

Welcome to the
2025 - 2026 Season

SBWBO

Rules Interpretation

Patrick DiClemente
pjdpatrick@gmail.com / 631.98.5929

Content:
NYSGBOA Interpreter Wade Reid
& NCAA/NYS Rule Committees

Fall 2025

**Suffolk Board of Women's
Basketball Officials**



New York State
Girls Basketball Officials
Association, Inc



Resources

[Suffolk Board of Womens Basketball Officials](#)

[New York State Girls Basketball Officials Association](#)

New York Public High School Athletic Association is the organization recognized to officiate all women basketball contests.

[2025-26 and 2026-27 NCAA Women's Basketball Rules Book](#)

[2025-26 NCAA Women's Basketball Case Book](#)

[General Topic Officiating Podcasts](#)

[The Crown Refs Podcast](#)

[The RoundBall Referee](#)

[Get Home Safe Podcast](#)

[Against the Rules with Michael Lewis](#)

[Referee Rant](#)

[After Further Review](#)





Uniform

jacket

must have all levels

pants

pleat or no pleat

no belt or loops

shirt

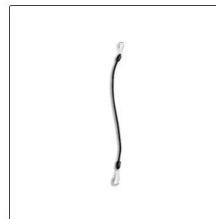
flag only, no assoc. logo

shoes

all black

whistle

black, black long/short smitty
pink February regular season play



2025/26 and 2026/27 Women's Basketball Rule Changes

- **Uniforms-Game Jerseys and Shorts- (Rule 1-22.11)** Deletes the requirement that the game jersey be tucked into the game shorts.
- **Rationale:** Game jerseys have become shorter and are not always manufactured to be long enough to be properly tucked into the game shorts. When players lift their arms, the jersey often becomes untucked, making it difficult for officials to enforce the rule properly.



**Rule Change: Supplemental Apparel
(Rule 1-23.4)**

Permits headbands not wider than 4 inches.

Rationale : The past rule allowed for headbands not wider than 2 inches. This proposal allows for the continued relaxation of the uniform rules.

Other

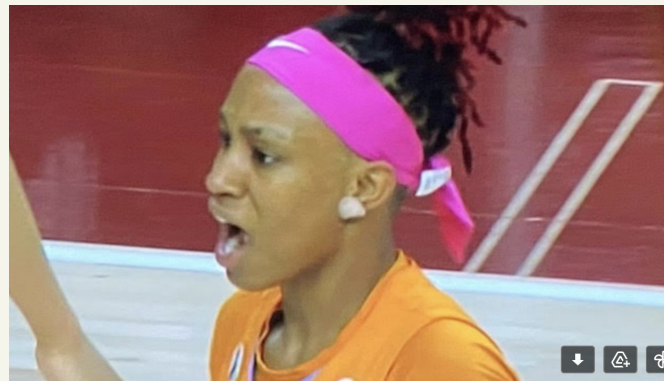
Identical patches – yes – some not all fine – but not different patches

Flag – 4 square inches

**Exclude hard items, including but not limited to barrettes and bobby pins.
NYS modification allows beads (tight to head).**



- No Jewelry
 - No spacers
- Religious headwear legal



jersey, once on the game shorts and once on all other items of apparel. Names or logos of professional sports entities are not permitted on any items of apparel.

Art. 2. The following shall be contained within a four-sided geometrical space (i.e., rectangle) with an area that does not exceed 4 square inches:

- An institutional or conference logo/mascot.
- A commemorative or memorial patch.
- A flag.

Note: Examples of 4 square inches include, but are not limited to, a square with sides 2 inches in length, a 1 inch high by 4 inch wide rectangle, or a circle with a 2-inch diameter.

Art. 3. When an institution's uniform or any item of apparel worn by a student-athlete contains an identification label or washing instructions, they shall be located not more than 2 inches from the bottom of the game jersey's torso and the entire label shall be contained within a four-sided geometrical space with an area not to exceed $2\frac{3}{4}$ square inches. The following may be included in the identification label:

- The manufacturer's normal logo, label, or trademark.
- Space for a team member's name and number.
- The institution's name or logo and/or the conference's name or logo.

Art. 4. Commemorative/memorial patches meeting the size restrictions of Rule 1-24.2 are permitted on socks.

SECTION 25. PLAYERS' EQUIPMENT

Art. 1. The referee shall not permit any player to wear equipment that in their judgment is dangerous to other players.

Art. 2. Elbow, hand, finger, wrist or forearm guards, casts, or braces made of fiberglass, plaster, metal or any other nonpliable substance, shall be prohibited unless covered completely with slow-rebounding foam as described in Rule 1-25.4.

Art. 3. The prohibition of the use of hard substance material does not apply to the upper arm, shoulder, or leg when the material is padded so as not to create a hazard for other players.

Art. 4. Pliable (flexible or easily bent) material, covered on all exterior sides and edges with not less than $\frac{1}{2}$ -inch thickness of a slow-rebounding foam, may be used to immobilize and protect an injury.

Art. 5. Equipment that could cut or cause an injury to another player shall be prohibited, without respect to whether the equipment is hard. Excessively long fingernails shall be prohibited.

Art. 6. Equipment used shall be appropriate for basketball. Basketball knee braces may be worn when they are covered properly. A protector for any injured facial bone, even though made of hard material, shall be permissible when it does not endanger other players. Eyeglass and mouth guard protectors are appropriate equipment when they meet the qualifications outlined in this rule. Gloves worn on the hands are not permitted.

Art. 7. Head decorations, head wear, helmets, and jewelry are illegal. Religious head wear is permitted provided it is securely fashioned to the head and is

SECTION 23. SUPPLEMENTAL APPAREL

Art. 1. An undershirt is considered to be part of the game jersey and must be a color similar to that of the game jersey as defined by the neutral zone. In addition, the sleeves and neckline of undershirts shall be unaltered (e.g., no cutoff sleeves or cut necklines). A compression shirt with sleeves that extends below the elbow is permitted. No logos (excluding one manufacturer's logo that meets the size restriction of Rule 1-24.1), decorations, trim, commemorative patches, lettering or numbering may be used on an undershirt. The same color must be worn by teammates.

Art. 2. Undergarments may extend below the game shorts and shall be white, black, beige, or any color contained in the game jersey. One institutional logo or mascot meeting the restrictions of Rule 1-24.2 may appear on undergarments that extend below the game shorts. Not all teammates must wear the same length of tights. The same color must be worn by teammates.

Art. 3. Any item that goes entirely around the head, such as headbands or hair control devices, shall:

- Be a single nonabrasive and unadorned item made of cloth, elastic, fiber, soft leather, pliable plastic, or rubber;
- Be a single solid color of white, black, beige, or any color contained in the game jersey;
- Be not wider than 4 inches;
- Bear one manufacturer's logo meeting the restrictions of Rule 1-24.1 or one institutional logo/mascot that meets the restrictions of Rule 1-24.2. The logo shall appear only once; and
- Exclude hard items including, but not limited to, barrettes, beads, and bobby pins.

Art. 4. Wristbands shall meet the same restrictions as headbands as stated in Rule 1-23.3.a, .b, and .d, and shall not exceed 2 inches in width.

Art. 5. Wristbands and headbands shall be uniform in color with each other, and the entire team must wear the same color.

Art. 6. The use of an arm sleeve or knee/leg sleeve is permissible. One institutional logo or mascot meeting the restrictions of Rule 1-24.2 may appear on an arm sleeve or knee/leg sleeve.

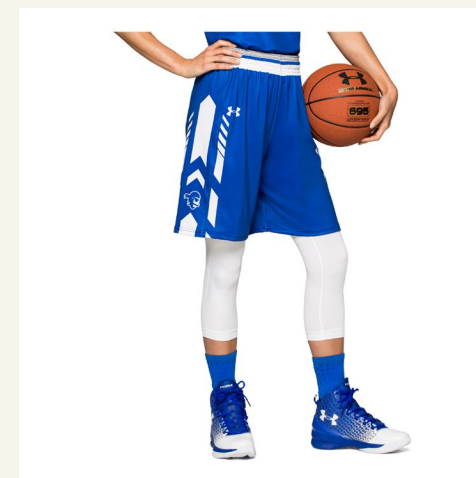
- Knee pads are considered sleeves for the purposes of this rule;
- Arm and knee/leg sleeves must be of a single, solid color;
- Arm and knee/leg sleeves may be white, black, beige, or any color contained in the game jersey; and
- When worn, teammates shall wear the same color arm sleeves and knee/leg sleeves, but arm sleeves need not match knee/leg sleeves.

Art. 7. Undergarments and knee/leg sleeves must be the same color.

SECTION 24. LOGOS, LABELS, TRADEMARKS, PATCHES

Art. 1. A single manufacturer's or distributor's normal logo, label, or trademark shall be contained within a four-sided geometrical space (i.e., rectangle) with an area that does not exceed $2\frac{3}{4}$ square inches and is permitted once on the game

Supplemental Apparel (1-23.6,7) Requires undergarments and knee/leg sleeve to be the same legal color. Teammates shall wear same color.



Undershirts

- Part of uniform
- Similar in color
- No cut sleeves
- No logos, decorations, trim,...
- Same color among teammates - no tech, just no play

Undershorts

- White, blk, beige, any color on uniform
- Same color
- Length flexible

Headbands

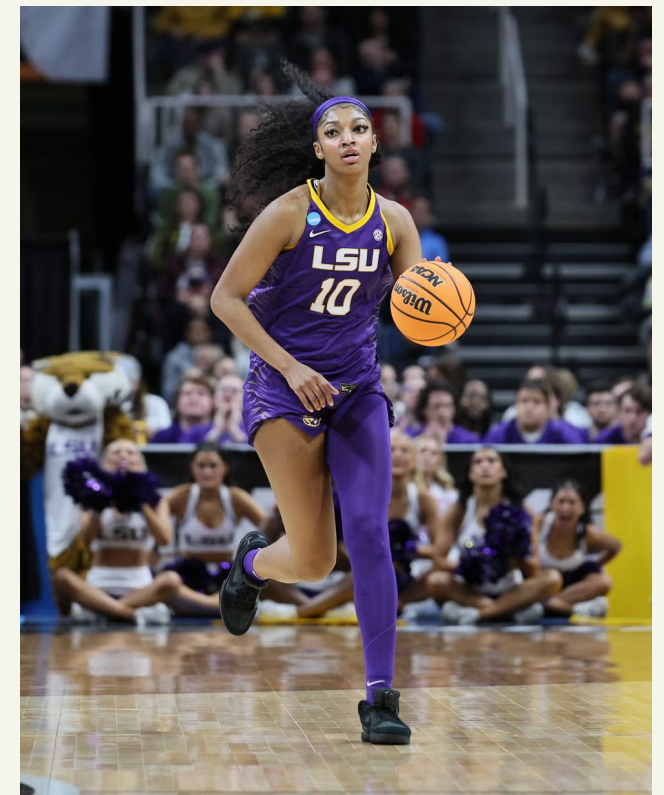
- White, black, beige, any uniform color
- 4 inches or less
- One logo, size restrictions
- No beads, clips, or other fasteners

Wristbands

- Same color as headbands
- 2 inches or less
- All players same color

Arm or leg sleeve

- White, black, beige, any single uniform color - no logos
- Undergarments and knee sleeves same color
- Arm does not need to match leg



T-shirts under the jersey must match the jersey.

Home teams should be wearing white t-shirts (if any) and visiting teams should be wearing t-shirts that are the same color as the jersey. T-shirts are an extension of the jersey.

For example, Central Islip wears purple away jerseys, so they should wear purple t-shirts if they wear one. Bay Shore wears maroon away jerseys, so they should wear maroon undershirts, if any. If the away jersey is green, black, red etc then the t-shirt must be green, black or red to match.

• <u>Jersey</u>	<u>T-shirt (if any)</u>
• White.	White
• Red.	Red
• Blue.	Blue
• Black.	Black

Do not confuse t-shirt colors with tights, headbands etc. Those can be black, white, beige or the predominant color of the uniform as long as any player wearing the tights, headbands etc all wear the same color.

2025/26 and 2026/27 Women's Basketball Rule Changes

Ball Caused to Go out of Bounds (Rule 7-2.3)

- Penalizes bench personnel who physically assist the player with the ball by intentionally keeping her from going out of bounds or by physically assisting player to move in a direction the coach wants them to go.
- A player cannot be assisted by a teammate or other bench personnel on or outside of the boundary line to remain in bounds. The player is out of bounds if contact with anyone outside the boundary line provides an advantage by allowing the player to remain in bounds. This change eliminates the possibility of anyone outside of a boundary line assisting a player to prevent an out of bounds violation.
- This would not penalize incidental contact by a player with bench personnel.
- **Rationale:** To address situations where bench personnel deliberately interfere with a player to prevent an out-of-bounds violation.



SECTION 2. BALL CAUSED TO GO OUT OF BOUNDS

Art. 1. The last player to touch the ball before the ball goes out of bounds caused the ball to go out of bounds, provided that the ball is out of bounds because it touched something other than a player who is out of bounds.

Art. 2. When the ball is out of bounds because of touching or being touched by a player who is on or outside a boundary, such player has caused the ball to go out of bounds.

Art. 3. The ball is caused to be out of bounds when:

- a. A player with the ball, whose momentum is carrying them out of bounds, is physically and intentionally assisted by their team's bench personnel to stay inbounds or
- b. Bench personnel physically contacts their player with the ball to direct them to move in a different direction or to stop.

2025/26 and 2026/27 Women's Basketball Rules changes

Duties of the shot clock operator (Rule 2-11.6.d.6 through 8) The shot clock will be set to 20 seconds when, following a dead ball change of team control, a team is awarded the ball for a throw-in in their frontcourt.

(NY State Girls Basketball did not adopt this rule)



2025/26 and 2026/27 Women's Basketball Rule Changes



Traveling (Rule 9-5.4.a.3, 9-5.4.b.2, and 4-19) Permits a player executing a jump stop to land on both feet at approximately the same time.

Rationale: The current traveling rule requires both feet to land simultaneously. This proposal would increase accuracy on traveling rulings due to the increased speed of the players when determining whether the feet land simultaneously.

Personal Fouls (Rule 10-10.5.c) Deleted the prohibition of multiple touches with one hand. To permit a defender to contact a ball handler/dribbler with more than one “hot stove” touch, provided this is not persistent contact and does not inhibit the rhythm, speed, balance, or quickness of the ball handler/dribbler, nor does it re-route or otherwise impede the dribbler.

Rationale : The elimination of the multiple touch fouls that do not affect the freedom of movement will provide continuous action and less interruptions for contact that does not impede or hinder the ball handler/dribbler

Art. 5. It is a foul when a defender contacts the ball handler or dribbler:

- Anytime with two hands;
- By placing a hand (front or back of the hand) on the ball handler or dribbler and keeping it in contact with the ball handler or dribbler (handchecking); or
- With an extended arm bar, which is any part of the forearm not entirely in contact with or collapsed against the defender's body.
- With the body, when the contact interrupts the ball handler's or dribbler's rhythm, speed, balance, or quickness, or it reroutes or otherwise impedes the ball handler's or dribbler's freedom of movement.

2025/26 and 2026/27 Women's Basketball Rule Changes

Technical Fouls (Rule 10-12.3.a.6 and 7)

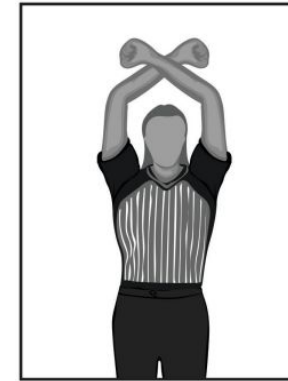
Having more than 5 players legally participating in the game and excessive timeouts are now Team Technical fouls.

Rule change has shifted the Administrative Technical Fouls for more than 5 players participating in the game and excessive timeouts to the Team Technical Fouls category.

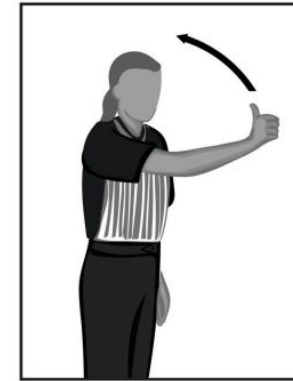
Rationale: These offenses are committed by players and coaches (teams) and are not administrative. Placing them under the Team Technical Foul category is an appropriate placement as the players and coaches commit these technical fouls.

Administrative: 1 (court/equipment) or 2 free throws and POI; does not count towards DQ, bonus, ejection.

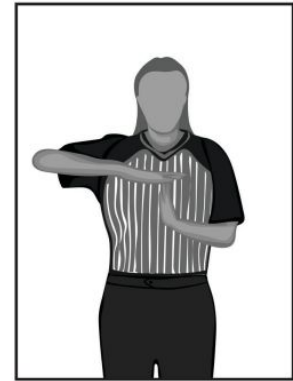
Team Technical: 2 free throws and ball at division line; does not count for DQ or ejection, yes counts for bonus (team foul count).



Flagrant 1 Foul



Flagrant 2 Foul



Technical Foul

Art. 3. Team Technical Fouls

- a. A team shall be assessed a team technical foul after a team warning has been issued for each of the following infractions:
 1. Repeatedly delaying the game by preventing the ball from being promptly put in play, such as delaying the administration of a throw-in or free throw by engaging in a team huddle anyplace on the playing court.
 2. Failing to have the court ready for play after the final horn to end any timeout or intermission.
 3. The opponents of thrower-in having any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line.
 4. Attempting to gain an advantage by interfering with the ball after a goal or by failing to immediately pass the ball to the nearest official after the whistle has blown.
 5. Faking being fouled. (*Exception: Rule 10-12.4.a.7.*)
 6. A team shall not have more than five players legally on the playing court.
 7. A team shall not be granted excessive timeouts without penalty.

PENALTY (Art. 3): Two free throws awarded to any member of the offended team followed by a throw-in by the offended team at the division line opposite the scorers' table. A team technical foul shall count toward the team-foul total.

2025/26 and 2026/27 Women's Basketball Rule Changes

- Flagrant 2 Fouls (Rule 10-14)** Requires a one-game suspension for an individual who fails to serve a mandatory rule-based suspension.
- The individual's head coach is also suspended for one game when the individual who was supposed to serve the suspension fails to do so.

Head Coach Replay/Appeals (Rule 11-3-3 and 11-4.1.m)



- To permit coaches to appeal the following rulings:
 - (1) an out-of-bounds violation by the officials, (2) a backcourt violation, (3) whether team control changed before a ruled foul only if it could affect the awarding of free throws, and (4) whether the foul was charged to the correct individual.
 - The coaches' appeal may be made at any time during the contest (provided it is within the window for a proper appeal), and there is no limit to the number of appeals a coach may initiate. Unsuccessful appeals result in a charged timeout to the team.
 - Teams may appeal even when they have no timeouts remaining; however, when a team with no timeouts remaining loses an appeal, they are assessed a technical foul for an excessive timeout (the penalty is two free throws, plus an awarded throw-in to the offended team at the point of interruption).

Rationale: To provide coaches with an opportunity to appeal/challenge a ruling made by game officials. For (1), officials no longer have the ability to use replay of their own volition. For (2) and (3), officials cannot use replay on their own. For (4), officials retain the ability to use replay on their own. These changes should increase the pace of play, particularly by decreasing the number of out of-bounds reviews late in the game.

(NY State Girls Basketball did not adopt this rule)

Points of Emphasis



BASKETBALL

2025-26 AND 2026-27

WOMEN'S RULES BOOK

- Enforce the Rules as Written
- Screening
- Palming/Carrying the Ball
- Legal Guarding Position
- Post Play/Three Seconds in the lane
- Contact On and By the Ball Handler/Dribbler
- Clamping
- Sporting Behavior/Conduct

Enforcing the Rules as Written

- Officials are tasked with ensuring teams play within the rules. The rules basically guarantee fair play so that no player and neither team gains an unfair advantage over an opponent.
- When officials do not enforce the playing rules, it impacts the purpose of the playing rules. There is no room for ***personal philosophies*** or using ***game management*** to ignore enforcing a playing rule.
- Let's be consistent from game to game and region to region.
- Remove personal philosophies; advantage/disadvantage, up by 30...

SECTION 5. SCREEN

Art. 1. A legal screen is action by any player, offensive or defensive, with or without the ball, which, without causing contact, delays or prevents an opponent from reaching a desired position.

Art. 2. In obtaining and maintaining legal screening tactics, the screener shall:

- a. Stay within their vertical plane with a stance in which the inside of the screener's feet are not wider than shoulder width apart. The screener shall not lean into the path of an opponent or extend their hips into that path, even though the feet are stationary.
- b. Not be required to face in any particular direction at any time.
- c. Be inbounds.

Art. 3. A player shall not:

- a. Cause contact by setting a screen outside the visual field of a stationary opponent that does not allow this opponent a normal step to move.
- b. Make contact with the opponent when setting a screen within the visual field of that opponent.
- c. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction.

Art. 4. No player, while moving, shall set a screen that causes contact and delays an opponent from reaching a desired position.

Art. 5. When both opponents are moving in exactly the same path and direction and the screener slows down or stops and contact results, the trailing player shall be responsible for such contact.

Art. 6. No player shall use their arm(s), hand(s), hip(s), or shoulder(s) to force through a screen, or to hold or push the screener. When this type of contact occurs with the torso of the screener, the foul shall be assessed to the opponent even though the width of the screener's feet may exceed the legal limit. If the contact by the opponent is with the screener's leg that is too wide by rule, the foul is on the screener.

Screening

Knowing what constitutes a legal screen is imperative.

Screeners must establish a legal position without causing contact.

Following a legal screen, a screener is permitted to roll.

Lastly, defenders cannot be permitted to hold, reroute, push screeners or push through legal screens.

Art. 7. Screeners shall not line up next to each other within 6 feet of a boundary line and parallel to it so that contact occurs.

- a. Screeners shall be permitted to line up parallel to a boundary line and next to each other without locking arms or grasping each other, provided that the screen is set at least 6 feet from that boundary line.

[Click to Review Helpful Video on Screening](#)



Clamping

Rebounders grab their opponent, hooking/clamping their arm, to prevent the ability to control the ball.

Clamps often occur while the ball is on its way to the basket.

The player clamping their opponent falls to make it appear they are the one being fouled.

The illegal physical act of using one's arms to hook, lock, or hold an opponent is a foul.

Legal Guarding Position

- Obtaining *an initial legal* guarding position on the player with the ball, time and distance are **NOT** required. Two feet on the floor and torso must be facing the opponent.
- Officials must recognize when a defender obtains and maintains legal guarding position to correctly rule on block/charge plays and *should not default to a block*.
- Defenders can move east, west or south. When they step forward it would be a block.
- Maintaining Legal Guarding Position:
 - may move vertically, backwards, obliquely (on a slant); cannot move toward an opponent and create contact
- Defender loses lgp when:
 - a ball handler gets head/shoulders past torso of defender
 - extends hand, hip, arm at/into the opponent
 - steps sideways into path of bhd and does not provide time/space
 - moves into path of an airborne shooter

Palming/Carrying the Ball

- Palming or carrying the ball puts the defensive player at a distinct disadvantage.
- Anything more than a “handshake” is considered palming.
- The key to officiating this play consistently and correctly is to determine whether the ball has **“come to rest,”** which ends the dribble.
- Failure to rule a violation on these plays, places the defender at a significant disadvantage.



Palming vs. legal ball-handling moves

The key difference between a legal and illegal dribble is whether the ball actually comes to a stop and rests in the player's hand.

- Legal: A player can push the ball forward, to the side, or even behind their back, as long as the dribble remains continuous and the hand stays on top or on the side of the ball.
- Illegal: When the ball handler's palm turns and gets underneath the ball, causing it to rest for a moment, it becomes a violation.

During a dribbling motion, a player must keep their hand on top of the ball. The following actions constitute a palming violation:

Hand underneath the ball: The dribbler's hand goes under the ball, causing it to come to rest and giving them an advantage over a defender.

Controlling the ball laterally: Gripping or moving the ball from side to side without it continuing its bounce, such as in a crossover move, can be called as palming.

Pausing the dribble: Bringing the ball to a pause with one or both hands and then starting to dribble again is a palming or illegal double-dribble violation.

Contact On & By the Ball Handler/Dribbler

Illegal contact on the ball handler/dribbler is inhibiting the ability of teams to start their offense.

Measure up or “hot stove” touch is permitted to gauge distance.
(Multiple touches are no longer a foul.)

Armbars and two hands on the offensive player are **AUTOMATIC** fouls.

Defenders body contact by body bumping or leaning their torso into the dribbler which affects their rhythm, speed, balance or quickness is a foul.

Post Play/Three Seconds in the Lane

Once a player has legally obtained their position as a defender on an offensive post player, they can neither displace their opponent nor be displaced.

It does not matter whether the offensive post player is “involved in the play” or not to be in violation of the three second rule.

When this violation is not ruled, the offensive team gains an unfair advantage and increases physically.

...during a throw-in, attempting a shot, or rebounding, there is no three-second count. The count does not start again until the offense has control of the ball in the frontcourt.



Sporting Behavior/Conduct

Coach and student-athlete behavior should be consistent with an education environment.

Coaches are expected to stay in their coaching box which extends to the 28-foot line. *(painted line or tape needs to be present)*

Players' taunting, baiting, finger-pointing, trash talking, and inappropriate gestures shall be penalized with a technical foul.

SECTION 6. FREE-THROW LANE AND FREE-THROW LINE

Art. 1. A free-throw lane, 12 feet wide measured to the outside of each lane boundary, and the semicircle with the free-throw line as a diameter, shall be marked at each end of the court with dimensions and markings as shown in the Court Diagram. All lines designating the free-throw lane, except lane-space marks and blocks, are part of the lane.

Art. 2. The color of the lane-space marks (2 inches by 8 inches) and blocks (12 inches by 8 inches) may contrast or be of the same color as the color of the lane boundary lines.

Art. 3. It is highly recommended that the area of the free-throw lane inside the boundary lines be one color. It is permissible for this area to be more than one color as long as all required lines in and around the lane are clearly discernible and distinguishable.

Art. 4. The lane-space marks and blocks shall identify the lane space areas that extend 36 inches from the outer edge of the lane lines toward the sidelines.

Art. 5. A free-throw line, 2 inches wide, shall be drawn across both semicircles, which have an outside radius of 6 feet as shown in the Court Diagram. It shall be parallel to the end line and shall have its farthest edge 15 feet from the plane of the face of the backboard.

SECTION 7. THREE-POINT FIELD-GOAL LINE

Art. 1. The three-point field-goal line shall be a distance of 22 feet, $1\frac{3}{4}$ inches from the center of the basket to the outside edge of the three-point field-goal line and 21 feet, $7\frac{7}{8}$ inches in the corners. See Court Diagrams on Pages 13 and 14.

Art. 2. The three-point field-goal line shall be a single-colored solid 2-inch line. The lines may be the same color as or a different color from the free-throw lane boundary lines and the semicircles. When more than one three-point line exists on the playing court, the lines shall contrast in color and there shall be no form of embellishment or belt between the lines.

SECTION 8. RESTRICTED AREA

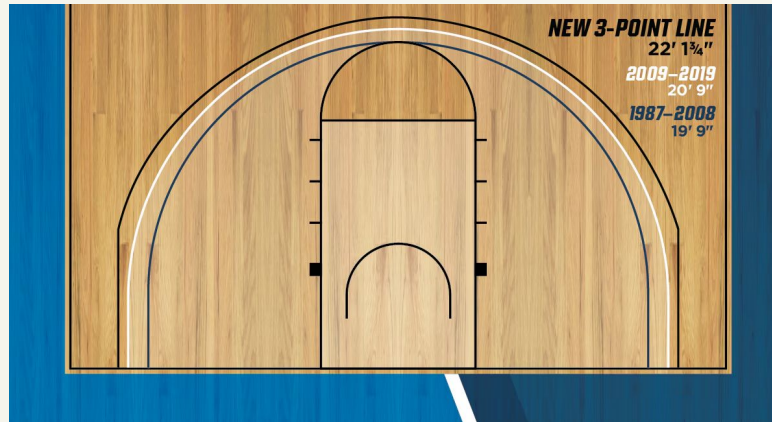
Art. 1. The restricted area is that area of the playing court located directly underneath each basket. "Under the basket" is defined as from the front and side of the ring to the front of the backboard. The player is considered under the basket when any part of either foot is in this area or the player is straddling this area.

Note: It is recommended that the three-foot arc, or four-foot arc on courts used only by women's basketball programs, be removed the next time the playing court is refinished.

2025-26 Girls NYS 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.



2025-26 Girls NYS HS Rule Modifications

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...

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.

new nets be broken in prior to game competition to prevent the ball from being suspended in the net following a goal.

SECTION 15. BASKETS—RING

Art. 1. Each basket ring shall be securely attached to each backboard/support system with a ring-restraining device. Such a device will ensure that the basket stays attached, even when a glass backboard breaks.

Art. 2. The upper edge of each basket ring shall be 10 feet above and parallel to the floor and shall be equidistant from the vertical edges of that backboard. The nearest point of the inside edge of each ring shall lie 6 inches from the plane of the face of that backboard.

Art. 3. Movable rings are required. Movable rings may flex downward both from the front and the sides.

Note: For all divisions, ring testing is recommended (see Item No. 9 of the Court and Equipment section of the Important Information for Manufacturers document on Page 12).

SECTION 16. THE BALL

Art. 1. The ball shall be spherical. Spherical shall be defined as a round body whose surface at all points is equidistant from the center except at the approved black rubber ribs (channels and/or seams).

Art. 2. The ball's color shall be Pantone Matching System (PMS) Orange 151, Red-Orange 173, or Brown 1535.

Art. 3. The cover of the ball shall be leather or composite material and consist of tiny raised protrusions densely spaced over the entire surface of each panel so as to form a pebbled appearance.

Art. 4. The ball shall have the traditionally shaped eight panels, bonded tightly to the rubber carcass. The eight panels are defined by two channels and/or seams dissecting the ball's circumference in opposite directions and two panels that when laid flat shall have the shape of a figure eight.

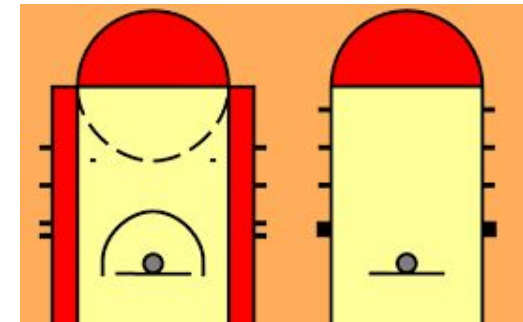
Art. 5. The width of the black rubber rib (channels and/or seams) shall not exceed ¼ inch.

Art. 6. When dribbled vertically, without rotation, the ball shall return directly to the dribbler's hand. Small, electronic chips/devices are permitted to be affixed inside the ball as long as there is no perceptible effect on the ball when a player dribbles, passes, or tries for goal.

Art. 7. The air pressure that will give the required reaction shall be stamped on the ball. The ball shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of 6 feet measured to the bottom of the ball, it will rebound to a height, measured to the top of the ball, of not less than 51 inches when it strikes its least resilient spot nor more than 56 inches when it strikes its most resilient spot.

Art. 8. The circumference of the ball shall be within a maximum of 29 inches and a minimum of 28½ inches.

Art. 9. The weight of the ball shall not be less than 18 ounces nor more than 20 ounces.



A.R. 1-8. When one of the shot clocks is not functioning, shall the officials turn the functioning shot clock off?

RULING: There is no rule support to turn off an otherwise functioning shot clock. The game shall be played using the one functioning shot clock and the public-address announcer shall periodically call out the time remaining in the shot-clock period for the remainder of the game. (Rule 1-19)

2025-26 Girls NYS HS

Rule Modifications

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)

SECTION 9. COACHING BOX

Art. 1. The coaching boxes shall extend from the sideline to the back of the team benches and shall be bounded by the end line extended and not farther than the 38-foot line as noted in the diagram.

Art. 2. A line, perpendicular to the sideline, with a minimum length of 2 feet, shall be extended toward the team bench so that the coaching-box boundary is evident.

SECTION 10. BACKBOARDS—DIMENSIONS, MATERIALS

Art. 1. Each backboard shall be marked as depicted on the backboard diagram (See page 21).

Art. 2. The size of the backboards may be either of two dimensions:

- 6 feet horizontal and 3½ feet vertical; or
- 6 feet horizontal and 4 feet vertical.

Note: The dimensions of 6 feet horizontal and 3½ feet vertical are recommended for replacement backboards or new installations.

Art. 3. The backboards shall be the same size at both ends of the playing court.

Art. 4. A transparent, unaltered, rigid, rectangular backboard with a flat surface shall be used.

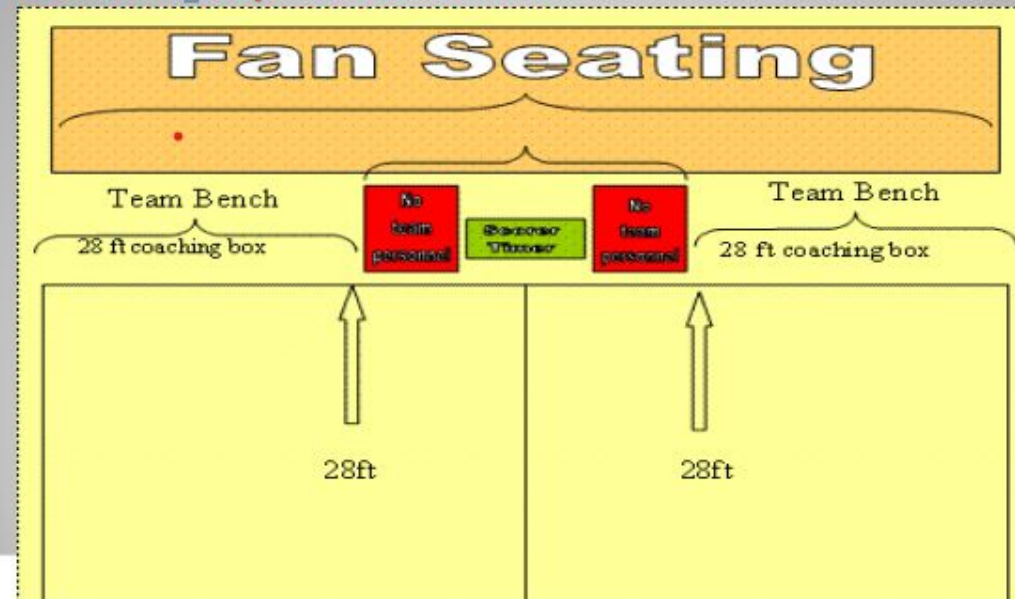
Art. 5. Backboards shall not be tinted.

SECTION 11. BACKBOARDS—PADDING

Art. 1. Padding is required on all backboards as outlined in this rule. The padding shall be a single, solid color and shall be the same color on both backboards.

- When it becomes necessary to use a substitute backboard, the padding shall be of the same color as that of the backboard being replaced.

The GHSA Coaching Box starts at the end line and extends 28' toward the division line. Team personnel are not allowed to stand nor sit beyond that 28' line.



Communication not confrontation

No one standing besides 1 coach

Coaches - in the event of an altercation:
may leave box, players may not (fight)

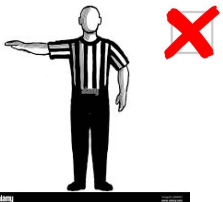
NCAA - 38'

Cheryl Reeve - Minnesota





2025-2026 Girls HS Rule Modifications Continued



Women's basketball

As of the 2023–24 season, the first flopping violation results in a team warning. Subsequent infractions by any player on that team result in a team technical foul and two free throws for the opponent. The technical foul does not count toward the individual player's five-foul disqualification limit.



The former rule required the technical foul following a warning to also be counted as a personal foul, a rule that was changed to reduce the possibility of player disqualification.

SECTION 15. FAKING BEING FOULED

Art. 1. Faking being fouled occurs when a player simulates being fouled or makes theatrical or exaggerated movements when there is no illegal contact by committing acts such as, but not limited to:

- Overtly embellishing the impact of incidental contact on block/charge plays or attempted tries for goal (flopping);
- Using a "head bob" to simulate illegal contact; or
- Using any other tactics in order to create an opinion of being fouled and therefore gaining an advantage.

Art. 2. One team warning shall be given the first time a player fakes being fouled. This warning shall be reported to the official scorer at the next stoppage of the game clock. Thereafter, a team technical foul shall be issued to the team that has been previously warned for faking being fouled. (See Rule 10-12.3.a.5.)

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, a change in possession and all fouls. (2025/26) Exception: 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 (counts toward steam foul, not to individual or coach)..

Rule 5-6.1 Length of Quarters- Playing time for JV and Varsity games shall consist of



2025-2026 Girls HS Rule Modifications Continued

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 - see book for image

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 Faking Being Fouled by Team "A".

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

Faking Being Fouled Mechanic

The mechanic for Faking Being Fouled is:

Two arms at the shoulder level, with open palms move the arms downward, pointing toward the floor. This mechanic is used for the warning, as well as the delayed Technical Foul if there is an immediate opportunity to score.

Faking Being Fouled Scenario's

A1 driving to the basket to score and B1 “Flops”. Team B has already received a Team warning earlier in the game for faking being fouled.

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the immediate drive to the basket before calling a Team Technical Foul.

3- The official calls a Team Technical Foul and kills the play.

Faking Being Fouled Scenario's

A1 driving to the basket to score and B1 “Flops”. Team B has already received a Team warning earlier in the game for faking being fouled.

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the immediate drive to the basket before calling a Team Technical Foul.

3- The official calls a Team Technical Foul and kills the play.

Q

Faking Being Fouled Scenario's

A1 driving to the basket and B1 “Flops”, A1 then passes to A5 behind the three-point line. Team B has already received a Team warning earlier in the game for faking being fouled.

- 1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.
- 2- The official shows the “flopping” mechanic and waits to see the outcome of the shot before calling a Team Technical Foul.
- 3- The official shows the “flopping” mechanic and calls a Team Technical Foul once the ball is passed to A5.

Faking Being Fouled Scenario's

A1 driving to the basket and B1 “Flops”, A1 then passes to A5 behind the three-point line. Team B has already received a Team warning earlier in the game for faking being fouled.

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the shot before calling a Team Technical Foul.

3- The official shows the “flopping” mechanic and calls a Team Technical Foul once the ball is passed to A5.

Q

Faking Being Fouled Scenario's

A1 is driving to the basket and “Head Bob’s” as if she was being held by B1. Team A has already received a Team warning earlier in the game for faking being fouled.

1- Ignore the incidental contact and allow A1 to continue to the goal.

2- Call a “player/substitute” Technical Foul immediately.

3- Call a Team Technical Foul immediately.

Faking Being Fouled Scenario's

A1 is driving to the basket and “Head Bob’s” as if she was being held by B1. Team A has already received a Team warning earlier in the game for faking being fouled.

1- Ignore the incidental contact and allow A1 to continue to the goal.

2- Call a “player/substitute” Technical Foul immediately.

3- Call a Team Technical Foul immediately.

Faking Being Fouled Scenario's

A1 driving to the basket and B1 “Flops”, A1 misses her layup, gets her own rebound and dribbles back out front to reset her offensive set. Team B has already received a Team warning earlier in the game for “flopping.”

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the drive to the basket, once A1 gets the rebound and dribbles the ball out the official calls a Team Technical Foul.

3- The official calls a Team Technical foul and kills the play.

Faking Being Fouled Scenario's

A1 driving to the basket and B1 “Flops”, A1 misses her layup, gets her own rebound and dribbles back out front to reset her offensive set. Team B has already received a Team warning earlier in the game for “flopping.”

1- Ignore the “Flop” as A1 wasn't impeded on her drive to the basket.

2- The official shows the “flopping” mechanic and waits to see the outcome of the drive to the basket, once A1 gets the rebound and dribbles the ball out the official calls a Team Technical Foul.

3- The official calls a Team Technical foul and kills the play.

Thank you for your time!

Have a GREAT season...

