



# 2009-10 MAJOR BASKETBALL RULES DIFFERENCES

(Men's and Women's)



ITEM	NFHS	NCAA
Blood/Contacts	Player with blood directed to leave game (may remain with time-out); player with lost/irritated contacts may remain in the game	<b>Men</b> – Same as NFHS <b>Women</b> – Player with blood or lost/irritated contact may remain in game if remedied within 20 seconds
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
Fighting	Ejection	Ejection. One game suspension followed by season suspension – team and coaches
Free-Throw Free-Thrower Injured  Players on Lane  Restrictions - Violation	Normal substitution permitted  Either offense or defense may occupy marked lane spaces two or three, within number limits  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 <b>Men</b> – Same as NFHS <b>Women</b> – Offense and defense must only occupy designated marked lane spaces 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 <b>Men</b> – Not legal under the basket <b>Women</b> – Same as NFHS
Jump Ball	Re-jump must be by players involved before team control is established	Re-jump may be by any two players
Officials on Court – Jurisdiction Begins	Fifteen minutes before start	<b>Men</b> – One at 30 minutes <b>Women</b> - On floor at 15 min.; may leave at 10 min. and must return at 3 min.
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

Stop Clock	No rule	After made basket with 59.9 seconds or less in second half or overtime
ITEM	NFHS	NCAA
Team-control Fouls	Ball awarded out of bounds (no bonus free throws)	Same as NFHS, except team control exists during a throw-in
Technical Fouls Types	Direct & Indirect – Only applies to the head coach; direct for his/her behavior, indirect for penalty to bench personnel	<b>Men</b> – Class A and Class B technical fouls <b>Women</b> – Same as NFHS
Count Toward	Team-foul total Disqualification – five personal fouls (all team members) Ejection – two technical fouls (all team personnel)	<b>Men</b> – Administrative technical fouls do not count toward team-foul total, disqualification or ejection; Class A count toward team-foul total, disqualification and ejection, Class B count toward ejection <b>Women</b> – Same as NFHS
Resuming Play	Throw-in to offended team opposite table	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 and flagrant – point of interruption with loss of ball
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	Technical foul	<b>Men</b> – Two shots and point of interruption <b>Women</b> – Two shots and loss of ball
Number & Length	Three 60-second and two 30-second time-outs per game	Media – Four 30-second and one 60-second Non-Media – Four 75-second and two 30-second
Reduction	Reduced if both teams are ready	Reduced if calling team notifies official (non-media only)
Request	Recognized when a player is in control	Shall not be recognized when an airborne player's momentum carries him/her out-of-bounds or into backcourt
Return From	Technical foul for failure to have all players return at approximately the same time	<b>Men</b> – Same as NFHS <b>Women</b> – No rule
TV Replay Monitor	Authorized by state association for game-ending situations in state tournament contests	Permitted for specific game situations
Unconscious Player	No return without MD or DO authorization	No rule
Uniforms Color of Jersey	Home shall wear white and visitor contrasting dark	Home shall wear light and visitor contrasting dark, 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	Neutral zone measured 4 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
Pants/Shorts	No rule	Must be the same predominant color of the neutral zone
Undershirt	Individual player must have same length sleeves	May not extend below the elbow
Worn	Jerseys designed to be worn outside the game pants permitted; jerseys/pants may not be removed within visual confines of playing area	Jerseys worn outside the game pants prohibited; no rule regarding removal

Penalty for illegal jersey/ number	Direct technical foul charged to head coach	Administrative technical foul
Videotape	Illegal to use during the game or intermission for coaching	Illegal only at courtside

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

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17, 2009