

2023- 2024 Rules Interpretation

Rule 1 section 22 and Rule 1 section 26.10

- To permit uniform options, allowing numbers 0 or 00 through 99.

Rule 1 section 26 .7

- NYS modification of head decorations. Beads in the hair must now be tight to the head.

Rule 2 section 7.9

- To require officials to use the game clock to administer the 10-second backcourt count when the shot clock is not visible

Rule 4 section 14 and Rule 1 Section 12.3.a.5

- To define faking being fouled and, following a team warning for such, penalize the team by awarding 2 free throws and the ball to the offended team at the division line.
- The foul assessed will become a team technical foul, with no player or coach assessed directly or indirectly.
- The team technical foul will be added to the team foul total. The technical foul penalty is the only penalty assessed.
- Enter the warning in the official scorebook at the next dead ball, unless there is 59.9 sec left in the 4th qtr or OT.
- Allow play to continue, if there is no dead ball, until there is no imminent scoring threat.
- Do not give the official scorer a player number.

Rule 10 section 12.3

- Create a new technical foul category that is the result of a subsequent infraction, following a team warning for delay.
- The 4 delays that are under this rule are delaying the game by:
 - a. huddling to prevent play from continuing
 - b. not having the court ready for play after a timeout
 - c. preventing the ball from being put into play by interfering with it after a made basket or free throw
 - d. breaking the boundary plane with the body on any throw-in
- When one of these delays is signaled for the first time on a team, the official will put a team warning in the official score book.
- No individual is assessed this warning.
- The second time any member of this same team delays the game in the same way as the warning, a team technical is assessed.
- The penalty is 2 free throws and the ball at the division line to the offended team.
- The foul assessed will become a team technical foul, with no player or coach assessed directly or indirectly.
- The technical is added to the team foul count. The technical foul penalty is the only penalty assessed.

Reminders:

Tee shirts worn under game jerseys are to be a similar color to that of the game jersey as defined by the neutral zone. Sleeves and necklines must be unaltered.

All other garments fall under one rule:

They must be white, black, beige or any color contained in the game jersey.

This applies to undergarments below game shorts, also headbands, wristbands and sleeves.

All teammates shall be uniform with each for the entire team.

There is no rule stating that knee braces must be sleeved.

Faking Being Fouled Scenarios

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.

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.

A1 is driving to the basket and “Head Bobs” 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 Technical.
- 3- Call a Team Technical Foul immediately.