

2025 - 2026 Girls HS Rule Modifications

2025-26 Girls HS Rule Modifications

- Rule 1-7.1 Three Point Field Goal Line- The three-point field-goal line shall be a distance of 19 feet 9 inches.
- Rule 1-8.1 Restricted Area- The restricted area is that area of the playing court located directly underneath each basket. NY State HAS NOT adopted this new rule.
- Rule 1-9.1 Coaching Box- The coaching box shall extend from the sideline to the back of the team bench and shall be bounded by the end line extended and not farther than the 28-foot line. (painted line or tape must be present)



- Rule 1-16.2 The Ball- A game may be played with a "non-orange" ball. A pink ball is permissible for Breast Cancer Awareness games.
- Rule 1-19.1.2 Shot-Clock Displays- Two visible shot clocks, one at each end of the court. If the shot clocks are not functional, an alternate timing device shall be available when a visible shot clock malfunctions.
- Rule 122 Uniforms- 0 & 00 through 99 are legal, a team can't have both 0 & 00.
- Rule 1-25.7 Players Equipment- Hair adornments, which include beads, may be worn provided they are secured tightly to the head and do not pose a safety hazard to the player, teammates or opponents.



- Rule 2-4.2 Officials' Jurisdiction- All officials shall arrive on the floor 15 minutes before the start of the game and all officials must remain on the floor once jurisdiction begins.
- Rule 2-7.9 Officials' Duties- Use the shot clock to administer the 10-second backcourt count. When the shot clock is not visible, officials shall use the game clock.
- Rule 2-11.Art 6.c.2 Duties of Shot-Clock Operator- An intentionally kicked or fisted ball that occurs with 14-seconds or less remaining on the shot clock will reset to 15-seconds.



- Rule 2-11.6.d.6.through 8 Duties of the Shot Clock
 Operator- The shot clock is reset to 30 seconds when the
 ball strikes the ring or flange, <u>a change in possession and all</u>
 fouls. (2025/26) <u>Exception:</u> double fouls which the shot
 clock time remains.
- Rule 4-14.1.2 Faking Being Fouled- Faking being fouled by "flopping" or using a "head bob" to simulate illegal contact. First offense by the team will result in a warning. The second time the team fakes will result in a Team Technical foul.
- Rule 5-6.1 Length of Quarters- Playing time for JV and Varsity games shall consist of (4) 8-minute quarters, with 1-minute intermission between 1st and 2nd quarters and 3rd and 4th quarters. 10 minute intermission between 2nd and 3rd quarters.



- Rule 5-9.3,4 Overtime- Overtime shall be 4-minutes in length.
- Rule 5-14.9.a Timeouts Granted and Charged- Each team is entitled to (4) full timeouts and (2) 30 second timeouts. If overtime is needed each team is awarded an additional 30 second timeout.
- Rule 10-12.3.a.1-5 Team Technical Fouls- A team shall be assessed a team technical foul after a team warning has been issued for each of the delays and faking being fouled. Penalty is two shots awarded to any player of the offended team followed by a throw-in at the division line opposite the scorers' table.



- Rule 10-13.1 Flagrant 1 Foul-(previous Intentional Foul)
- Rule 10-14.1 Flagrant 2 Foul-(previous Disqualifying Foul)
- Rule 11-1.1 Replay Equipment- Replay equipment or a
 Courtside monitor will not be used in any NYSPHSAA Girls
 basketball regular season or playoff contest. In a
 NYSPHSAA State tournament Semi-Final or Final contest,
 it shall be used to determine if a last second shot in the 4th
 quarter or any overtime shall count.

Mechanic change:

Revised 3 second violation signal.



JEWELRY:

- Jewelry has been prohibited since 1985.
- Rule 1-25.7 (page 30) Under Rule 2-5-1, the referee is responsible for equipment inspection. (page 32).
- A bandage or tape may NOT cover jewelry.
- Officials are permitted to ask players to see what is beneath any bandage or tape; team members who refuse will be prohibited from participating in the contest.
- When players have piercings that aren't visible like a tongue ring, if the official sees the piercing during normal play, they will ask the player to remove or they will NOT be able to continue playing.
- Approved ruling 1-22 permits a clear, narrow, pliable plastic stem. These stems are designed to be flexible to reduce the risk of injury. They may NOT be adorned or be any other color than clear.



Team Technical Fouls: count toward Team totals

A team shall be assessed a Team Technical Foul after a team warning has been issued for each infraction:

- 1-Delaying the game on a throw in, free throw and huddling.
- 2-Failing to have the court ready for play after the final horn.
- 3-Breaking the boundary plane by the defense.
- 4-Interfering with the ball after a goal or failing to immediately pass to the nearest official.
- 5-Faking being fouled.

Note: The two listed below you would assess a Technical Foul immediately.

- 6-Having more than 5 players legally participating in the game. (25/26)
- 7-Excessive Timeouts. (25/26)

Team Technical Fouls: count toward Team totals

When the Team Technical Foul is called, it is reported to the table as a Technical foul against Team "A" not white 22. The same goes for reporting the warning to the table, it is a warning for <u>Faking Being Fouled</u> by Team "A".

If the coach asks which player it was on, you can advise them of the players number.

Thank you for your time!

Have a GREAT season...

