <p>Both – Reduced if granted team notifies official, unless timeout becomes an electronic-media timeout.</p> <p>Both – Same as NFHS, except shall not be recognized when an airborne player’s momentum carries him/her out-of-bounds or into backcourt.</p> <p>Men – Coaches shall not be granted a timeout during live-ball play. Exception: The coach whose team is in control on a throw-in before the ball is released. Women – Same as NFHS.</p> <p>Both – Team warning, followed by resumption-of-play procedure.</p>
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Uniforms		
Jersey Color	Home shall wear white and visitor a contrasting dark color.	Both – Home shall wear light and visitor a contrasting dark color, except altered by mutual consent.
Jersey Design	Torso defined by area from base of neckline to bottom of jersey and from side insert to side insert; no design restrictions outside torso.	Both – Neutral zone measured five 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 percent tonal color shift permitted in neutral zone; no design restrictions outside neutral zone.
Worn	Jerseys designed to be worn outside the pants permitted; jerseys/pants may not be removed within visual confines of playing area.	Both – Jerseys worn outside the game pants prohibited; no rule regarding removal.
Penalty for illegal jersey/ number	Direct technical foul charged to head coach.	Both – Administrative technical foul.
Pants/Shorts	No rule.	Both – The perceptible majority of shorts must be the same color of the neutral zone.
Undergarments	Black, white, beige or the predominant color of the <i>jersey</i> .	Both – Black, white, beige or color of game shorts.
Undershirt	Individual player must have same length sleeves. Long sleeves permitted. One visible manufacturer's logo/trademark/reference is permitted.	Men – Same as NFHS but sleeves not to extend below the elbow. No logo allowed. Women – Same as NFHS but no logo allowed.
Arm sleeves, leg/knee sleeves, compression shorts and tights	White, black, beige or the predominant color of the <i>jersey</i> .	Both – All must be a solid color and white, black, beige or as noted below. Arm sleeve: any color in jersey. Leg/Knee sleeve: color of the game shorts.
Headband/Wristbands	White, black, beige or the predominant color of the <i>jersey</i> .	Both – White, black, beige or jersey color.
Teammates Matching	All headbands, wristbands, sleeves and	Both – Headband and wristbands must

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	tights worn must be same color.	match. Arm sleeves do not have to match leg/knee sleeves, nor do they need to match headbands/wristbands.
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; game and overtime; officials' signals and mechanics, etc.

August 3, 2016