

**New York State  
Girls Basketball Officials  
Association, Inc**



**WELCOME**

**Sheri Zappala**

**NYSGBOA**

**RULES INTERPRETER**

**szapinterp@gmail.com**



# Rules Presentation

## 2022-2023 Rules Changes



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# Terminology

- Note added to Rule 4-6 defining offense and defense (clarification).
- Shooting vs. non-shooting team
- Unsportsmanlike foul now **intentional foul**
- Player- and team-control foul now **offensive foul**
- Period now **QUARTER**
- Extra period now **OVERTIME**
- Established now **OBTAINED**

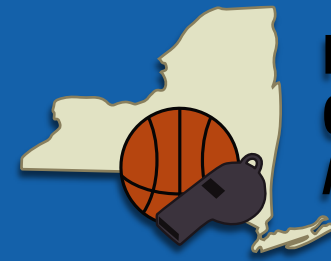


# NYSGBOA Rule Changes

## 2021-2023

- **Substitutions: (Rules 3-6.2.d and 3-6.3.c).**
- **Permits substitutes to enter the game prior to the ball becoming live when a player is required to be replaced.**
  - Disqualified player
  - Injured player
  - Loss, irritated , or displaced contact
- **Does not pertain to when a Team takes a timeout to keep player in the game.**

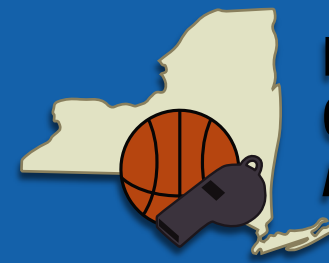




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## **Situation:**

- The official calls a foul on A1. A1 now has committed their 5<sup>th</sup> foul. The Coach wants to sub the player out, but there is no sub at the table. Can the coach sub that player out?



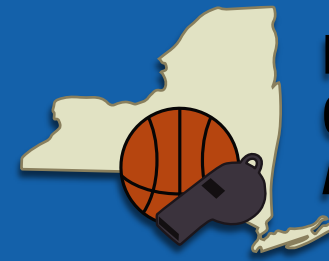
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## **Answer:**

- YES. Until the ball becomes live, when it is either at the disposal of the free thrower or the disposal of the thrower-in.
- Team B can counter with one sub as well.

## Rule 3-6.1.i.1 – Players and Substitutes

- **A replaced player may enter the game at the next opportunity to substitute when the opponents commit a foul or violation before the game clock has properly started.**

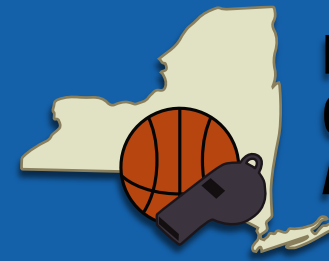


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## Replaced Player

- A1 and B1 are subbed out of the game. A2 has the ball for a designated spot throw-in. B3 fouls A3. A1 and B1 are back at the table to come into the game. Who can come in?





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## Answer:

- Only A1 can come in Because Team B committed a foul. B1 has to wait until a click of the clock.
- Ref: 3-6.1.i.1



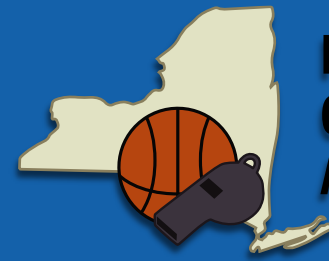
## **Rule 3-6.2.b – Player and Substitutes**

- **During a free throw for personal fouls, a substitute may enter before the first attempt in the sequence or after the final attempt has been successfully converted.**



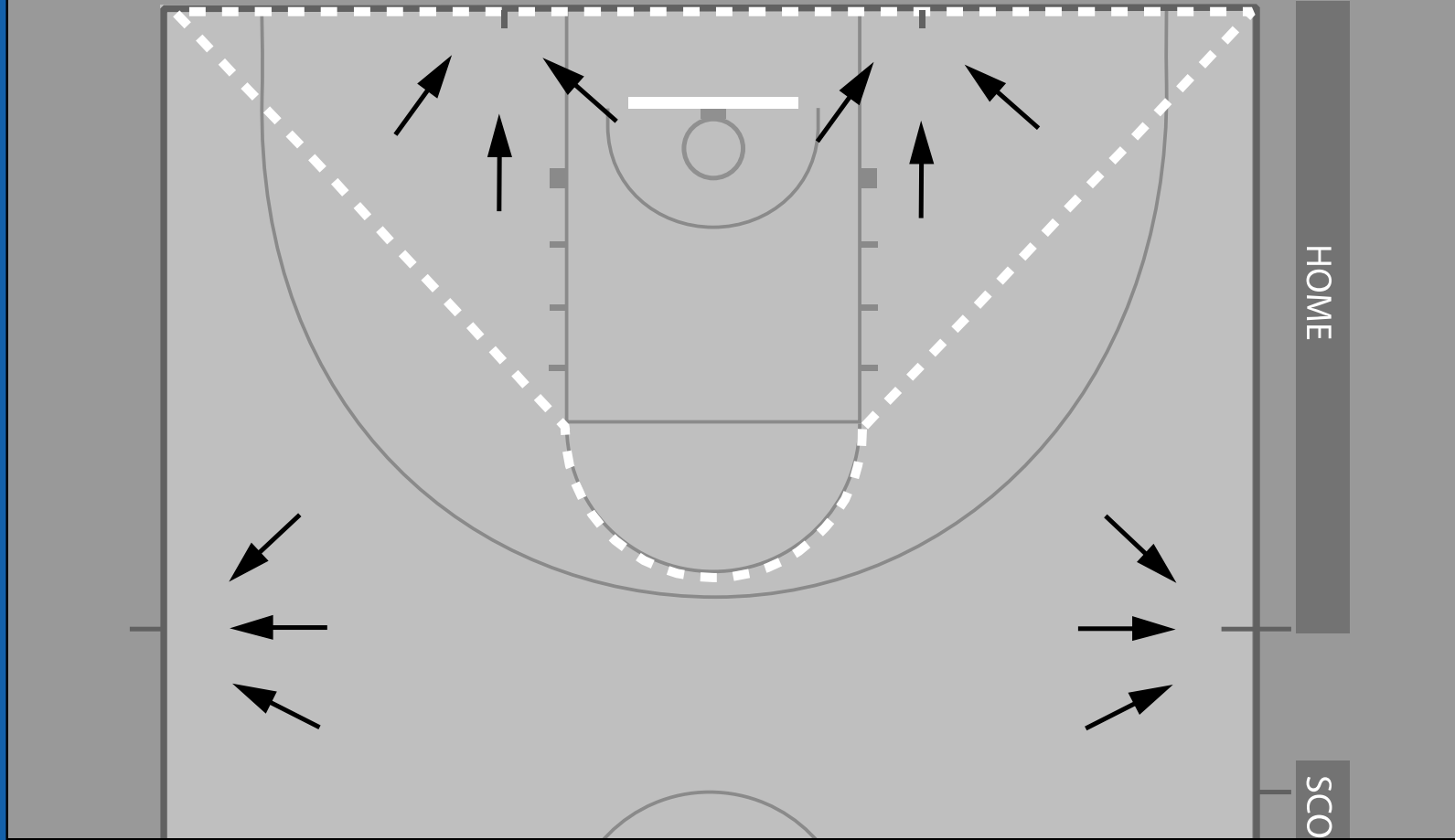
## **Rule 7-3.2 – Out of Bounds and Throw-In**

- **During team control, when the defense commits either a violation of Rule 9-6, kicked or fisted ball or a single person foul in the offensive frontcourt, the throw-in spot will be the nearest 28-foot throw-in spot or the nearest lower defensive block mark**



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# Rule 7-3.2

**During team control, when the defense commits a violation of Rule 9-6 or a single personal foul in the offensive front court, the throw-in spot will be the nearest 28-foot throw in spot or the nearest lower defensive box mark. (\*\*If this lower defensive box mark does not exist, use an imaginary spot 3ft from the intersection of lane line and the end line)**

**NYS Modification Note: Under Rule 9-6-when an intentionally kicked or fisted ball occurs with 14 seconds or less remaining, the shot clock should be reset to 15 seconds. If a single personal foul is committed under this rule the shot clock should be reset to 30 seconds.**

## Administrative Technical Fouls 10-12.2.c.2. and .3

- A number that is identical to that of a teammate
- Illegal numbers (ie. 6,7,8)
- Illegal uniform : contrasting colors

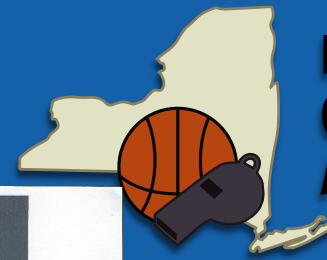
**PENALTY:** Two free throw awarded to the offended team, followed by a throw-in at the point of interruption or a jump ball to start the first quarter. Administrative technical fouls do not count toward the team foul total.



# Rule 1-22 – Uniforms







## WOMEN'S BASKETBALL UNIFORM GUIDELINES

### HEADBANDS

- Only one non-abrasive and unadorned permitted.
- Must be cloth, elastic, fiber, soft leather, pliable plastic or rubber.
- Must be single color (white, black, beige or fabric color of jersey).
- Must not exceed 2 inches in width.
- One manufacturer's logo or one institutional logo/mascot permitted.
- No hard items permitted.
- Must be unadorned; e.g., no decorations.

### UNDERSHIRTS

- Considered part of game jersey.
- Color must be similar to neutral zone of game jersey.
- Sleeves must be same length.
- One manufacturer logo permitted; may not exceed 2 1/4 square inches in area.
- Same color must be worn by teammates.
- Medical waiver from rules committee required for undershirt different from neutral zone of jersey.

### WRISTBANDS

- Only one (per arm) non-abrasive and unadorned permitted.
- Must be cloth, elastic, fiber, soft leather, pliable plastic or rubber.
- Must be single color (white, black, beige or fabric color of jersey).
- Must not exceed 2 inches in width.
- One manufacturer's logo or one institutional logo/mascot permitted.
- No hard items permitted.
- Wristbands and headbands must be the same color and uniform among teammates.

### GAME JERSEY NUMBER

- Number should be clearly visible, from a significant distance, to a variety of groups (e.g., coaches, officials, media, fans, etc.).
- Mandatory numbers on front and back centered horizontally.
- Number must be one solid color clearly contrasting with jersey regardless of any border. This border shall not be more than 1/2-inch wide and may be of any color(s).
- The border is not part of the number and may not make an illegal number legal.

### LEG/KNEE SLEEVES

- May be white, black, beige or fabric color of jersey.
- Same color must be worn by teammates.



### GAME JERSEYS

- See Rule Book Diagram (Rule 1-22)
- Neutral zone must be of same single color.
- Tonal shift of 15% permitted in neutral zone.
- Any logo/patch/flag on front or back shoulder panel may not exceed 2 1/4 square inches in area.
- Institutional/conference logo or memorial patch permitted on front apex of neckline or right/left shoulder panel.
- Institutional/conference/memorial patch may appear on back at neckline but not on both front and back.
- National flag of NCAA institution may appear on left shoulder panel.
- Names intended to celebrate/memorialize persons, events or worthy causes permitted in back neutral zone of game jersey.
- Game jersey must be tucked into game shorts.

### ARM SLEEVES

- Must be solid color (white, black, beige or fabric color of jersey).
- Same color must be worn by teammates.

### SHORTS

- Perceptible majority of color must be same as neutral zone of jersey.
- One conference logo permitted; may not exceed 2 1/4 square inches in area.
- The waistbands of game shorts may not be rolled to show the manufacturer's logo when it appears on the outside of the shorts or any other words or phrases.

### UNDERGARMENTS/TIGHTS

- May be white, black, beige or fabric color of jersey.
- One institutional logo/mascot may appear on tights.
- Same color must be worn by teammates.
- Both legs of the tights must be the same length.

### MISCELLANEOUS

- All manufacturer's logos, labels and trademarks on uniform or apparel may not exceed 2 1/4 square inches.
- No logos of professional sports entities may appear on any uniform, article of apparel or equipment.
- Manufacturer's logo, label or trademark may appear once on shorts, once on jersey and once on any article of apparel.
- Only one institutional logo or mascot may appear on an arm sleeve, knee sleeve or leg sleeve.
- Fabric color does not include color of letters, numbers or logos on the game jersey.





# **Rule 1-22 – Uniforms Legal Hair Tie**



# Rule 1-22 – Uniforms



**Illegal**



**Legal**



# Rule 1-22 – Uniforms



**Illegal**



**Illegal**





## RULE CHANGES

***Rule 1-26.7 – Hair adornments, including beads, may be worn provided they are secured and DO NOT present a safety hazard to the player, teammates, or opponent(s).  
(May 2022)***



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## RULE CHANGES

- Hair must be in a “tight ponytail or bun.”
- Below the shoulder blade is not acceptable.
- Hair is not allowed to swing around.
- Hair must be secured close to player’s head.



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- Legal sweat bands or hair bands may be worn to keep hair close to player's head.
- A cap is not allowed. If a cap is being worn, coach is to be informed that it is not legal.
- If coach wants an exemption, it must be requested by school's athletic director.



# RULE CHANGES



**Legal**







**Legal**







# RULE CHANGES



**Illegal**



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# RULE CHANGES



Illegal



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## HEAD DECORATION

- Adornments made of hard material are permitted provided they are securely fastened close to the head and do not present an increased risk to the player, teammates or opponents.



LEGAL



LEGAL



LEGAL



ILLEGAL



Legal/Illegal

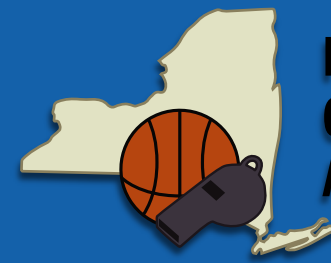


- If an official is unsure & does not want to address player/coach, a report MUST be sent after the game to that official/officials local board chairperson & interpreter.
- Board chair or interpreter MUST email copy of report to NYSGBOA State President (Rob), State Interpreter (Sheri) & State OCF Representative (Louie) ASAP.



**HAIR ADORNMENTS**



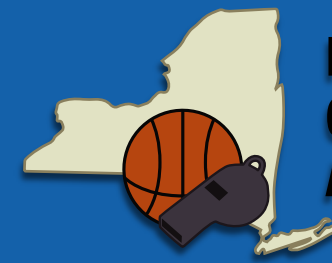


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# Technical Fouls



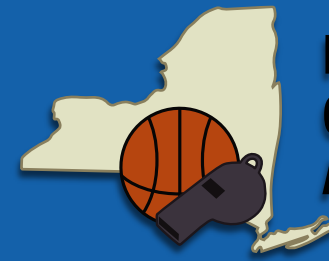




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# Technical Fouls

- Administrative technical (POI); score book, change to line up, change of numbers
- Penalty: Two free throws, followed by a throw-in at the POI or jump ball to start the first quarter. Administrative technical fouls do not count toward the team foul total.
  - Except : Excessive Time Out (2 FT and the ball at POI) 2 FT and position



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# Technical Fouls

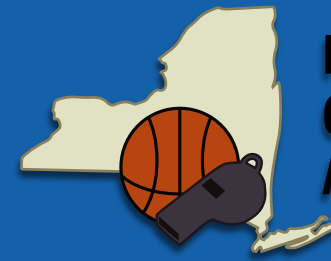
- Player/substitute technical: Non-contact, behavioral, language, making hand/arm gestures
- Bench technical: Disrespectful, inciting crowd, influence the official



## Rule 10-12.3 and 10-12.4 Penalty

- The penalty for player/substitute and bench technical fouls is:
  1. Two free throws are awarded to **ANY** member of the offended team
  2. Following the free throws, the offended team is awarded the ball for a throw-in at the division line opposite the table.

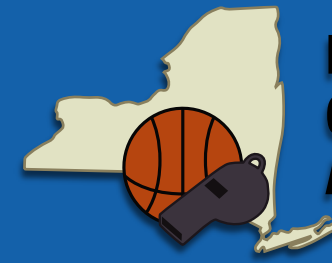




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- **Intentional foul:** excessive or unnecessary, contact
- **Disqualifying foul (player is ejected):** violent or severe (non-contact is extreme, vulgar, or abusive)

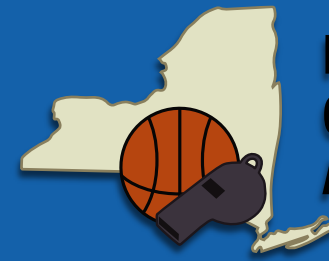




The Penalty for **ALL** of these technical, intentional and disqualifying fouls are:

- **Any** Team member will shoot two free throws, plus the offended team is awarded the ball at the division line opposite the scorer's table.

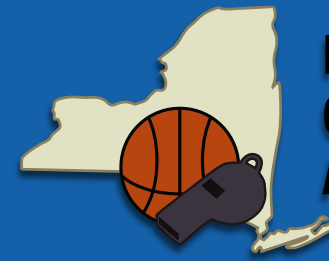




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## Play 1

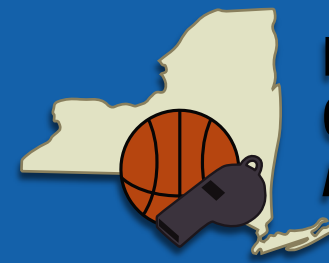
- A1 is fouled by B1 going up for a lay up. The shot is unsuccessful. A1 doesn't like how hard B1 fouled her and used vulgar language directed at B1. The official calls a Technical foul on A1. How is this play adjudicated?



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## Play order:

- B1's foul causes play to stop. B1 personal foul. A1 will shoot 2 FT
- \_\_\_\_\_
- A1 player/sub technical foul

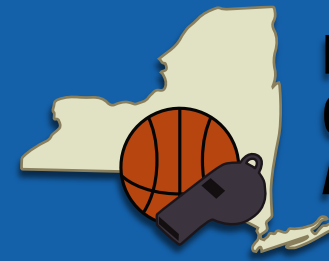


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# Foul Adjudication

- A1 gets her 2 free throws with NO one lined up
- Any B team member shoots 2 free throws and Team B gets the ball at the division line opposite the scorer's table.





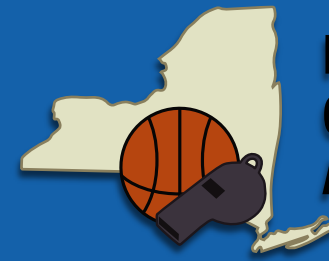
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## Play 2

Same play as Play 1, but B1 pushes A1 back after she used vulgar language directed at B1.

Play order:

- B1's personal foul causes play to stop. A1 will shoot 2 FT
- \_\_\_\_\_
- A1 player/sub tech foul (for foul language)
- B1 intentional foul (for the push)



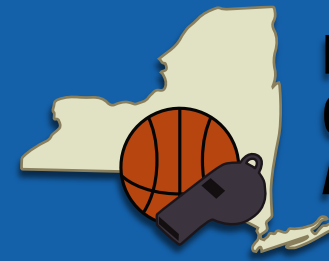
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## Foul Adjudication

A1 play/sub tech and B1 intentional foul CANCEL OUT. So we go to the Point of Interruption, which is:

- A1 will shoot her 2 free throws with everyone lined up, and we play from there.





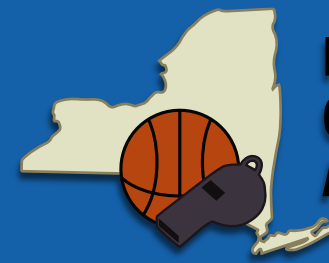
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## Play 3

Same as 2 . Now A2 comes over and PUNCHES B1.

Play Order:

- B1's personal foul stops play. A1 gets 2 FT
- \_\_\_\_\_
- A1 player/sub tech (language)
- B1 intentional foul (push)
- A2 Disqualifying foul (punch)



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# Foul Adjudication

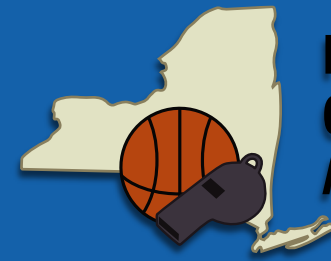
- A2 is Disqualified
- A1 player/sub and B1 intentional foul CANCEL out
- A2 disqualifying foul

SO:

- A1 gets her 2 free throws no one lined up, then
- Any B team member gets 2 free throws and team B gets the ball at the division line opposite the scorer's table, for A2's DQ foul



# Play 4

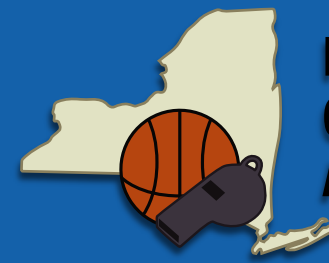


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Same as play 3 but as the official is walking to the table  
Team B Coach says “you’re flippin terrible ref!!”

Play order:

- B1’s personal foul stops play. A1 gets 2 FT.
- \_\_\_\_\_
- A1 player/sub tech (language)
- B1 intentional foul (push)
- A2 Disqualifying foul (punch)
- B Coach Bench tech



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# Foul Adjudication

- A2 is disqualified
- A1 player/sub and B1 internal foul CANCEL OUT
- A2 Disqualifying foul and Coach B Bench Tech CANCEL OUT.
- We go to Point of Interruption (POI)
- A1's 2 Free Throws with everyone lined up and we play from there.



## Rule 4-13.2.d

- An automatic ejection results when a player or team member has committed one technical foul and one intentional foul.



# POINTS OF EMPHASIS

- ENFORCE THE RULES AS WRITTEN
- The playing rules are designed to create a balance of play, equally favorable conditions for both the offense and the defense
- When the rules are enforced as written it leads to consistency across the board. Game to game, team to team etc.

# LEGAL GUARDING

- **OBTAIN** Legal guarding position (no longer “establish”)
- 2 feet on the floor
- Torso facing
- No time and distance (on opponent with ball)
- And the defender needs to obtain legal guarding position before the airborne shooter leaves the playing court)





# LEGAL GUARDING

Need to beat the Myths:

- The defender's feet must be stationary or planted on the court to draw a charge.
- The defender must still face the opponent after obtaining LGP.
- The defender was "moving" when the illegal contact occurred
- Officials shall not default to a blocking foul when the defender's status is unknown.

# TRAVELING

- **You have to find the pivot foot.**
- Coaches must teach players how to legally start and end a dribble.
- “Athletic move” is code for an illegal play.
- When a player violates the travel rule, a violation must be ruled. **It is an unfair advantage to the defense.**
- When the location of the pivot foot at the time the dribble ended is uncertain, the benefit of the doubt should rest with the player having made a legal play.

# Contact on and By the Ball Handler/Dribbler

**This has been a rule since 2013 and has led to an increase in scoring and freedom of movement by the BH/D**

You get one “measure up” or “hot stove” touch

- Second touch
- Alternating hand touches
- Armbar
- Two hands simultaneous

**All are automatic fouls**





# Post Play

- A post player is a player with or without the ball with their back to the basket who is inside the three-second lane or approximately three feet outside all lines that define the lane.
- Armbar or one hand bent elbow
- 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 from that position.



# Post Play

- Defenders may not illegally impede or displace offensive post players.
- Offensive post players may not backdown or otherwise displace the defender.
- Three seconds in lane area.

# Sporting Behavior/Conduct

- Misconduct by players, coaches, and bench personnel is not permitted.
- Taunting, baiting, finger pointing, trash talking, etc... is not appropriate behavior
- Disrespectfully or inappropriately addressing an official should not be tolerated and that player, coach or bench personnel should be assessed a technical foul

## Appendix III Bench Decorum



- When the head coach goes past either line and engages in misconduct, it shall result in a warning (minor) or a technical foul.
- When a timeout has been granted, bench personnel must remain in the expanded bench area (bordered by 28-foot line and nearest free throw lane line extended)

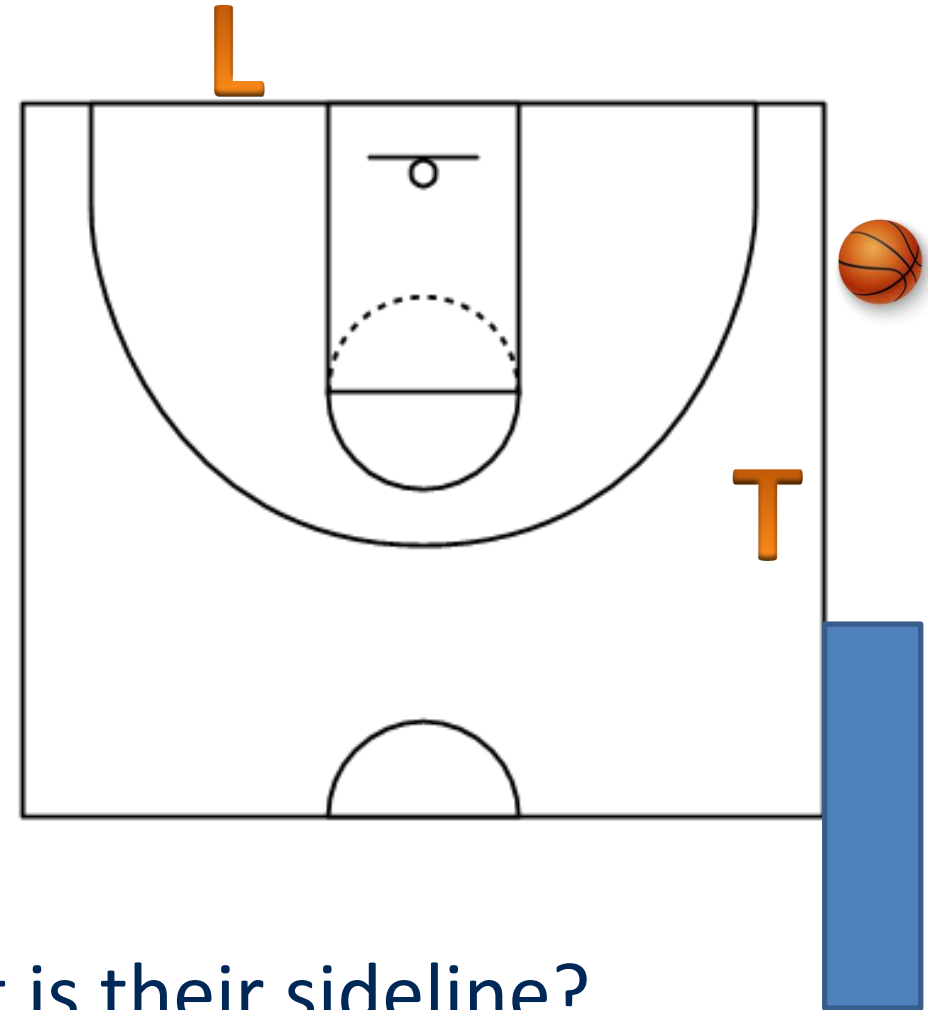




# Throw-in Responsibilities

## Situation 1

- The ball goes out of bounds on the Trail's sideline below the free throw line on the table side.
- Does the Trail administer this because it is their sideline?

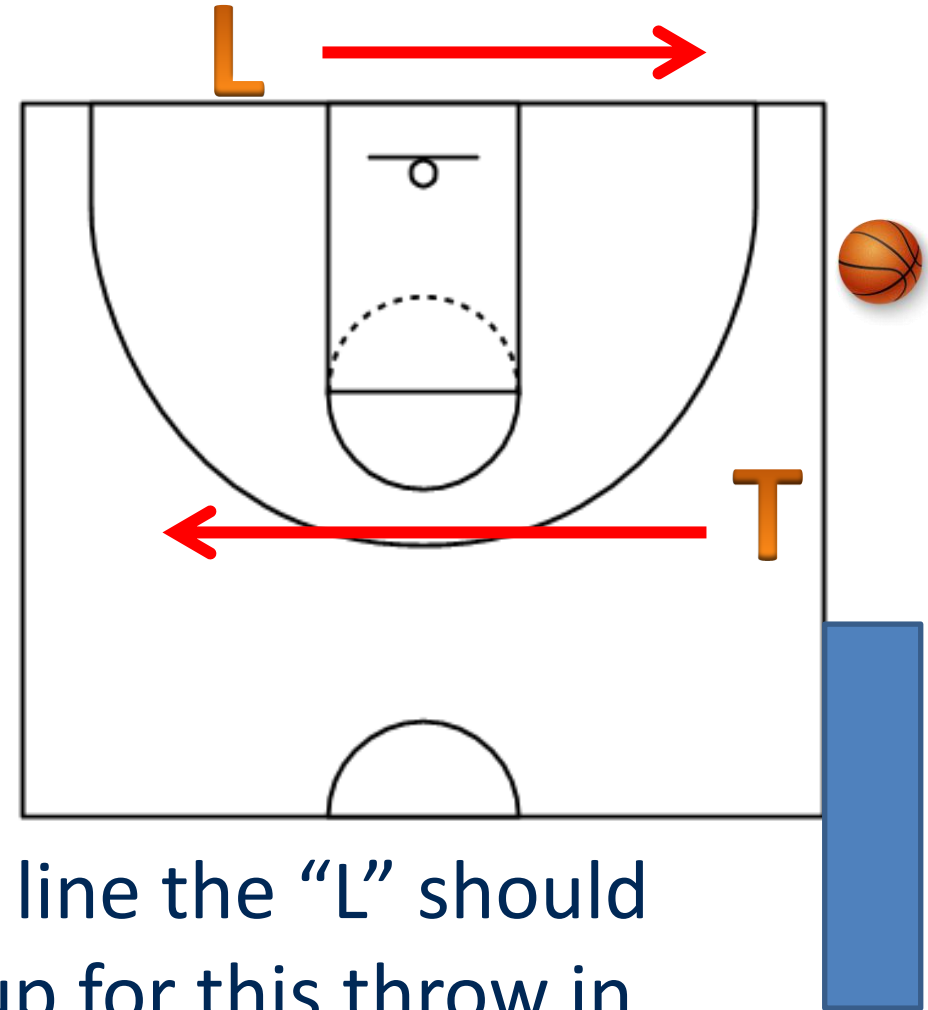




# Throw-in Responsibilities

## Situation 1

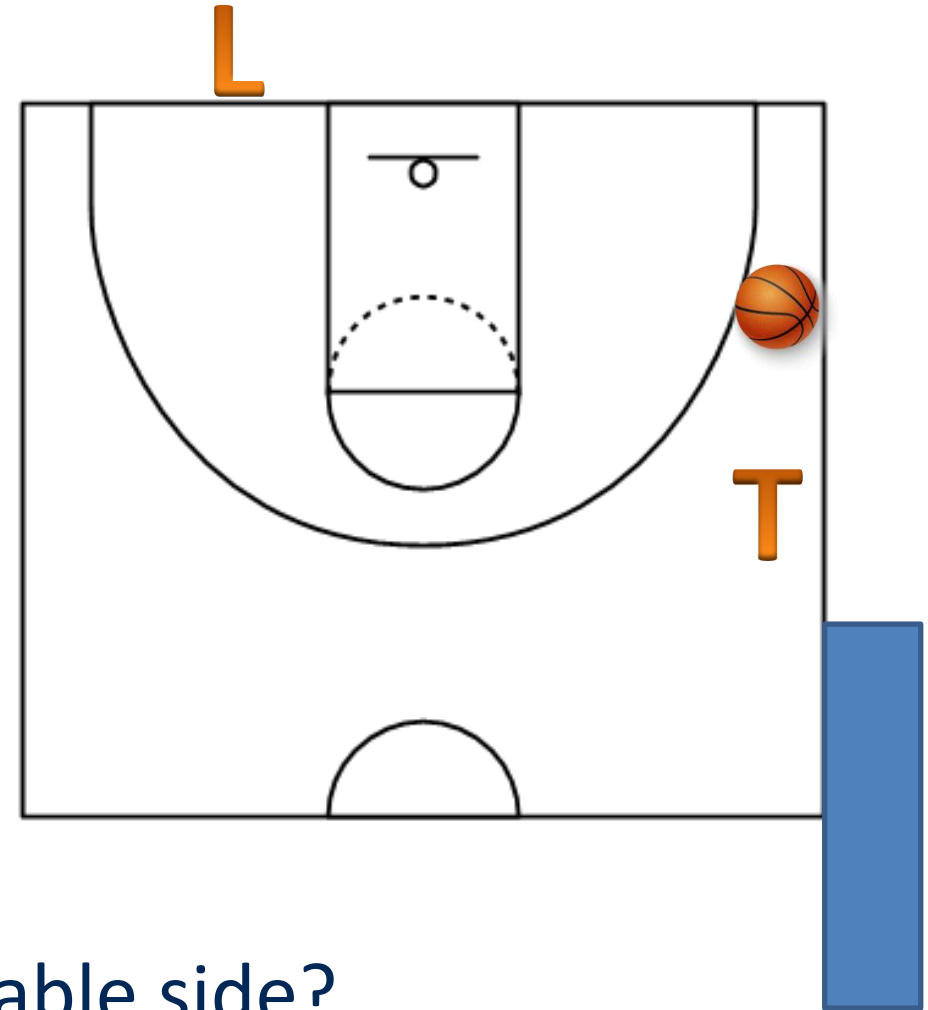
- The “L” should administer the throw-in and the “T” should go opposite.
- Anytime the ball goes below free throw line the “L” should administer to get the best possible set up for this throw in...



# Throw-in Responsibilities

## Situation 2

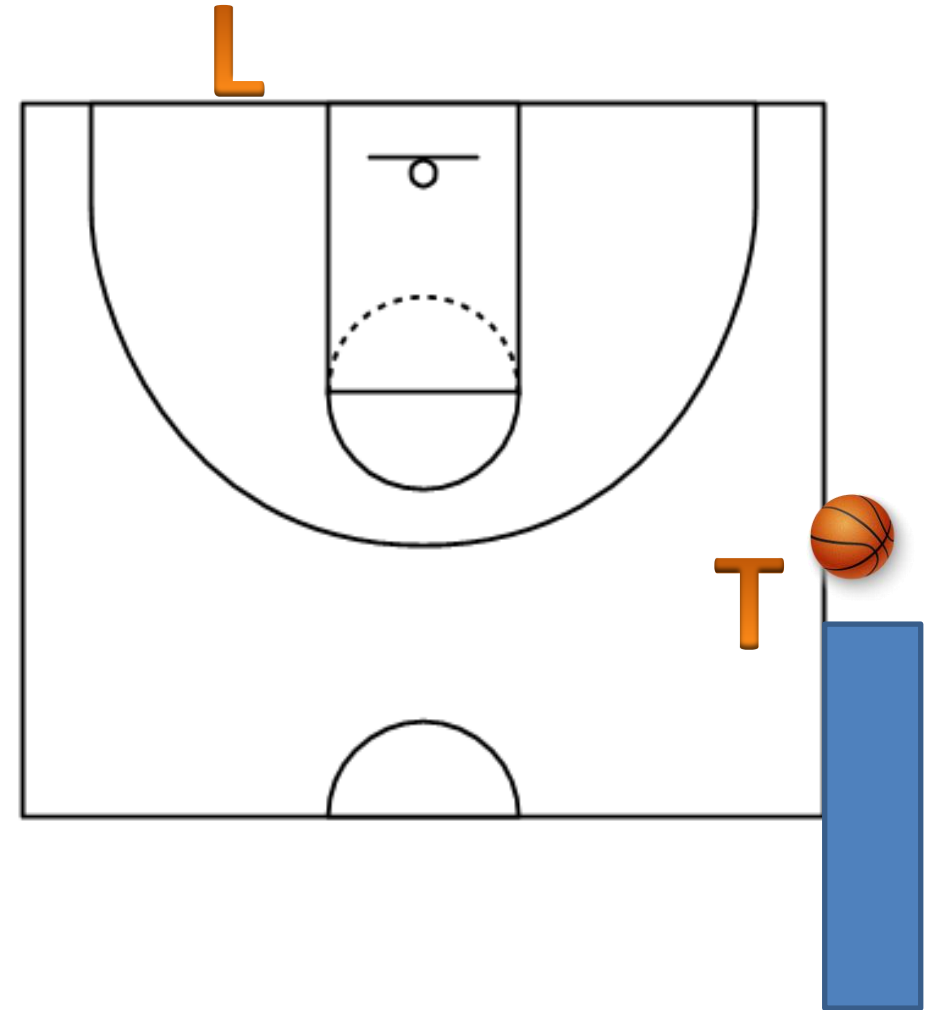
- There is a foul called by the trail below the free throw line table side and the ball will be put in play on the sideline.
- Can the trail administer this to remain table side?



# Throw-in Responsibilities

## Situation 2

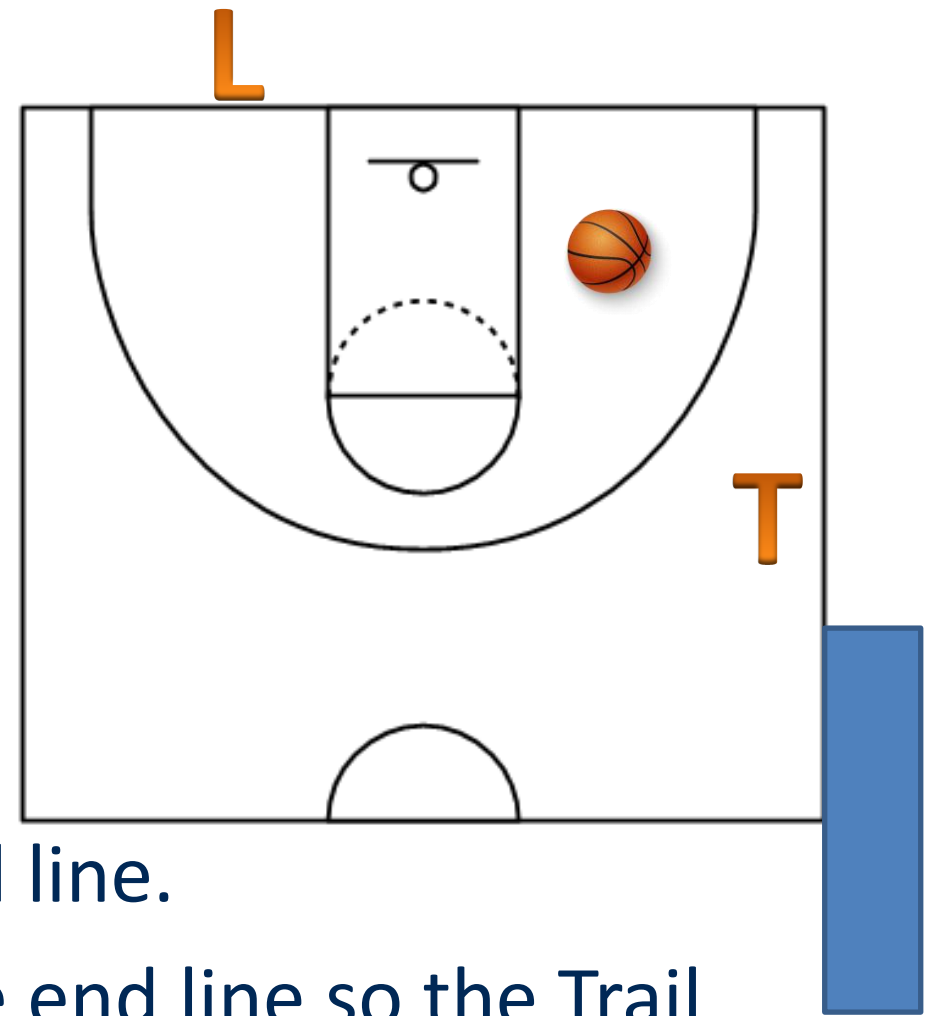
- New rule 2019-2020. The ball will be brought up to the 28 foot mark and administered by the trail official.



# Throw-in Responsibilities

## Situation 3

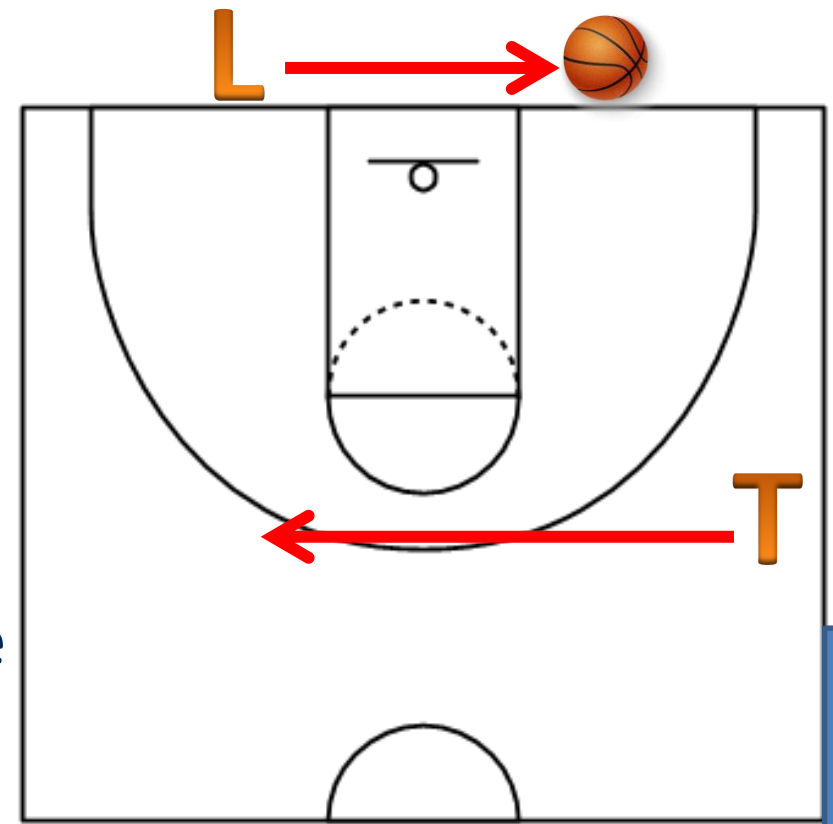
- There is a foul called by the Trail near the end line in the Trail's primary and the ball will be administered on the end line.
- Can the Lead bounce the ball across the end line so the Trail can remain table side after the foul call?



# Throw-in Responsibilities

## Situation 3

- The "L" should NOT bounce the ball (if we are staying in the front court)...if we are going long then the "L" can bounce the ball.
- If we are staying in the front court the "L" should force the switch to gain the best position to referee the inbounds pass.
- And the designated spot throw-in will be at the lower defensive box tick mark on the endline.







# New Mechanic: Tripping



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**NYS Girls Basketball Rule Modifications**  
**2022-2023**

**Below are the adjustments of the NCAA Women's Basketball Rules  
to be used for the New York State Girls Basketball Season**

***Rule 1-26.7 – Hair adornments, including beads, may be worn provided they are secured and do not present a safety hazard to the player, teammates, or opponent(s). (May 2022)***

**Rule 1-7.1 – Three Point Field Goal Line** – Shall read as follows: From the center of the basket to the outside edge of the three-point field-goal line, shall be a distance of 19 feet, 9 inches.

**Rule 1-8.1 and .2 – Rule 4-25 and 29** – Restricted Area Arc (Secondary Defender) OR Lower defensive box– There is NO RESTRICTED ARC, SECONDARY DEFENDER or LOWER DEFENSIVE BOX in NYS High School Girls Basketball

**Rule 1-9 – Coaching box will remain at 28 feet.**

**Rule 1-16.2 – The Ball** - A game may be played with a “non-orange” ball. (i.e.: pink for breast cancer awareness)



## *NYS Girls Basketball Rule Modifications* *2022-2023*

**Below are the adjustments of the NCAA Women's Basketball Rules  
to be used for the New York State Girls Basketball Season**

**Rule – 1-19.1 – Shot-Clock Displays – Shall read as follows** – Two visible shot clocks, one at each end of the court. If the shot clocks are not functional, then we will play the game with an alternate timing device.

**Rule 2-4.3 – Officials' Jurisdiction – Shall read as follows** – all officials shall arrive on the floor 15 minutes before the start of the game. All officials must remain on the floor once jurisdiction begins.

**Rule 2-11.6.c.2** – When an intentionally kicked or fisted ball occurs with 14 seconds or less remaining, the shot clock is reset to 15 seconds.)

**Rule 2-11.6.d** – The shot clock is reset to 30 on a try for goal that hits the ring or flange, change of position and all fouls except a double foul in which the clock does NOT reset.





## *NYS Girls Basketball Rule Modifications* *2022-2023*

**Below are the adjustments of the NCAA Women's Basketball Rules  
to be used for the New York State Girls Basketball Season**

**Rule 5–6.1 – Length of periods – Shall read as follows:** Playing time shall consist of 4 eight (8) minutes quarters, with one (1) minute intermission between the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> quarter and a ten (10) minute intermission between the 2nd and 3rd quarter.

**Rule 5–7.2 – End of period (including shot clock periods)-** Each quarter or shot clock period shall end with the sounding of the horn, unless the horn does not work for that device, in that case they shall end with the reading of zeros on the clock or shot clock. (0.00)

**Rule 5-9.3 – Overtime -** shall be four (4) minutes in length.





## *NYS Girls Basketball Rule Modifications* *2022-2023*

**Below are the adjustments of the NCAA Women's Basketball Rules  
to be used for the New York State Girls Basketball Season**

**Rule 5-14.9 – Timeout Format** - Each team is entitled to four (4) Full Time Outs (60 seconds in length) and two (2) 30 Second Time Outs. These Time Outs can be used at any time during the game. An additional one (1) 30 Second Time Out will be given to each team for each overtime.

**Rule 5-10 Art.2d does not apply to NYS Girl's High School** because there are facilities/schools that do not have tenths of a second on the game clock.

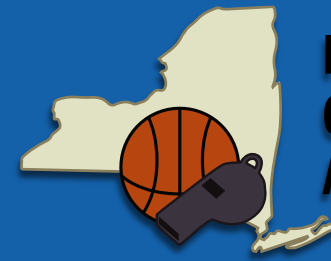
**Rule 11 – Courtside Monitor**, if available, may only be used to determine a last second shot in 4th quarter and Overtime of New York State Semi-Final & Final contests

**Rule 11 – Game with Replay/Television Equipment – Shall read as follows:** The officials in any NYSPHSAA Girls Basketball game shall not use courtside television monitors.





# EXAMS



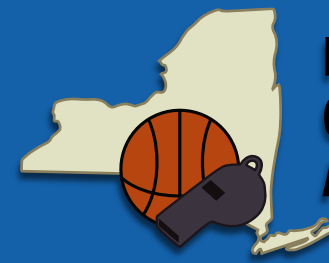
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- Closed Book will be Nov. 14<sup>th</sup> any 2 hours
- We will send the exam out Friday Oct 21st
- The answer Key for closed book: will be sent out Sunday Nov 13th
- Open Book Exam: (will be 25 questions)
  - Will be online
  - Opens Nov. 4th and closes Nov. 14th @12:00 a.m.
  - The pdf will be sent out Oct 21st (40 questions)
- If we could get everyone's dates for their interpretation so we can put it on the website





# EXAMS

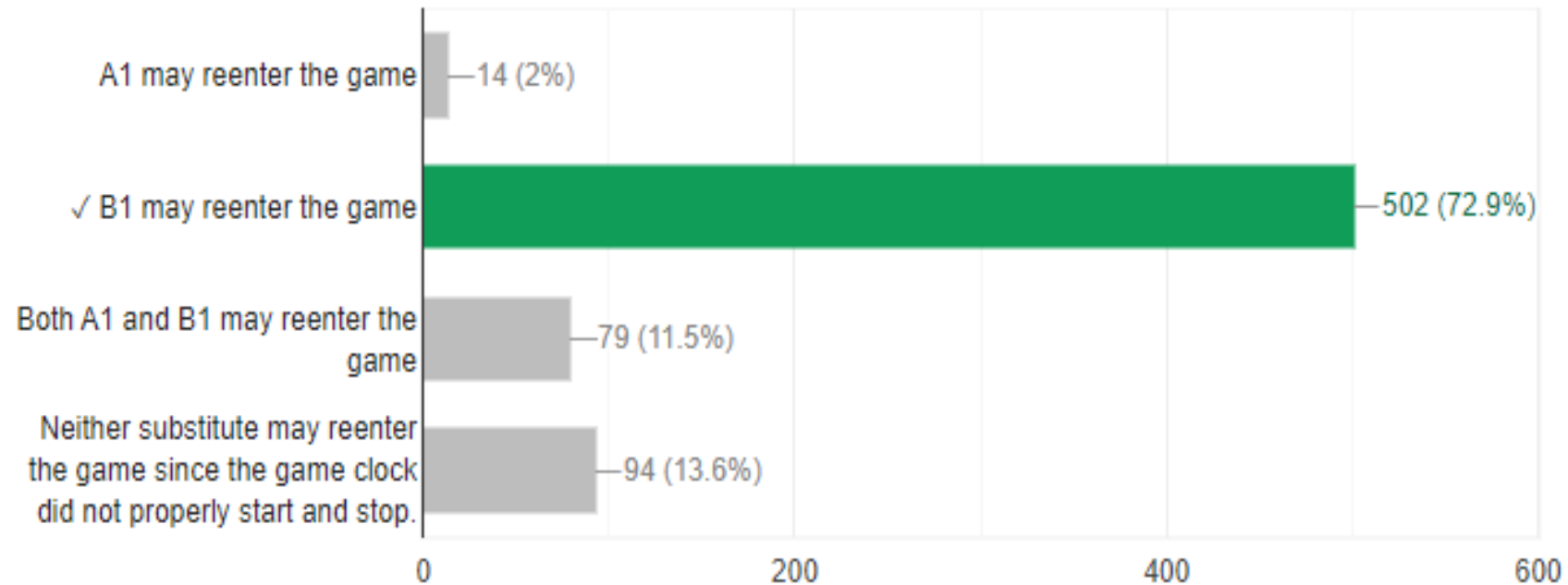


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A1 and B1 are substituted out of the game. Team A has the ball at their disposal for a throw-in. Team A commits a throw-in violation. A1 and B1 are back at the scorers' table and wish to reenter the game. Which of the following is true?

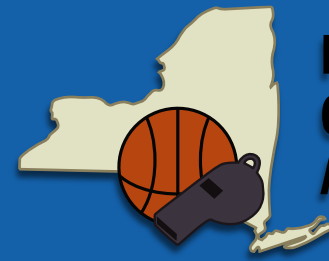


502 / 689 correct responses





# EXAMS

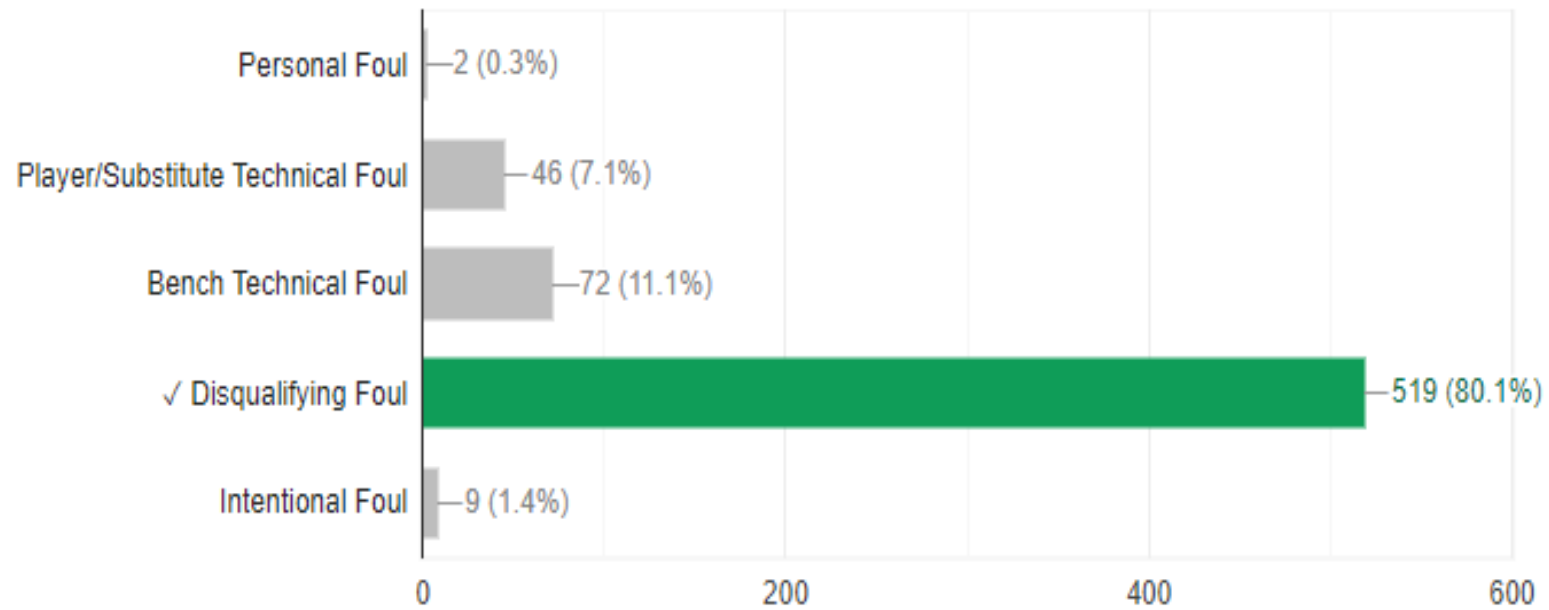


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A fight breaks out on the playing court and A8 and B8 leave the bench but do not participate in the fight. With what type of foul are they charged?

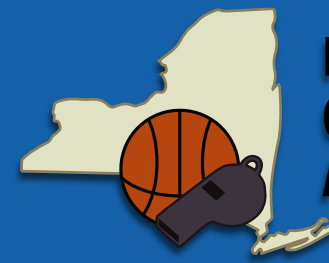


519 / 648 correct responses





# EXAMS

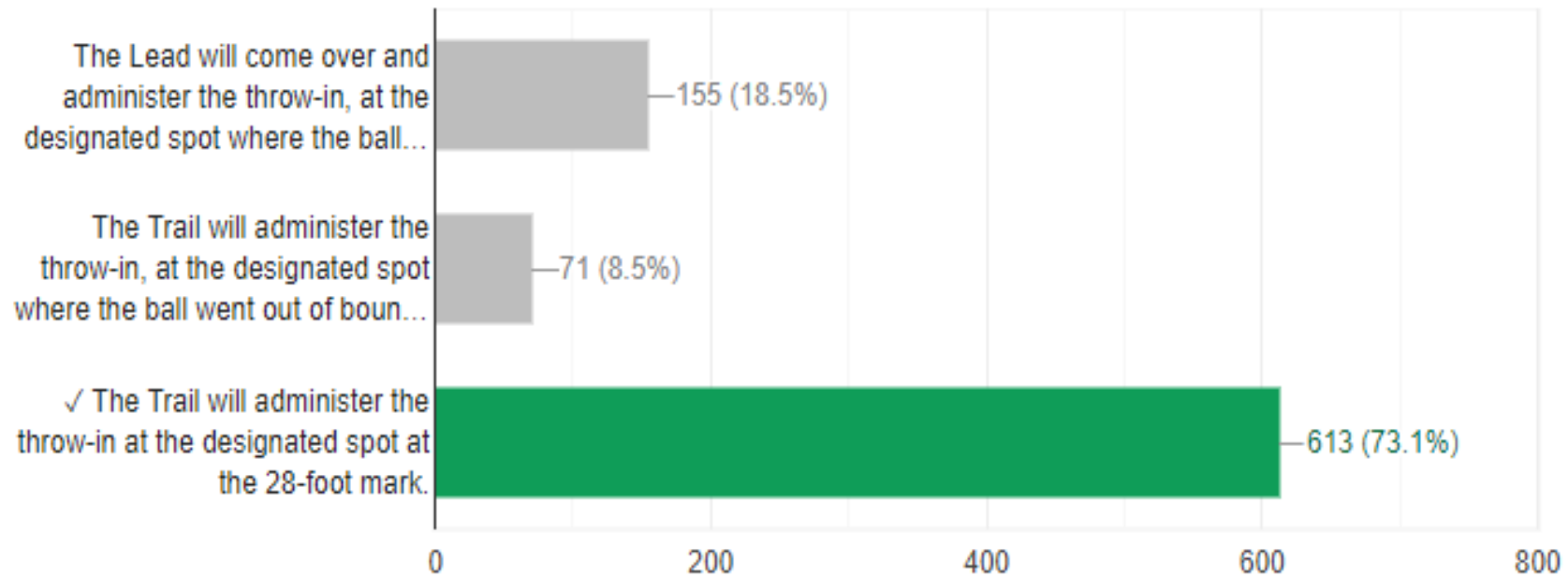


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A1 is dribbling in their frontcourt on the Trail official's sideline. As A1 passes the ball to A2 , B2 kicks the ball out of bounds on the sideline below the free throw line. Who will administer the throw-in and where?

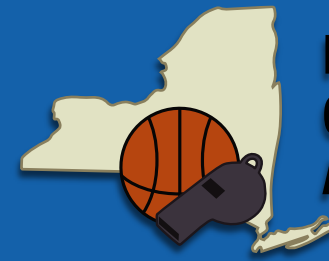


613 / 839 correct responses





# EXAMS

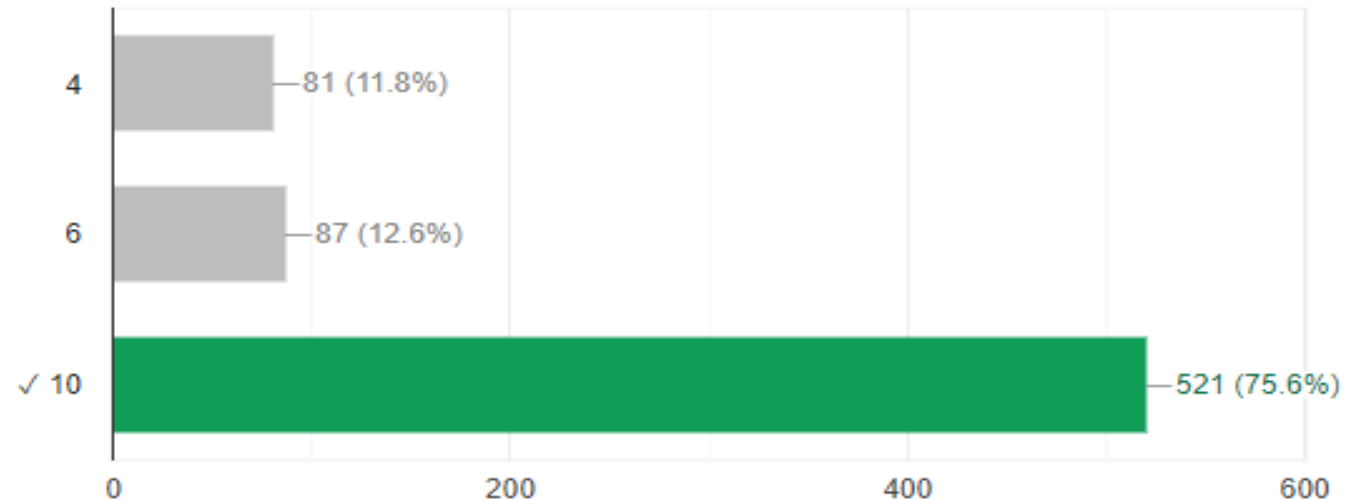


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With 28.2 seconds remaining in the 4th quarter, A1 secures a defensive rebound and begins to dribble towards their front court. An official notices that A2 is apparently injured in the lane area and stops play to check on them. Team A's athletic trainer is beckoned on to the court to attend to A2. Team A's head coach requests and is granted a timeout. There are 24 seconds on the shot clock and play will resume with a throw-in from the slide line. How many seconds does Team A have to advance the ball into the frontcourt?

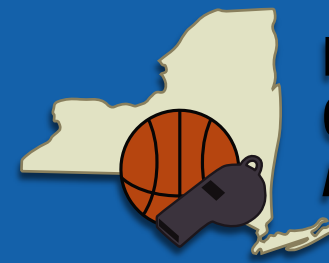


521 / 689 correct responses





# EXAMS

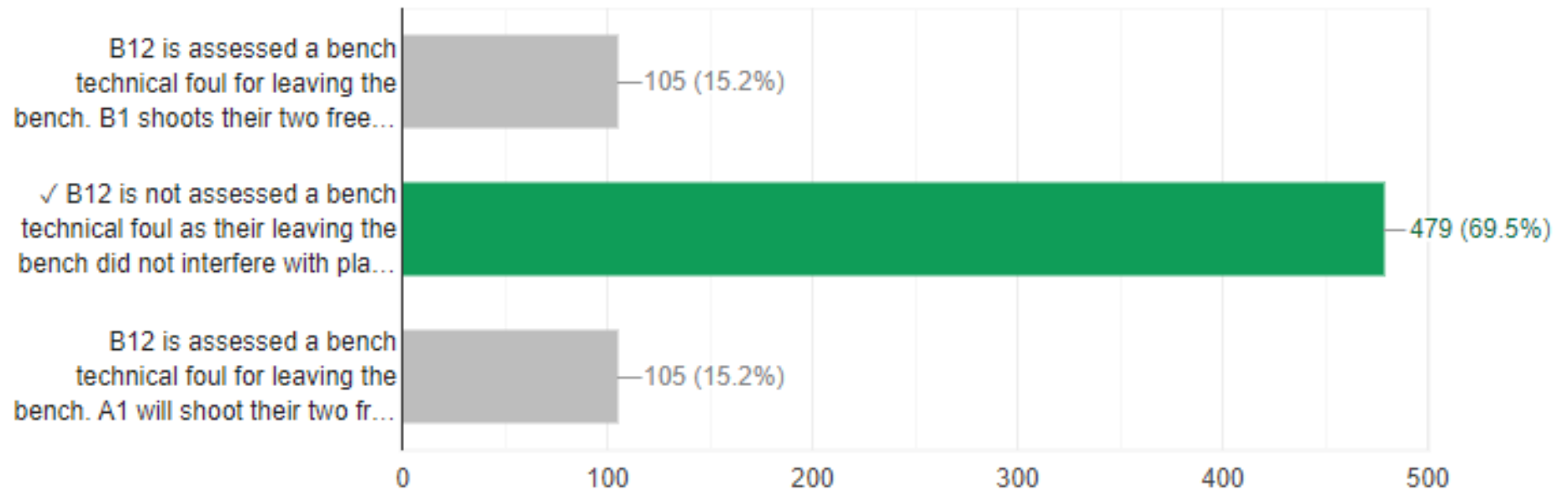


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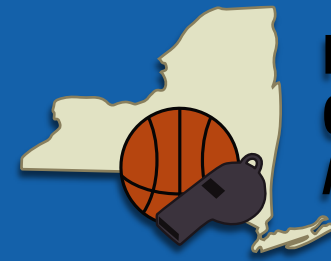
Team B is leading 50-48 and is in the bonus. A1 fouls B1 with :02 seconds on the game clock. B12, who is on the bench and thinks time has expired, runs on to the court and hugs B1 while the official is reporting the foul. They then leave the court prior to B1 taking their position on the free throw line. Which of the following are true?



479 / 689 correct responses







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*Have a great season!*







# GEAUX TIGERS

