

PLAY. PERFORM. COMPETE. TOGETHER.

2026-27 NFHS Basketball Rules PowerPoint

Rules Changes
Editorial Changes
Points of Emphasis

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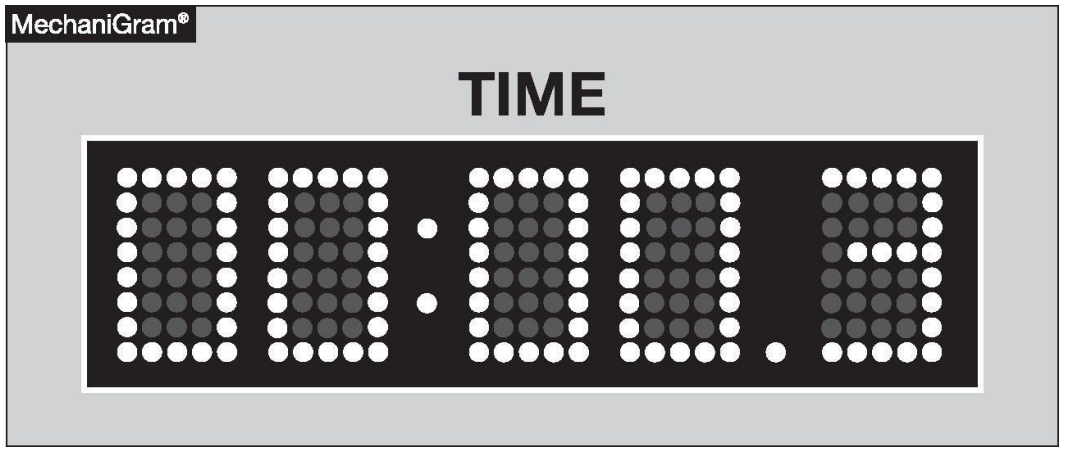
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2026 NFHS Basketball Rules Changes

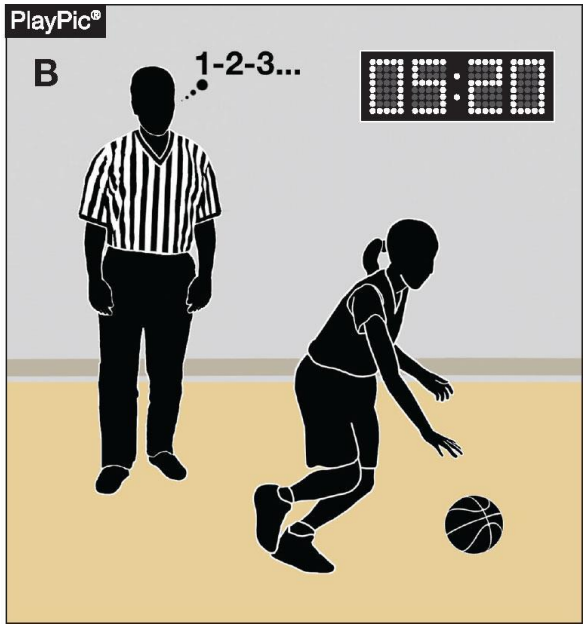
RE-STARTING THE CLOCK 5-9-5 (NEW)



- In the last 59.9 seconds of each quarter or extra period, if play is to be resumed by a throw-in or an unsuccessful free throw, a minimum of 3/10ths (.3) of a second must expire on the game clock when the ball is legally touched by a player inbounds

TIMING MISTAKES
5-10-2 NOTE (NEW)





- If the referee determines the clock malfunctioned or was not started/stopped properly, or if the clock did not run, an official's count, **visible or silent**, or other official information may be used to make a correction

ALTERNATING POSSESSION 6-4-4g



- The letter ‘g’ is now eliminated
- Play is stopped when there is team control, a goal is scored, or another official stoppage occurs. When play is properly stopped, the ensuing resumption is administered under the appropriate rule for the situation, rather than using the alternating possession procedure (Rule 4-36-2.c)
- This is not a rule change; this was inadvertently left in the rule after the rule change in 2025-26

RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)

ART 4…When, during the same dead-ball period that follows an infraction or stoppage in play and before the ball becomes live, both teams are assessed technical fouls:

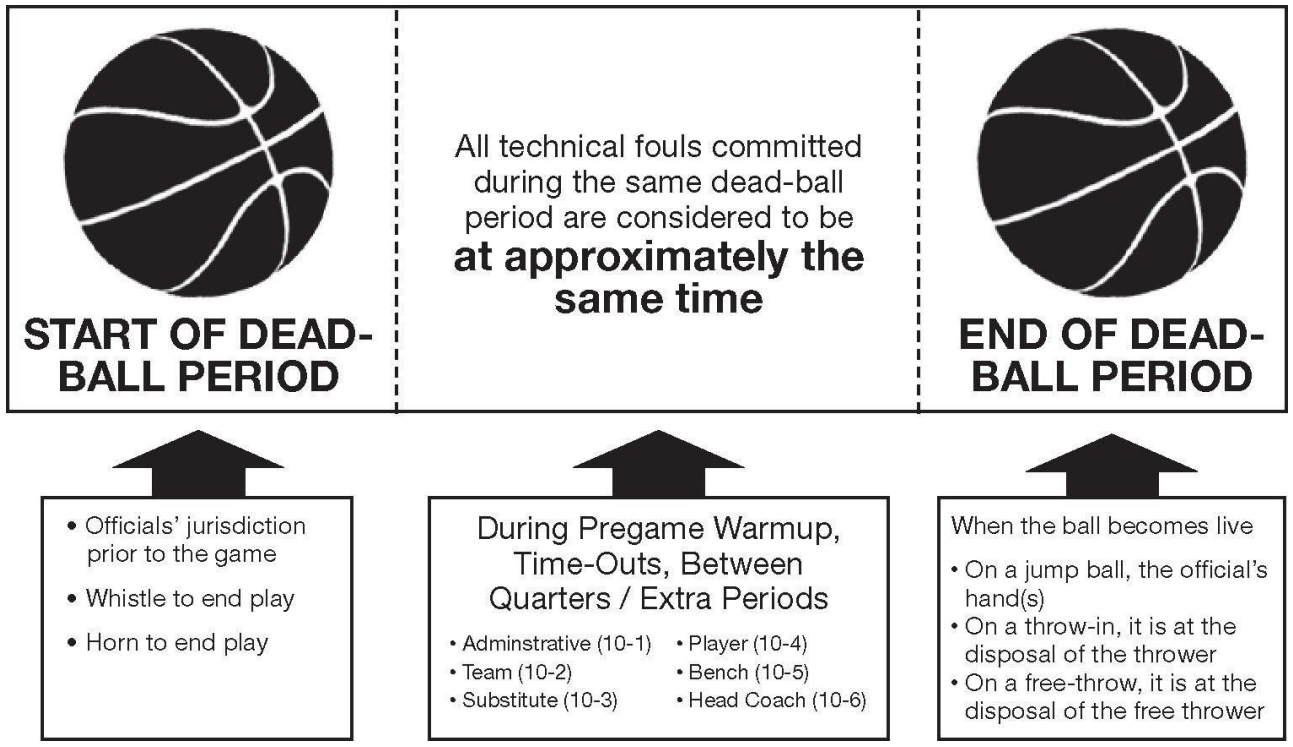
a. All technical fouls are considered to have been committed at approximately the same time for the purposes of offsetting their penalties;

b. All fouls are charged, and their penalties are identified;

c. When there is an unequal number of fouls committed during the dead-ball period, play shall resume as if the last committed single administrative, team, substitute, player, or bench technical foul was the only foul committed; and

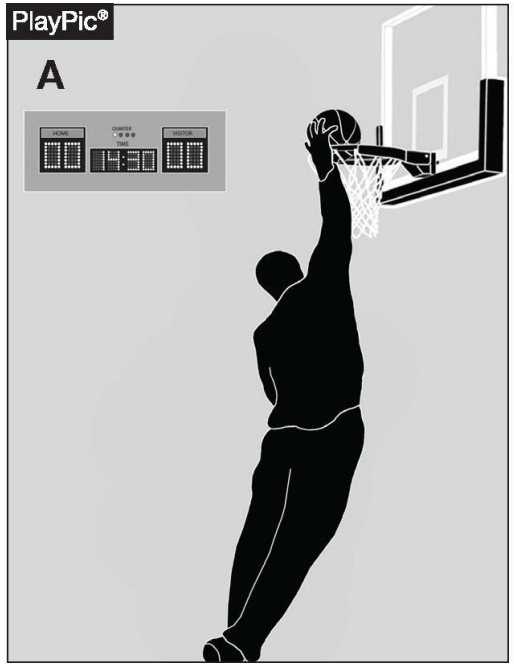
d. If, after the cancellation of the penalties for an equal number of fouls by both teams, the game shall be resumed at the point of interruption.

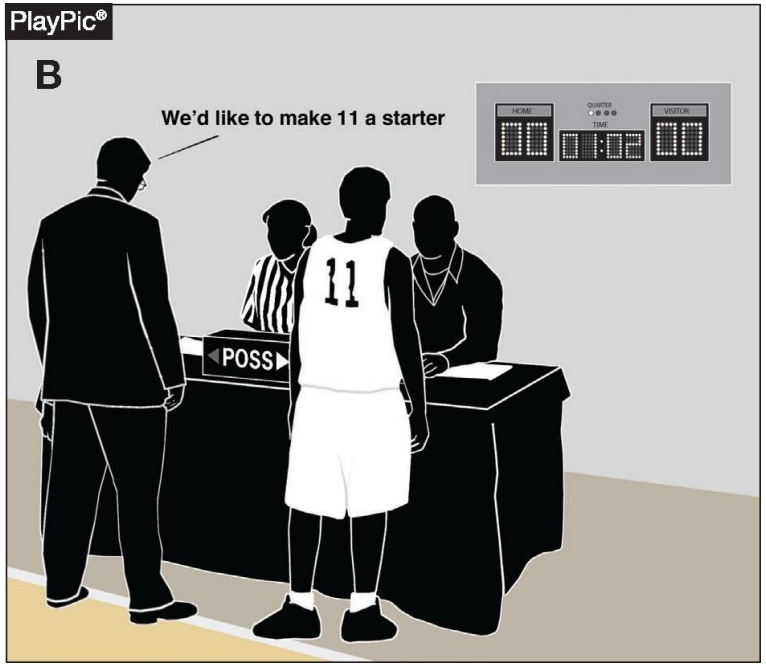
RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)



- All technical fouls committed during the same dead-ball period are considered to be at approximately the same time for purposes of offsetting their penalties
- Play resumes at the point of interruption

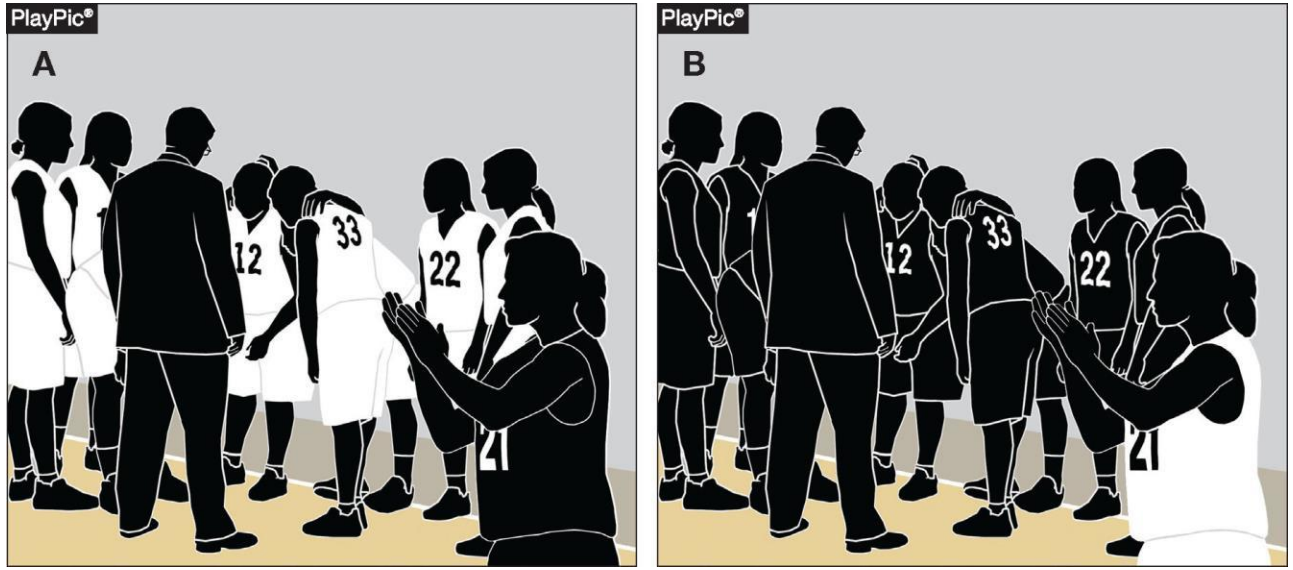
RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)





- While (A) and (B) occur more than 13 minutes apart in the pregame warmup, they are considered to be at approximately the same time for purposes of offsetting their penalties

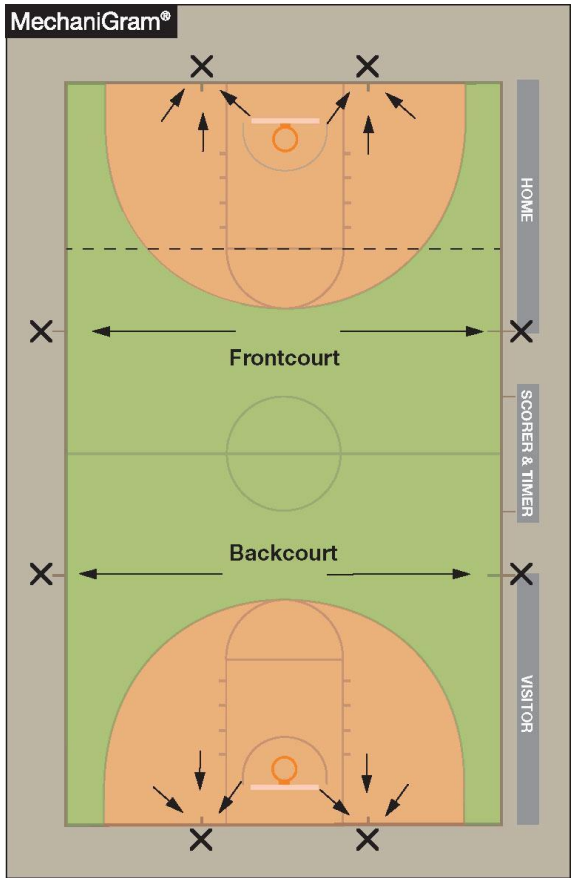
RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)



- Even though the unsporting technical fouls are committed at the start (A) and end (B) of the time-out, they are considered to be at approximately the same time for purposes of offsetting their penalties

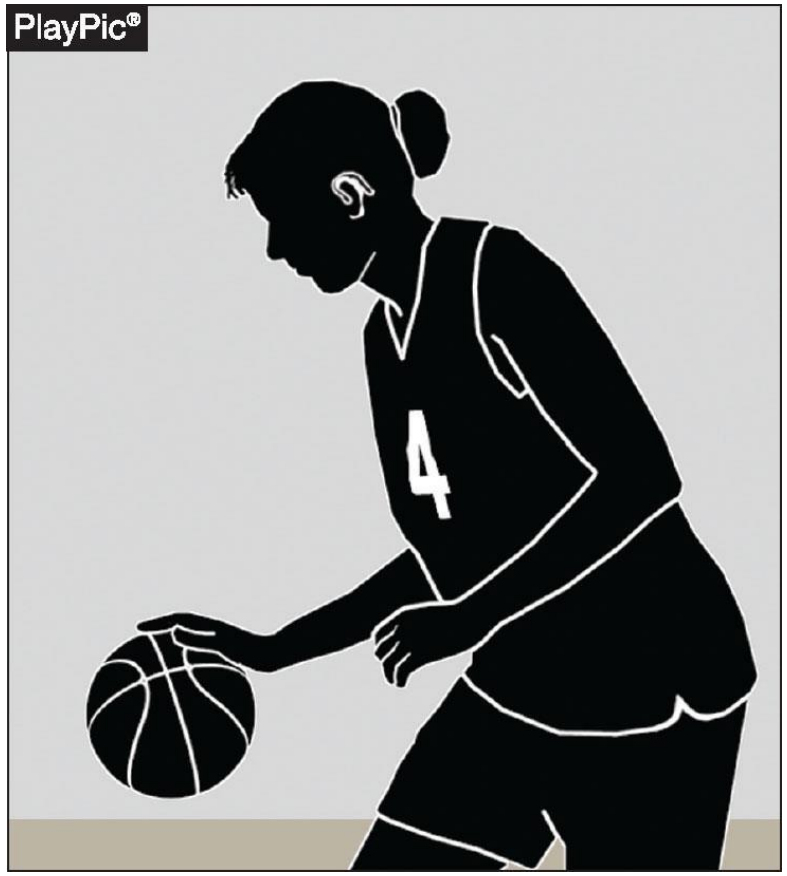
THROW-IN PROVISIONS 9-2 (PENALTY)

- When a throw-in violation occurs, the location of the new throw-in is the original throw-in spot.
- If the original throw-in spot is not a designated spot, move the throw-in to the nearest designated spot.



2026 NFHS Basketball Editorial Changes

ELECTRONIC DEVICES 1-19 NOTE (NEW)



- **NOTE:** Communication between a coach and player through electronic devices is prohibited
- Hearing aids are legal

AIRBORNE SHOOTER 4-1-1 EXCEPTION (NEW)



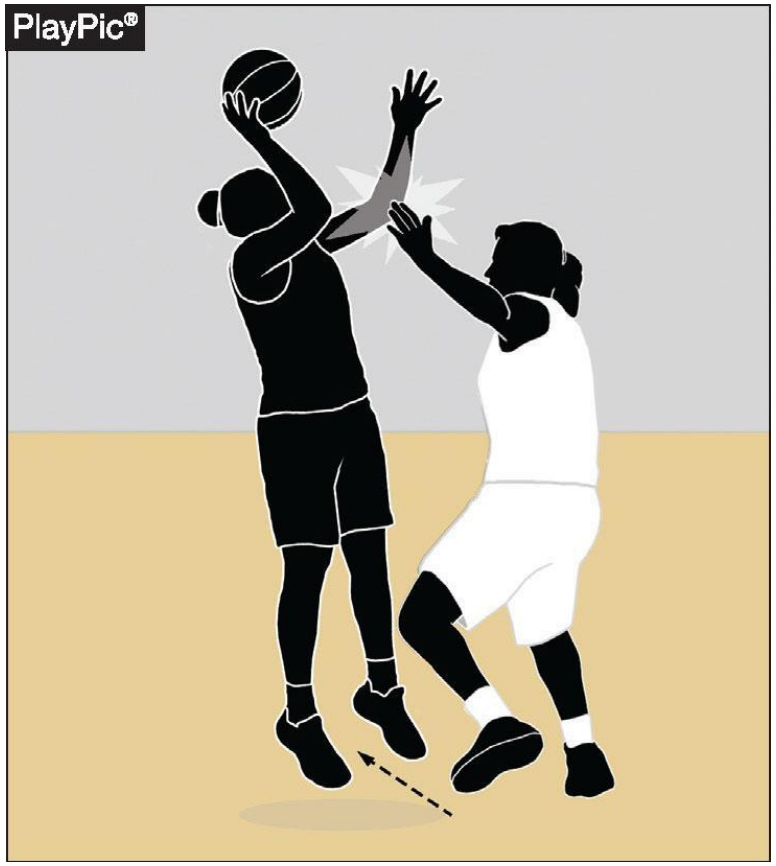
- A player is not considered an airborne shooter when hanging on the rim after a dunk attempt
- If the dunk attempt is successful, the ball becomes dead when it passes through the basket; any subsequent contact between the player who dunked the ball and an opponent shall be ignored unless the contact is ruled intentional or flagrant
- If the dunk attempt is unsuccessful and the ball remains live, any illegal contact between the player who attempted the dunk and an opponent shall be ruled a common foul and administered according to the bonus situation

BASKET INTERFERENCE
4-6-2



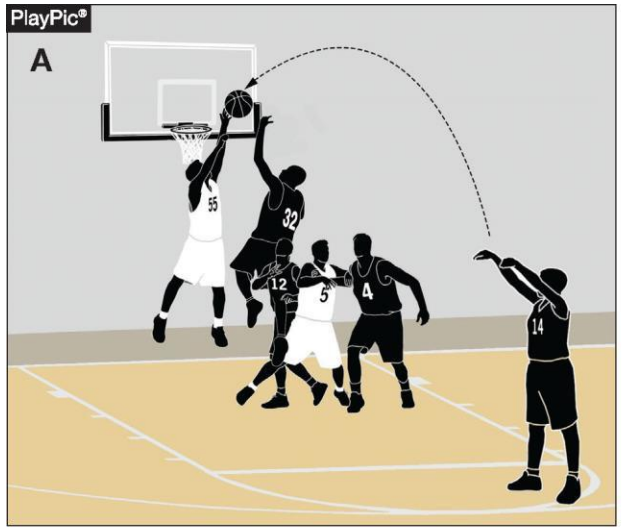
- Occurs when a player slaps or strikes the backboard, causing the backboard or ring to vibrate during a try for goal that has the possibility of entering the basket

CONTINUOUS MOTION 4.11.2 (SITUATION)

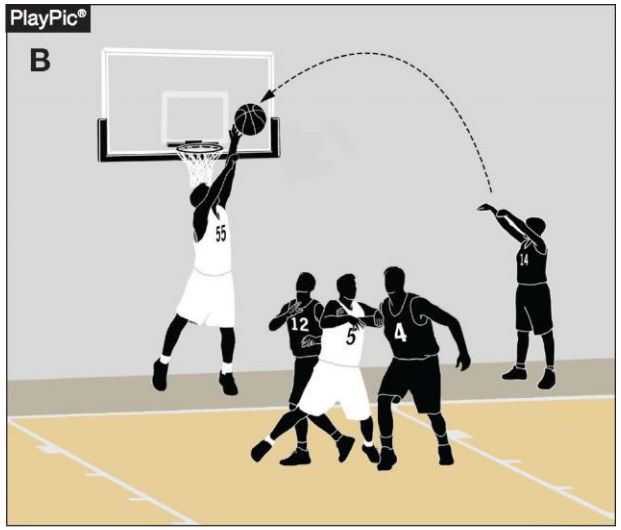


- Stepping or pivoting toward the basket is not required to be considered in the act of shooting
- A player may step in a direction that creates space in order to attempt a try, which may be lateral or away from the basket

GOALTENDING
4-22-1 NOTE (NEW)



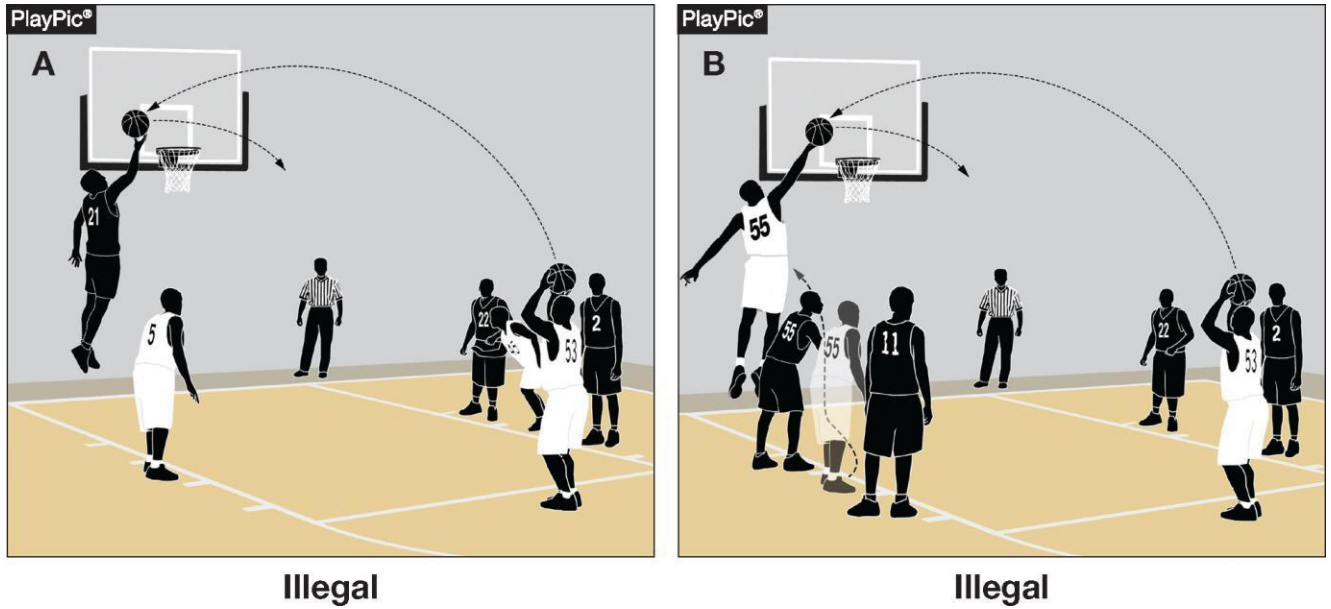
Illegal



Legal

- When a defensive player touches a thrown or tapped ball while it is in its downward flight entirely above the basket, has the possibility of entering the basket and is not touching the basket cylinder
- Goaltending does not apply to a ball released on a throw-in pass

GOALTENDING
4-22-2

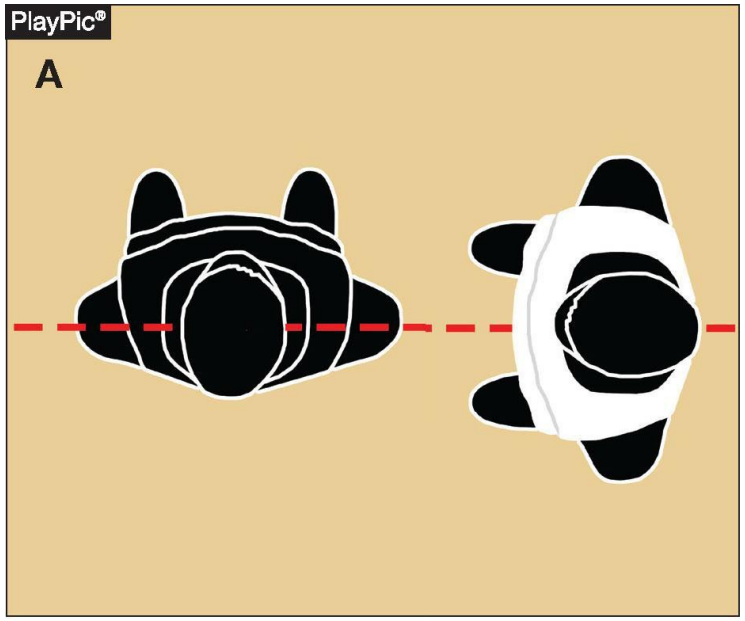


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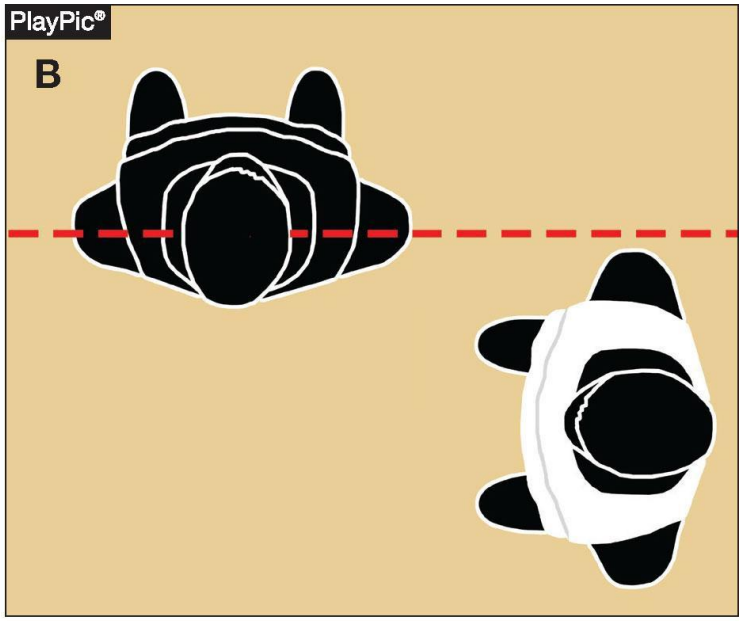
Illegal

- When a player touches the ball outside the cylinder during a free-throw attempt
- Committing goaltending during a free throw is also a player technical foul (see 10-4-8)

SCREEN
4-40-3 NOTE (NEW)



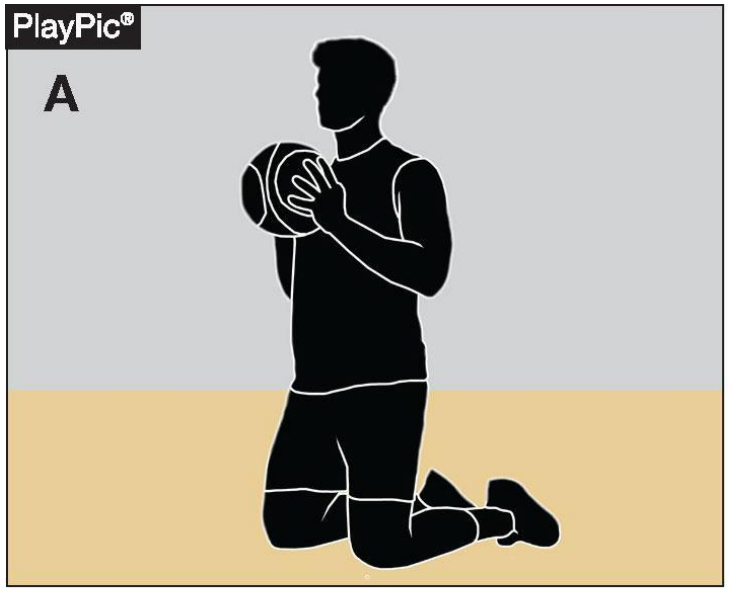
Within Visual Field



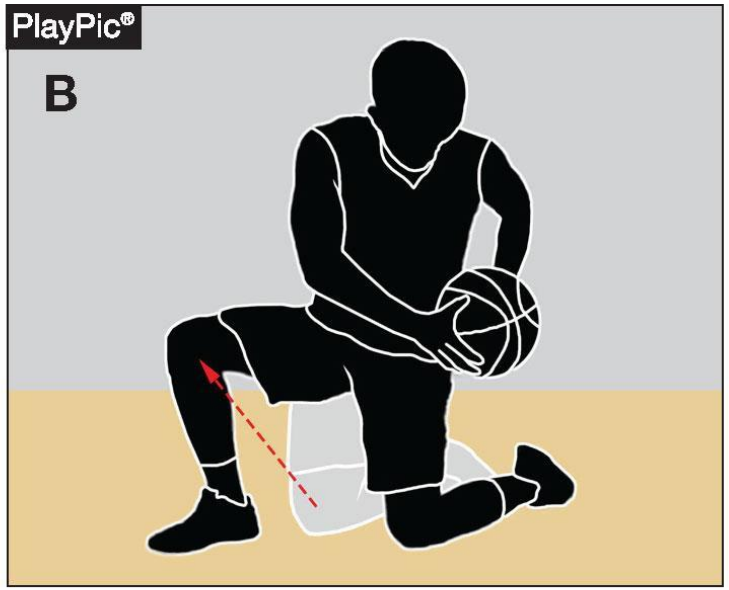
Outside Visual Field

- The visual field of a player being screened includes the player's forward vision and peripheral vision and extends horizontally from the ear

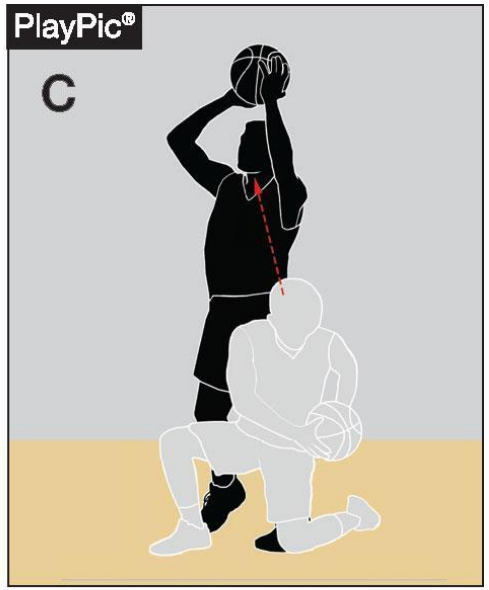
TRAVELING
4-44-5b



Legal



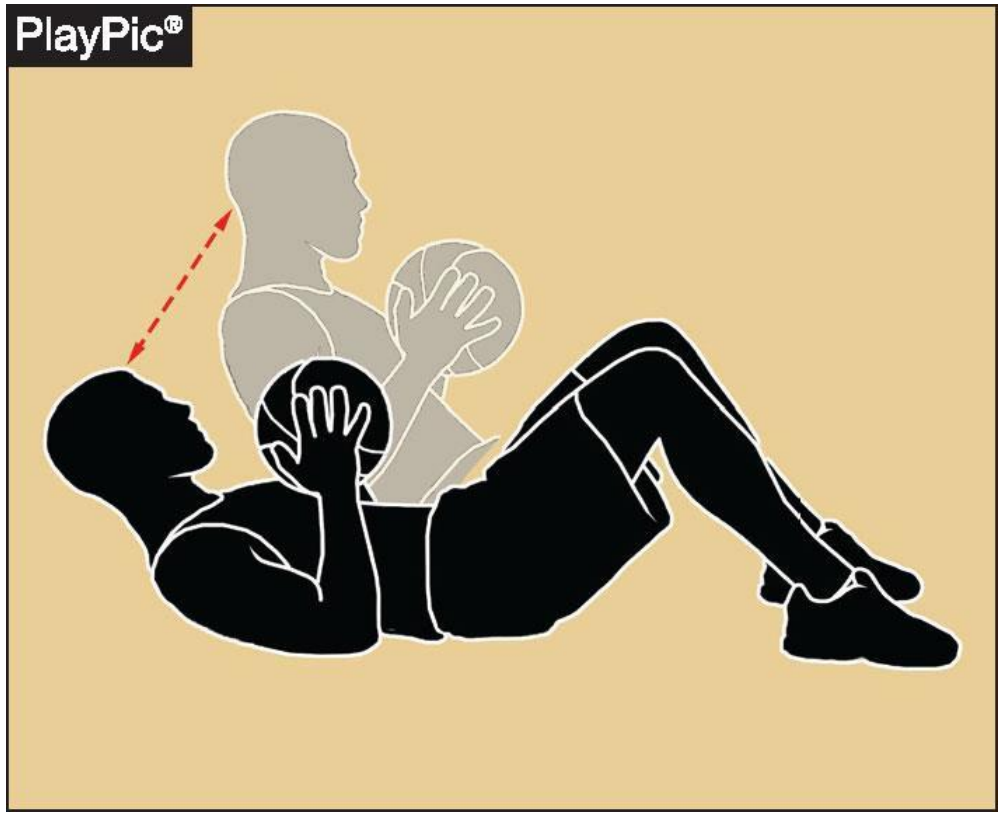
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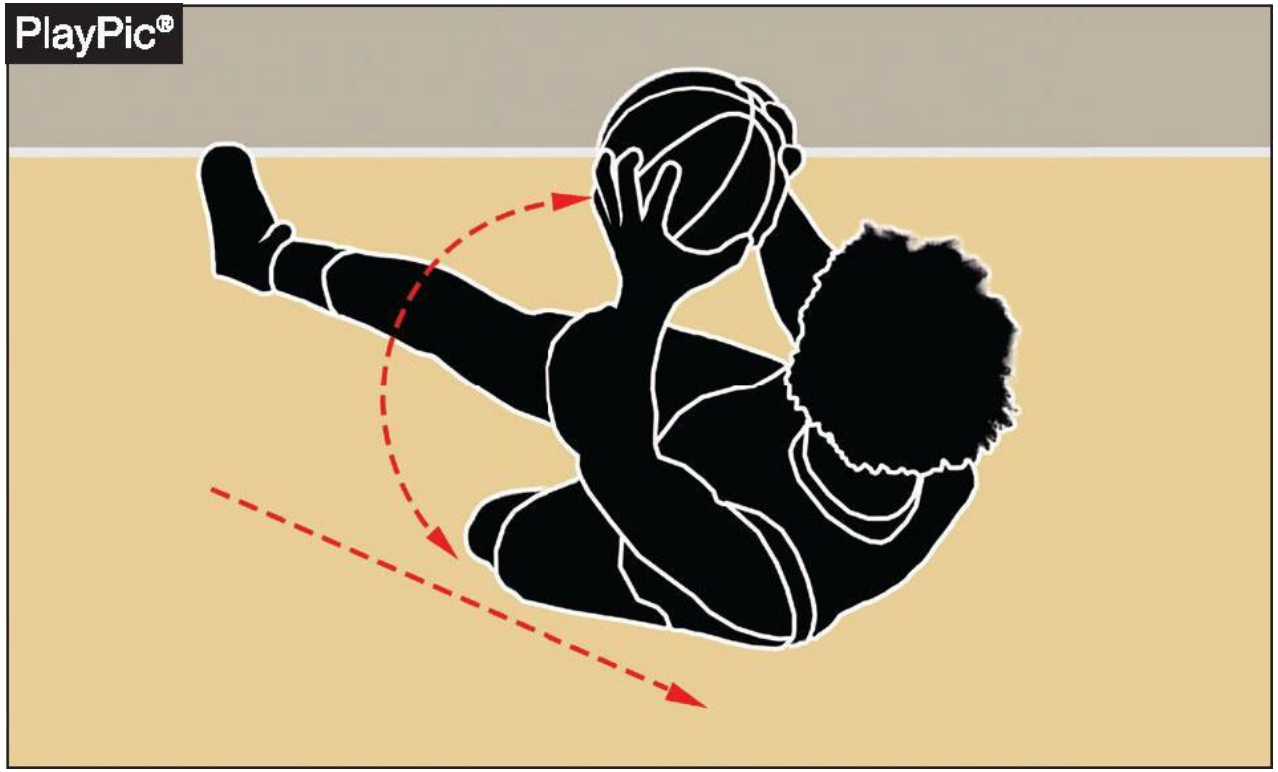
- A player holding the ball on the floor may not attempt to **stand up** with the ball

TRAVELING
4.44.5 (SITUATION)



- A player holding the ball flat on their back may sit up without traveling
- The player may also return to a position on their back

TRAVELING
4-44-5c (NEW)



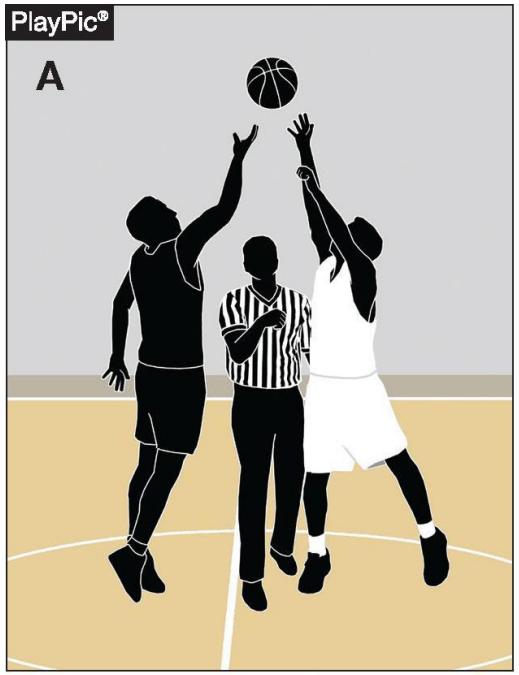
- A player holding the ball… after gaining control while on the floor, may slide and/or roll with the ball if it is caused by the player's momentum

JUMP-BALL ADMINISTRATION 6-3-2



- "When the official enters the center restraining circle" has replaced the former language "is ready"

JUMP-BALL ADMINISTRATION
6-3-4 NOTE (NEW)



Legal



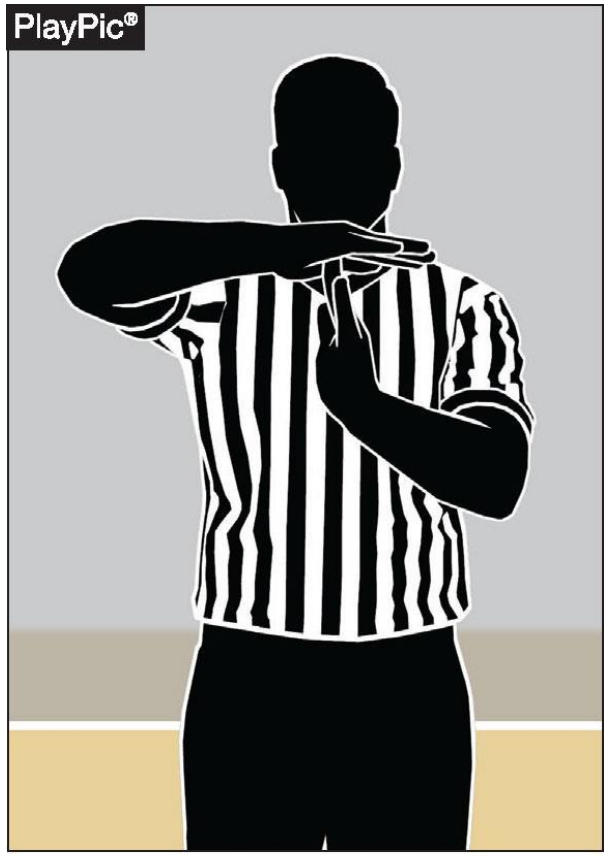
Illegal

- Each jumper shall have both feet within their half of the center restraining circle until the jump-ball ends
- The restrictions end when the ball is touched by one or both jumpers

RESUMPTION-OF-PLAY PROCEDURE, THROW-INS 7-5-6c (NEW)

- When a throw-in violation occurs **during a division line throw-in**, the resulting throw-in shall remain at the division line opposite the scorer's and timer's table
- Clarifies that in this situation, the throw-in would not be moved to one of the eight designated spots to resume play

TECHNICAL FOUL PENALTY SUMMARY CHART

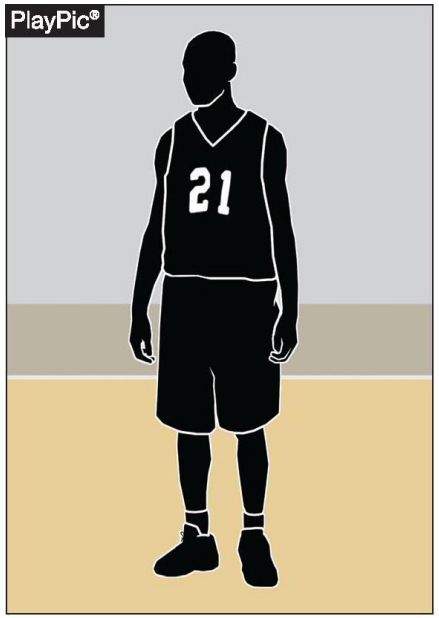


Technical Foul

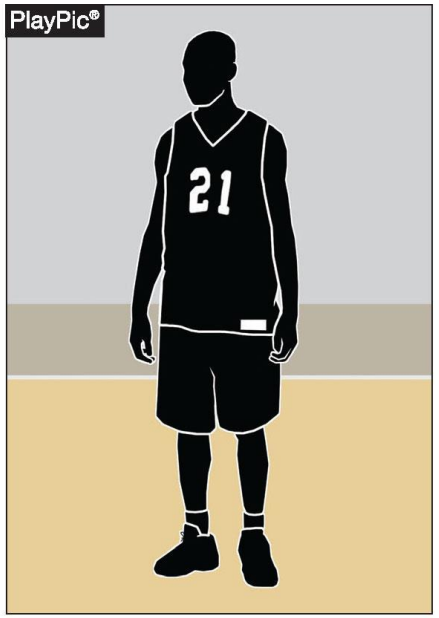
- The Technical Foul Penalty Summary chart has been revised to better align with Rule 10

2026 Points of Emphasis

UNIFORMS



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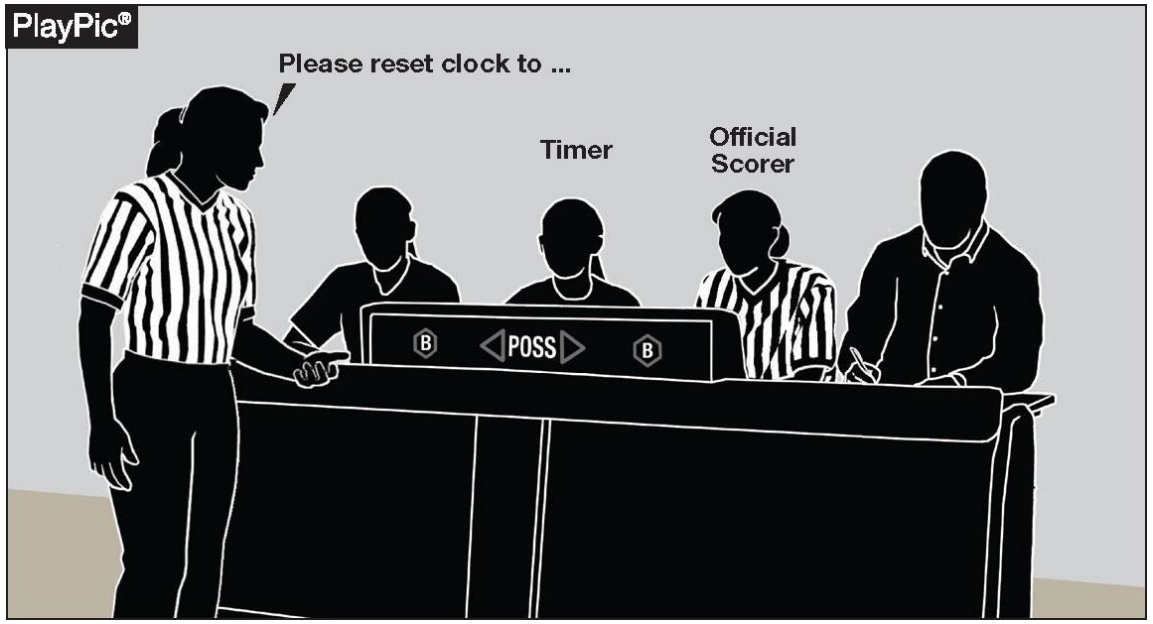
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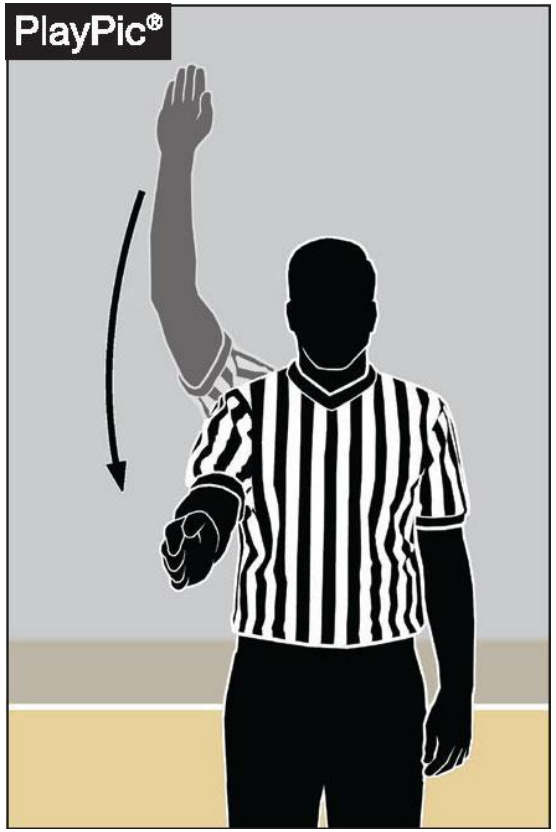
- Uniforms shall be worn in the manner the manufacturer intended
- Players not in compliance with Rule 3-3-5 shall be directed to leave the game until corrected (as outlined in Rule 3-3-4)

TIMING MISTAKES / OFFICIALS' COUNTS



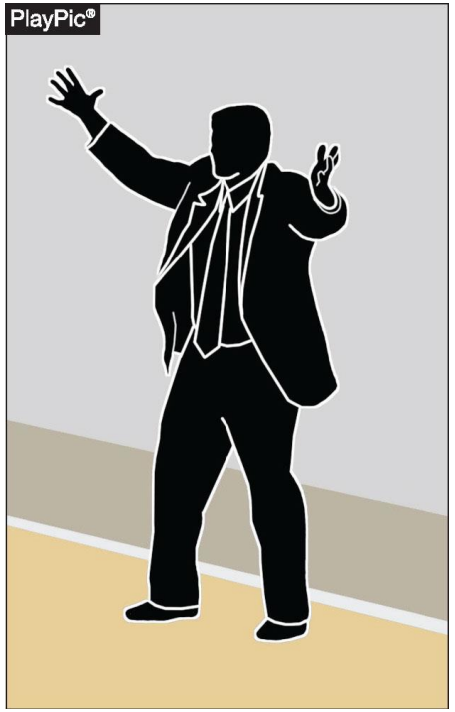
- Accurate timing is essential to game integrity and competitive balance
- Officials and table personnel must work collaboratively

TIMING MISTAKES / OFFICIALS' COUNTS



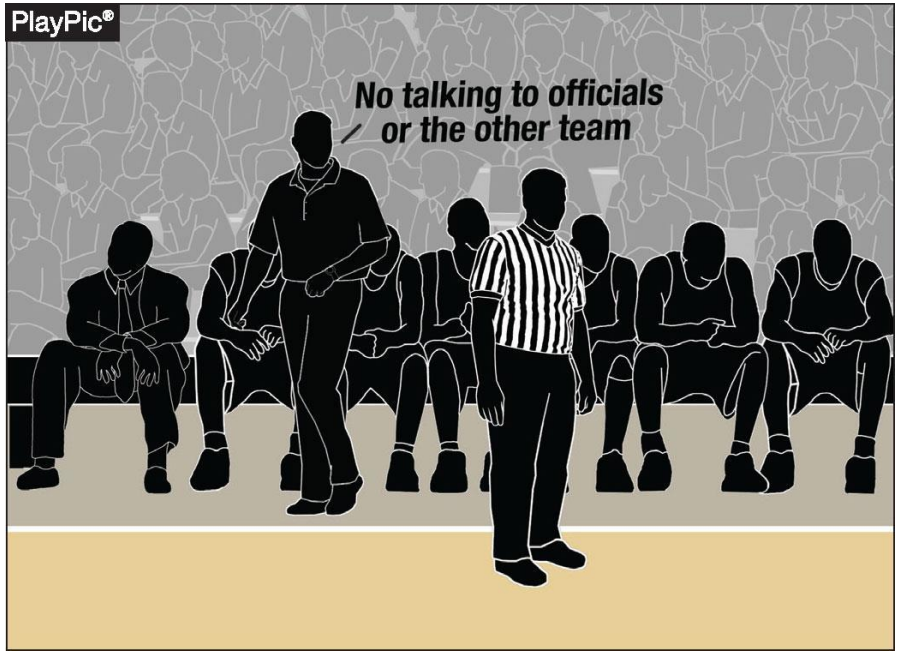
- When timing mistakes or equipment issues occur, officials may utilize visible or silent counts
- Strong communication between officials and the scorer's table is essential

BENCH DECORUM / SPORTSMANSHIP / PROFESSIONAL CONDUCT



- Sportsmanship is a core expectation of education-based basketball
- Consistent professionalism, respect and sportsmanship is required from coaches, players and officials

BENCH DECORUM / SPORTSMANSHIP / PROFESSIONAL CONDUCT



- The head coach is responsible for all bench personnel and communication with officials
- Taunting (actions or remarks intended to embarrass, ridicule or demean an opponent) has no place in high school basketball and must be addressed promptly and consistently per NFHS rules

PHYSICAL PLAY / ILLEGAL CONTACT



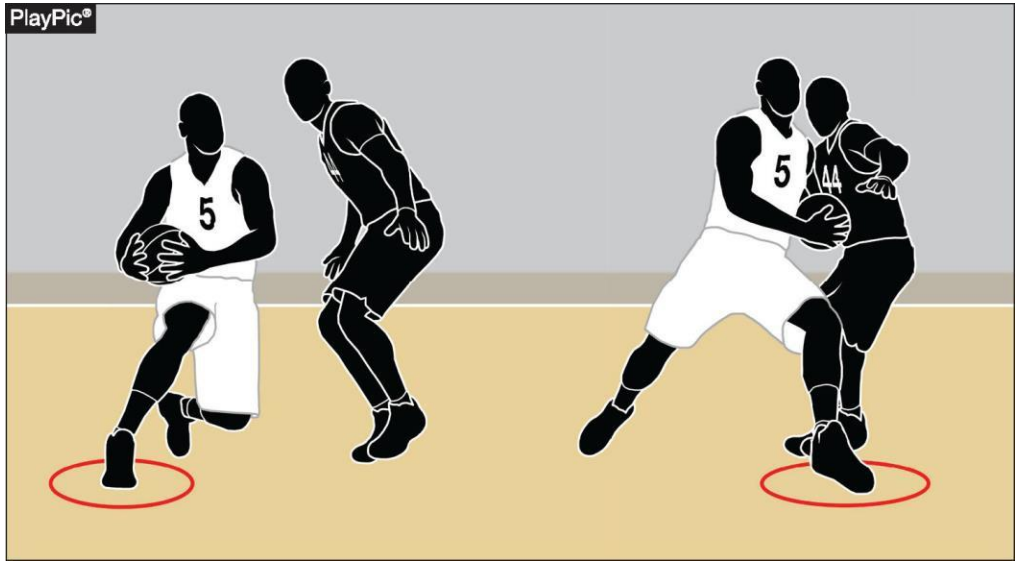
- Unnecessary or illegal contact creates disadvantage and safety concerns
- Officials, coaches and players must collectively ensure legal play is distinguished from illegal physical advantage
- Illegal contact includes hand checking, displacement, push-offs using the controlling arm and other actions that restrict freedom of movement or violate legal guarding principles

PHYSICAL PLAY / ILLEGAL CONTACT



- Unnecessary roughness or overly aggressive contact must be penalized to maintain safety and game control
- Post play requires special attention, including illegal use of two hands on the back, forearm displacement or dislodging a legally positioned opponent

TRAVELING / CONTINUOUS MOTION / LEGAL PLAYER MOVEMENT



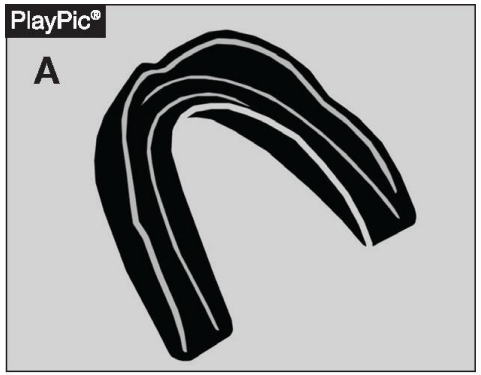
- Proper enforcement of traveling and continuous motion continues to be of high priority to the committee
- Moves such as Euro-steps, spin moves and jump stops are legal when executed within the limits of establishing and maintaining a pivot foot

TRAVELING / CONTINUOUS MOTION / LEGAL PLAYER MOVEMENT

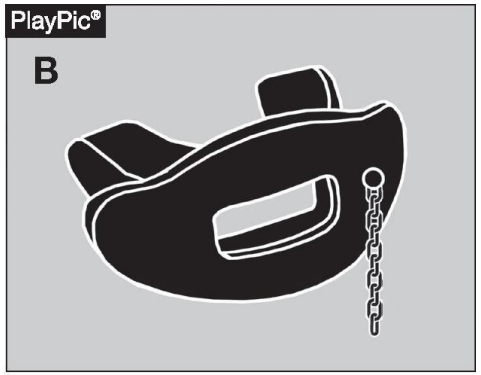


- Dragging a pivot foot, taking extra steps or failing to properly maintain a pivot foot constitutes traveling
- A player who is fouled after starting a try or tap for field goal is permitted to complete the customary arm movement, and if pivoting or stepping when fouled, may complete the usual foot or body movement
- Continuous motion ends when the ball is clearly in flight

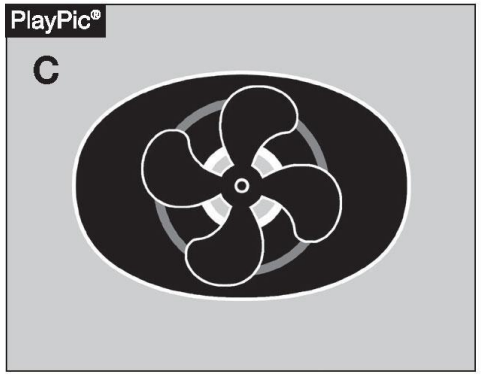
PLAYER EQUIPMENT: TOOTH AND MOUTH PROTECTORS



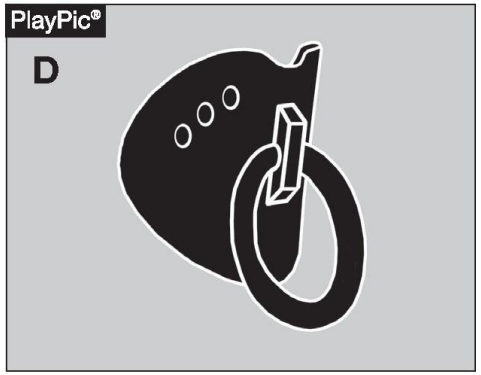
Legal



Illegal



Illegal



Illegal

- Tooth and mouth protectors must be worn as intended for protective purposes
- Protectors must not include attachments or features unrelated to protection

Thank You

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