



New York State  
Girls Basketball Officials  
Association, Inc.

## **NYSGBOA Rule Changes**

### **2017-2018**

#### **Coaching Box (Rule 1-9)**

##### **NYS Modification**

**Head Coach:** When clearly and completely outside the coaching box, not engaged in unsporting behavior, the coach is to be warned. Following the warning, a technical foul is to be assessed when the coach is again clearly and completely outside the box.

Egregious behavior, inside or outside the box, is to be penalized *without* warning.

#### **LED Lights (1-18.4)**

LED Lights synchronized with the red/LED lights on the backboard and game clock are permitted on the scorers' table.

#### **Uniforms (1-22.5)**

Institutional words (names, mascots, nicknames, logos, marks, and names intended to celebrate/memorialize persons, events or other worthy causes) are permitted as part of the 15% tonal-shift design in the neutral zone.

Commercial names, logos, marks and slogans are prohibited from appearing in the tonal shift design.

An institution's national flag is permitted on the game jersey.



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### **Undershirts (1-23.1)**

One manufacturer's logo, meeting the size restriction in Rule 1-25.2, is permitted on an undershirt.

### **Undergarments (1-23.2)**

Undergarments (compression shorts, tights) are permitted to be:

- White
- Black
- Beige
- Any color contained in the game jersey.

### **Apparel (1-23.2)**

The following constitutes a "color contained in the game jersey":

- Fabric of the uniform
- Neutral Zone
- Trim around any opening
- Side panel

The following does **NOT** constitute a "color contained in the game jersey":

- Numbers or any border(s)
- Words (names, nicknames)
- Logos (institutional, conference, manufacturer)

### **Apparel (1-24)**

Headbands/Wristbands, Arm Sleeves, Leg/Knee Sleeves may be:

- White
- Black
- Beige
- Any color contained in the game jersey.



### **Ejection (4-13.2.)**

A player is ejected when she is assessed:

- A disqualifying foul.
- A second unsportsmanlike foul.
- A second technical foul.

### **Option To Advance (5-14.2)**

The team advancing the ball in the last 59.9 seconds of the game may choose which side of the court to advance the ball.

It is recommended that a 2" X 2" line be extended on the out of bounds side if the sideline 28 feet from each end line.

- Prior to the time out being reported to the scorer, the team granted the timeout must inform the officials of their intent to advance the ball and which side of they wish to make the throw-in.
- When a team advances the ball but does not inform the officials of the throw-in spot before the timeout is reported, the throw-in will occur at the 28 ft. mark tableside.

### **Rule 7-4.10**

After any double fouls, simultaneous personal fouls, or non- personal fouls by opposing players with penalties of "equal gravity", play shall resume at the point of interruption.

### **Rule 7-4.11 and 8-6.6**

When opposing players commit fouls at approximately the same time and only one of the fouls is an unsportsmanlike or disqualifying foul, play is resumed with a throw-in by the offended team at the division line opposite the scorer's table. The free throws for the unsportsmanlike or disqualifying foul will be attempted last.



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### **Personal Foul (10-10.1)**

A personal foul is a player's illegal contact with an opponent which occurs during a live ball period and the dead-ball period following a successful goal.

### **Unsportsmanlike Foul (10-13)**

(Formerly Flagrant I Personal and Contact Dead ball Technical)

Penalty: Two free throws to any member of the offended team plus a throw-in at the division line opposite the scorer's table.

\*\*\*\*\*When an unsportsmanlike foul occurs before the start of the game, play will resume with a jump ball following the free throws.

### **Unsportsmanlike Fouls (10-13)**

*Terminology:*

#### **“Unsporting”**

Refers to a type of *behavior* which may be penalized by assessing a technical or disqualifying foul.

#### **“Unsportsmanlike”**

Refers to a type of **“CONTACT”** foul, formerly referred to as a Flagrant I personal or Contact Dead Ball Technical.



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### **Unsportsmanlike Foul (10-13)**

The following constitutes an unsportsmanlike foul:

- Not a legitimate attempt to make a direct paly on the ball
- Contact designed to negate an opponent's obvious advantageous position.
- Contact away from the ball against an opponent who is clearly not involved with the play, designed to stop the game clock or prevent it from starting.
- Contacting a player making a throw in
- Excessive, hard and/or unnecessary contact against an opponent
- Illegal contact caused by the swinging of an elbow that is deemed excessive or unnecessary.

### **Disqualifying Foul (10-14)**

*(Formerly Flagrant II Personal/Technical Foul)*

- Penalty: Two free throws to any member of the offended team plus a throw-in at the division line opposite the scorer's table.
- When a disqualifying foul occurs before the start of the game, play will resume with a jump ball following the free throws.

### **Disqualifying Foul (10-14)**

*Terminology:* A disqualifying foul is a flagrant unsporting action by a player or bench personnel.

- When it is a contact foul, the contact is violent and/or severe.
- When it is a non-contact foul, the unacceptable conduct of the individual is judged to be persistent, extreme, vulgar and/or abusive.



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### **Disqualifying Foul (10-14.1.b.1)**

The head coach any number of assistant coaches may leave the bench area when a fight has or may break out.

This applies to any non-playing bench personnel (excluding student athletes) who are acting as peacemakers.

### **Guidelines for Officiating Unsportsmanlike and Disqualifying Fouls**

1. The severity of the contact caused by the fouler.
2. Whether the fouler's contact may be considered a legitimate basketball play. \*\*\*\*Note: A foul that is considered a legitimate basketball play may still be ruled an unsportsmanlike or disqualifying foul if other criteria are applicable)
3. When the fouler commits a foul with her arm or hand, whether she winds up prior to contact or follows through after making contact.
4. The severity of any injury suffered by the offended player.
5. The outcome of the contact.

### **Equal Penalties (7-4.14)**

In the same stopped-clock period that follows an infraction, when additional fouls are committed, fouls of "equal gravity" are charged and penalties cancelled in the order in which the fouls occur.

### **Cancellation of Equal Penalties**

- All fouls are charged and penalties identified.
- Determine the order the fouls were committed.
- All equal penalties against opposing teams are cancelled in the order the fouls were called.
- The right to possession of the ball as part of the last penalty shall cancel any prior rights to the ball.
- Equal penalties may be cancelled only when they occur during the same dead-ball period.



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- When all foul penalties cancel, play resumes at POI.
- When there are penalties left to be administered, they are administered in the order in which the fouls occurred.
- **Play resumes as if the last single unsportsmanlike, disqualifying foul for excessive timeout were the only foul committed.**

### **Equal Penalties (7-4.14)**

When the infraction which stops play consists of fouls of “**equal gravity**” by opponents, the fouls are charged and the penalties cancelled.

When a single foul causes play to stop, that foul may **not** be part of any cancellation of equal penalties.

### **Three Seconds (9-9)**

In order for a player who has been in the three second lane to establish a position outside the lane, she must touch the playing court with both feet outside the lane.

### **10 Seconds in the Backcourt (9-10)**

A team **no longer receives a new 10 seconds** to advance the ball into their frontcourt when that team is granted and charged with a timeout.

### **Screening (10-5.2a)**

To set a legal screen, the inside of the screener’s feet may not wider than shoulder width.

### **Screening (10-5.2c)**

To set a legal screen, the screener must be located inbounds



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## Editorial Revisions

- Foul Terminology moved from Rule 4 to Rule 10
- Simplification of foul terminology
- Foul penalties rewritten
- Points of Emphasis
- Post Play Guidelines moved into Rule 10
- Guidelines for Unsportsmanlike and Disqualifying Fouls

## Points of Emphasis

- Enforce the Rules as Written
- Post Play/Three Seconds
- Freedom of Movement/Players Moving Without the Ball/Screening
- Contact On and BY the Ball Handler/Dribbler
- Legal Guarding Position
- Bench Decorum/Sportsmanship
- Verticality (**NEW**)
- Rebounding(**NEW**)

## Mechanics

- Officials must slow down after calling a foul/violations to better communicate with partners.
- Use proper signals at the spot of the foul.
- After calling the foul, notify partners of who was fouled when shooting foul or if foul results in FT's
- Stay **“engaged”** during dead ball situations.
- New Signals
  - Multiple Hand touches on the ball handler/dribbler
  - Unsportsmanlike Foul
  - Chucking the Cutter
  - Rebounding Foul/Staying Here