

NATIONAL FEDERATION BASKETBALL

RULES REVISIONS FOR 2002–2003

- 3–3–5 and 3–3–6** Permits a player who is required to leave the game for blood or injury to remain in the game if the team calls a timeout and the situation can be corrected by the resumption of play.

Rationale: The current rule can have a tremendous impact on the game when a key player has blood (which may not even be his/her own) and must leave late in the game, without the ability to immediately return. This ruling is now consistent with the NCAA rule.

- 4–12–1** Added an exception to the definition of control by a player: “It shall not be considered player control when, during a jump ball, a jumper catches the ball prior to the ball touching the floor or a nonjumper.

Rationale: By interpretation, prior to this ruling, this was the only infraction by the jumper (of four, 6–4–7 a. through d.), that resulted in the offending team losing the ball and the arrow. Case Book play 6.3.1c specified that if a jumper caught the ball on a jump ball, that player had controlled the tap and had violated by catching the ball. This essentially resulted in a double penalty. Officials at the high school level had difficulty with this interpretation. This change simplifies the rule by only considering the violation of the player catching the tap resulting in the opposing team receiving the ball for a throw-in, and the arrow set toward the team that violated. This ruling is now consistent with the NCAA ruling.

- 4–1–9** Changed the definition to include a simultaneous personal foul. “A simultaneous foul (technical or personal) by opponents . . .”

Rationale: There was no definition of a simultaneous personal foul.

- 9–1 Penalty** Establishes a new penalty for free throw lane line violations when one player violates followed by a second violation by the opposite team.

Rationale: A second lane line violation is often the result of faking. This change only penalizes the first infraction. If the violations are simultaneous, the alternating possession procedure will still be used.

- 9–7** Deletes the requirement for the 3-second count to be terminated during an interrupted dribble.

Rationale: Team control is still in effect. Rule was inconsistent with the rule concerning a “loose ball.”

- 9–13 New** Changes the penalty for excessively swinging arms or elbow(s) to a violation (from a technical foul).

Rationale: The previous rule, providing for a technical foul for excessively swinging the elbows, was very seldom called, as the penalty was very severe: 2-shots and the ball to the opponent, player charged with one technical foul, which counts toward the

player's five for disqualification and also to the team foul total; all without any contact to the opponent. If the object is to reduce the potential toward rough play, a violation would be an enforceable penalty that likely would achieve the desired results.

10–3–11 Deletes basket interference during a free throw as a technical foul.

Rationale: With the current restrictions on players waiting until the ball strikes the ring during a free throw, it is difficult to commit basket interference during a free throw, and if it does, it is most frequently the result of an unintentional act. Goaltending during a free throw will remain a technical foul, as that is an intentional act.

Signal Chart Adds a new signal for the violation of excessively swinging arms and/or elbows.

Rationale: Better communication for players, team benches, scorer's table, and fans.

MAJOR EDITORIAL CHANGES

3–5–2 and 3–5–6 Deletes the jewelry reference in 3–5–2 and adds a new Article 6 addressing jewelry and the wearing of religious and medical alert medals.

4–11–3 Adds a new Article 3 to clarify when continuous motion does not apply.

4–15–6 Adds a new Article 6 to summarize what can occur during an interrupted dribble.

5–7–4 Adds a new Article 4 to clarify that an extra period will be played once the ball becomes live, even though a correction in score is subsequently made.

9–7 Divides this section into multiple articles for clarification.

POINTS OF EMPHASIS

1. Uniforms
2. Bench Officials
3. Sportsmanship—Pregame situations
4. Rough Play—Excessive swinging of arms or elbows
5. Throw-in Spots—Proper locations
6. Traveling