#	N#	NFHS Rules Reference (s)	2026-27 NFHS Rules Changes, Editorial Revisions, and Other Changes 2026.08.30	IAABO Rules Guide Reference(s)
1	ER1	1-19	SECTION 19 ELECTRONIC DEVICES NOTE: Communication between a coach and player through electronic devices is prohibited. Hearing aids are legal. Rationale: This editorial revision clarifies the distinction between prohibited electronic communication devices and legal hearing aids, ensuring that coaches are not permitted to communicate electronically with players during the game.	1:7:E (new)
2	ER2	2-2-1 Exc	SECTION 2 OFFICIALS' JURISDICTION EXCEPTION A state association may permit game or replay officials to use a replay monitor during ~~state championship series~~ postseason tournament contests to determine if a scored goal at the expiration of time in the fourth quarter or any overtime period (0:00 on the game clock) should be counted, and if so, determine if it is a two-point or a three-point goal. Rationale: This editorial revision clarifies when states could use video replay during postseason contests.	3:3:B
3		3-3-5 Note	A player not wearing the uniform bottom properly and above the hips and/or a player not tucking in a team jersey (front and back) designed to be worn inside the uniform bottom, shall be directed to leave the game as in Rule 3-3-4; a charged time-out shall not alter this requirement. NOTE: Players shall wear the uniform as the manufacturer intended. Rationale: This added language reinforces that uniform jerseys must be worn in the manner for which they were designed in order to comply with the rule.	2:13
4	ER5	4-1-1 Exception	SECTION 1 AIRBORNE SHOOTER ART. 1 . . . An airborne shooter is a player who has released the ball on a try or tap for a goal or has tapped the ball and has not returned to the floor. EXCEPTION: When a player is hanging on the ring after a dunk attempt, that player is not considered to be an airborne shooter. Rationale: This revision clarifies that a player hanging on the ring following a dunk attempt is no longer considered an airborne shooter. As a result, any subsequent illegal contact involving that player is no longer evaluated under airborne-shooter provisions. If the ball remains live, such contact is treated as a common foul. If the ball is dead, the contact is ignored unless it is intentional or flagrant.	12:1:E
5	OC1	4.1.2 (new)	AIRBORNE SHOOTER A1 dunks the ball into the basket. A1 hangs on the ring to regain balance and avoid injury. As A1 releases the ring and returns to the floor, A1 makes contact with B1. RULING: A1 is not penalized for hanging on the ring, as it was done to prevent injury. Once A1 grasps the	12:1:E

			ring, A1 is no longer considered an airborne shooter. As soon as the ball passes through the net, the ball becomes dead, and the goal is scored. Contact after the ball has become dead is incidental unless it is ruled intentional, flagrant, or is committed by or on an airborne shooter. COMMENT: This clarifies that when a player hangs on the ring following a dunk attempt, the player is no longer considered an airborne shooter, even if they have not yet returned to the floor. If the dunk attempt is unsuccessful and the ball remains live, any illegal contact committed by A1 after releasing the ring shall not be ruled a player-control foul. Additionally, if defender B1 commits illegal contact on A1 before A1 returns to the floor, the contact shall not be considered a foul in the act of shooting. In all such situations, the penalty is determined by the bonus status. Rationale: This casebook play illustrates the proper ruling for contact involving a player who is hanging on the ring following a dunk attempt and reinforces the application of the revised airborne-shooter rule.	
6	ER6	4-6-2	SECTION 6 BASKET INTERFERENCE Basket interference occurs when a player: ART. 2 . . . Slaps or strikes the backboard, causing the backboard or ~~basket~~ ring to vibrate ~~while the ball is on or within the basket or is touching the backboard or within the cylinder~~ during a try for goal that has the possibility of entering the basket. NOTE: If the try is successful, the official shall ignore the violation and allow play to continue. Rationale: This change eliminates the possibility of awarding points on a try that has no chance of entering the basket and provides guidance for ruling on situations in which vibration of the backboard, ring, or net does not affect the outcome of the try.	15:3:C
7	ER7	4.11.1	CONTINUOUS MOTION 4.11.2 SITUATION: A1 has ended their dribble in the free throw lane and (a) is stepping ~~toward the basket~~; (b) is pivoting ~~toward the basket~~ to attempt a try for goal. In both cases, B1 fouls A1. In (a), A1 legally finishes their last step. In (b), A1 completes the pivot, before immediately jumping to attempt a try. RULING: In (a) and (b), if the try is successful, the goal counts. If the try is unsuccessful, A1 will be awarded two free throws as it was a two-point attempt. A player with the ball is pivoting or stepping when fouled may complete the usual foot or body movement in any activity while holding the ball. COMMENT: The try starts when the player begins the motion, which habitually precedes the release of the ball. After a player ends a dribble and is stepping or pivoting toward the goal when fouled, the player should be considered in the act of shooting if the player continues the motion and releases the ball on a try. (4-41-3) A player is not required to be stepping toward the basket to be considered in the act of shooting. In many instances, a player may step in a direction that creates space in order to attempt a try. In some situations, this movement may be lateral or even away from the basket. Rationale: This play clarifies that a player does not have to be moving toward the basket for the continuous motion rule to apply. The key consideration is whether the player has begun the habitual movement associated with attempting a try.	Play 12-2-1

8	OC2	4.11.2 (new)	CONTINUOUS MOTION A1 has ended their dribble in the lane on one foot, jumps off that foot, and is airborne when B1 fouls A1. A1 then returns to the floor simultaneously on two feet and immediately and continuously jumps to attempt a try for goal. RULING: Legal. The continuous motion provision applies. If the try is successful, the goal counts, and A1 is awarded one free throw. If the try is unsuccessful, A1 is awarded two free throws. COMMENT: Continuous motion ends if A1 stops, hesitates, or pauses after returning to the floor before jumping to attempt the try. Rationale: This play clarifies that the continuous motion rule may apply following a maneuver commonly referred to as a "jump stop."	Play 12-2-7
9	ER10	4-22-1 Note	SECTION 22 GOALTENDING Goaltending occurs when: ART. 1 . . . A defensive player touches ~~the~~ a thrown or tapped ball ~~during a try or tap for field goal~~ while it ~~the ball~~ is in its downward flight entirely above the basket ring level, has the possibility of entering the basket in flight and is not touching the basket cylinder; NOTE: Goaltending does not apply to a ball released on a throw-in pass. Rationale: Officials should not be placed in a position to have to determine if a thrown ball toward the basket is a pass or a try. This change makes it clear that the goaltending rule should apply regardless of how the ball was thrown toward the basket, except for throw-in situations.	15:3:F
10	ER11	4-22-2	SECTION 22 GOALTENDING Goaltending occurs when: ART. 2 . . . A ~~defensive~~ player touches the ball outside the cylinder during a free-throw attempt. NOTE: Committing a goaltending violation during a free throw is also a player technical foul (10-4-8). Rationale: Removing the word "defensive" clarifies that this violation may be committed by any player. This includes situations in which an offensive player touches a free throw outside the cylinder while attempting to guide it into the basket.	15:3:G
11	ER12	4-22-3	SECTION 22 GOALTENDING Goaltending occurs when: ART. 3 . . . A defensive player touches the ball during a try or tap for field goal after it contacts the backboard ~~When the ball contacts the backboard, it is considered to be on its downward flight. In such a case, it is goaltending when the ball is touched by a defensive player~~ as long as it has a possibility of entering the basket. Rationale: This change simplifies the wording of the goaltending rule. Once the ball touches the backboard and still has a chance to enter the basket, goaltending restrictions apply regardless of the ball's direction of flight.	15:3:H
12	ER15	4-40-3	SECTION 40 SCREEN	10:6:A

			ART. 3 . . . When screening a stationary opponent from the front or side (within the visual field), the screener may be anywhere short of contact. NOTE: The visual field of a player being screened includes the player's forward vision and peripheral vision and extends horizontally from each ear. A screener who sets their screen in front of an imaginary line extending laterally from either ear of the player being screened is considered to be within that player's visual field. Rationale: This revision clarifies that a player's visual field includes both forward and peripheral vision. Officials should use the head's alignment to determine whether a screener is within the opponent's visual field.	
13	ER16	4-44-5b	SECTION 44 TRAVELING ART. 5 . . . A player holding the ball: b. After gaining control while on the floor and touching with other than hand or foot, may not attempt to ~~get up or~~ stand up with the ball. Rationale: This change aligns the rule language with the existing casebook interpretation that permits a player who is lying on the floor to sit up while maintaining control of the ball. Replacing "get up or stand" with "stand up" eliminates a potential conflict between the rule and the casebook play.	15:11:H
14	ER17	4.44.5B	TRAVELING – OR NOT 4.44.5 SITUATION B: A1 dives for a loose ball and slides after gaining control. A1 is in a position either on the back or stomach. What can A1 do without violating? RULING: A1 may pass, shoot, start a dribble or request a time-out. Once A1 has the ball and is no longer sliding, the player may not roll over. If flat on the back, A1 may sit up without violating. If A1 returns to a position on their back while holding the ball, it is legal. Any attempt to get to the feet is traveling unless A1 is dribbling. It is also traveling if A1 puts the ball on the floor, then rises and is first to touch the ball. (4-44-5b) Rationale: This casebook play provides guidance for a situation that was not previously addressed in the rules.	Play 15-11-10
15	ER18	4-44-5c (new)	SECTION 44 TRAVELING ART. 5 . . . A player holding the ball: c. After gaining control while on the floor, may slide or roll with the ball if it is caused by the player's momentum. Rationale: This change codifies a long-standing interpretation that allows a player who gains control while on the floor to slide or roll with the ball when the movement is caused by the player's momentum. Incorporating this interpretation into the rule provides clearer guidance for players, coaches, and officials.	15:11:H
16	ER19	4.44.5C	TRAVELING – OR NOT 4.44.5 SITUATION C: A1 secures control of the ball with a) one knee or b) both knees in contact with the floor. May A1 assume a standing position without committing a traveling violation? RULING: It depends on what A1 does. If A1 attempts to stand up while holding the ball, a traveling violation occurs. However, if A1 starts a dribble and then rises, no violation has occurred. Also, A1 could pass, try for goal or request a time-out from that position. In b) if A1 lifts one knee while holding the ball, it is a traveling violation.	Play 15-11-9

			Rationale: This casebook play clarifies the traveling restrictions that apply when a player gains control of the ball while on one or both knees. It reinforces that a player may pass, attempt a try, request a time-out, or begin a dribble, but may not rise to a standing position while holding the ball.	
17	RC12	5-9-5 (new)	SECTION 9 RE-STARTING THE CLOCK ART. 5 . . . In the last 59.9 seconds of each quarter or extra period, if play is to be resumed by a throw-in or after 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. Rationale: This change establishes a minimum time requirement for a legal touch on a throw-in or after an unsuccessful free throw during the final 59.9 seconds of a period. The rule provides officials with a clear standard for correcting timing errors when the game clock is not started properly and applies only when the clock displays tenths of a second.	5:9:F (new)
18	RC13	5-10-2, 5.10.2B	SECTION 10 TIMING MISTAKES ART. 2 . . . 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. **NOTE:** An official's count is not limited to counts specifically required by rule – such as backcourt count – closely guarded count, or 3-second lane violation count – but may be a count employed by an official to provide definite information should a timing mistake need to be corrected. TIMING MISTAKES AND CORRECTIONS 5.10.2 SITUATION B: Team B leads 62-61 with one second remaining in the fourth quarter. Team A has a frontcourt endline throw-in. A-1 releases the throw-in pass, which is legally touched by B-1 just after the ball was released. The deflected pass is then caught by A-2, who attempts a successful two-point try before the game horn sounds. The timer did not observe the touch by B-1 and did not start the clock until A-2 caught the ball. Two seconds elapsed from the time B-1 touched the ball until A-2 released the try for goal. RULING: No goal. Late in a quarter/extra period, when a last second try is possible, the administering official shall use a silent count. If it is obvious the game clock did not start at the proper time, officials shall use this definite knowledge to make an accurate ruling. COMMENT: The silent count is the same procedure used to administer the three-second rule and provides officials definite information when ruling on last-second tries for goal. This procedure may also be used to take time off the clock in situations where the timer fails to start the clock on time. Rationale: This change authorizes officials to use a visible or silent count as definite knowledge when correcting timing errors or determining whether time expired before a play was completed.	5:12:B Play 5-12-5 (new)
19	OC3	5.10.2C	TIMING MISTAKES AND CORRECTIONS	Play 5-12-6

			Airborne shooter A1 is fouled by B1 just before the horn sounds to end the first quarter. The try is unsuccessful. RULING: B1 is charged with a foul, and A1 is awarded two free throws with the free-throw lane unoccupied. Although the officials determined the foul occurred before time expired, if they did not have definite knowledge of the exact time remaining when the foul occurred, there is no rules support for putting the time back on the game clock. COMMENT: When the referee has definite information relative to the time involved, the exact time observed by an official may be placed on the clock in this situation. Rationale: This case play reinforces that officials may rule a foul occurred before time expired without having definite knowledge of the exact time remaining. However, time may be restored to the game clock only when the officials have definite knowledge of the time that should be displayed.	
20	ER22	6-3-2	SECTION 3 JUMP-BALL ADMINISTRATION ART. 2 . . . When the official enters the center restraining circle ~~is ready,~~ and until the ball is tossed, nonjumpers shall not: a. Move onto the center restraining circle (within 3 feet). b. Change position around the center restraining circle. Rationale: This change provides a clear visual reference for determining when the jump ball restrictions begin.	7:4:B
21	OC4	6.3.2 Situation	JUMP-BALL ADMINISTRATION 6.3.2 SITUATION: The referee ~~is ready~~ enters the center restraining circle to toss the ball to start the game. (a) A1 who was on the center restraining circle backs off; (b) B1 moves onto the restraining circle into an unoccupied spot; (c) B2 moves off the circle and goes behind A2 and is within 3 feet of the circle; or (d) B3 moves off the circle about 5 feet and moves around behind A3 and A4 who are occupying spaces on the circle. RULING: Legal in (a) and (d), but a violation in both (b) and (c). Moving off the restraining circle in (a), and around the circle when more than 3 feet away as in (d), is permissible. It is a violation to move onto the circle as in (b), until the ball leaves the official's hand, or into an occupied space as in (c), until the ball is touched. The violation by B results in a throw-in for Team A. (4-3) Rationale: The term "is ready" is vague. This change provides a clear visual reference for determining when the jump ball restrictions begin. Rationale: This casebook play supports the rule change to provide a clear visual reference for determining when jump-ball restrictions begin.	Plays 7-4-1 to 7-4-4
22	ER23	6-3-4	SECTION 3 JUMP-BALL ADMINISTRATION ART. 4 . . .The ball shall be tossed upward between the jumpers in a plane at right angles to the sidelines. The toss shall be to a height greater than either of them can jump so that it will drop between them. NOTE: The restrictions in Rule 6-3-1 end when the ball is touched by the jumper(s). Rationale: This change provides clear guidance that the requirement for the jumpers to have both feet within their half of the center restraining circle ends when the ball is touched by the jumper(s).	7:4:G

23	RC15	6-4-4g	SECTION 4 ALTERNATING POSSESSION ART. 4 . . . An alternating possession throw-in shall result when: ~~g. A warning is issued for faking being fouled when an offensive player fakes being fouled after a try has been released and the attempt is unsuccessful.~~ Rationale: This provision is no longer necessary due to the 2025-26 Points of Emphasis change regarding faking being fouled. Because officials now delay the whistle until team control is established, a goal is scored, or another stoppage occurs before stopping play, the alternating-possession procedure no longer applies when an unsuccessful try follows a player faking being fouled.	8:2:D
24	ER24	6-4-6, 6.4.6 A	SECTION 4 ALTERNATING POSSESSION ART. 6 . . . The opportunity to make an alternating-possession throw-in is lost if the throw-in team commits a throw-in ~~violates~~ violation. LOSS OF ARROW 6.4.6 SITUATION A: Team A is awarded the ball for a throw-in under the alternating procedure. Team A commits a) a throw-in violation or b) a kicking violation after the throw-in was released. RULING: In both a and b) B's ball for a throw-in because of the violation. In a) ~~addition,~~ the possession arrow is reversed and is pointing towards B's basket. Team B will have the next throw-in opportunity under the alternating procedure. Team A has lost its opportunity by virtue of the throw-in violation. A throw-in violation by Team A during an alternating-possession throw-in is the only ~~way~~ violation in which a team loses its turn under the procedure. In b), Team A will retain the alternating possession arrow. The throw-in ends when the passed ball touches or is legally touched by another player inbounds. In this case, a kicking violation was an illegal touching; the throw-in did not end, and Team A retains the arrow. COMMENT: If a foul by either team occurs before an alternating-possession throw-in ends, the foul is penalized as required, and play continues as it normally would, but the possession arrow is not reversed. The same team will still have the arrow for the next alternating-possession throw in. The arrow is reversed when an alternating-possession throw-in ends. (4-42-5, 6-4 ~~5~~6) Rationale: This change aligns Rule 6-4-6 (alternating possession) with Rule 4-42-5 (throw-in provisions) by clarifying that a team loses its alternating-possession opportunity only when the throw-in team commits a throw-in violation. Other violations by the throw-in team, such as a kicked-ball violation, do not result in the team losing the arrow.	8:5:B.3 Play 8-5-2
25	ER26	7-5-6c	SECTION 5 RESUMPTION-OF-PLAY PROCEDURE, THROW-INS ART. 6 . . . Designated out-of-bounds spot throw-in at the division line opposite the scorer's and timer's table: c. 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. Rationale: Clarifies that a throw-in violation occurs during a division line throw-in would not use one of the eight designated spots to resume play.	8:4:A, 9:2:I (new)

26	RC16	8-6-4a thru g (New)	SECTION 6 RESUMING PLAY DIFFERENCES ART. 4 . . . When both teams are assessed technical fouls during the same dead-ball period, including the pregame warm-up period, or during the dead-ball period following an infraction or stoppage in play and before the ball becomes live: 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 equal number of fouls committed during the dead-ball period, play shall resume at the point of interruption. d. When there is an unequal number of fouls committed during the dead-ball period, play shall resume as if the last committed non-offsetting single administrative, team, substitute, player, or bench technical foul was the only foul committed; Rationale: This change clarifies that all technical fouls committed by both teams during the same dead-ball period are considered to have occurred at "approximately the same time" for penalty administration purposes. Equal numbers of technical fouls offset, resulting in no free throws and a resumption of play at the point of interruption. When unequal numbers of technical fouls are committed, only the non-offsetting fouls are penalized, and play resumes based on the last non-offsetting penalty.	9:10:D (new)
27	OC5	8.6.4 (new)	DUNKING/ATTEMPTING TO DUNK A DEAD BALL During pregame warm-ups, prior to the opening jump ball, Team A is assessed one administrative technical foul and Team B is assessed one technical foul for B1 dunking. RULING: Because both teams are assessed an equal number of technical fouls during pregame warm-ups, the penalties offset. No free throws are awarded. The game shall begin with a jump ball. (10-1, 10-2, 10-4, 10-5) Rationale: This case play addresses a situation that is not currently covered in the rules book. It clarifies that equal numbers of technical fouls assessed to both teams during pregame warm-ups offset, resulting in no free throws and the game beginning with a jump ball. This is consistent with the offsetting-foul principles established by the technical-foul rule changes adopted two years ago.	Play 9-11-3 (new)
28	ER27	9-2-10 Penalties 1	SECTION 2 THROW-IN PROVISIONS PENALTIES: (Art. 10) 1. The first violation of the throw-in boundary-line plane by an opponent(s) of the thrower shall result in a team warning for delay being given (one delay warning per team per game). The warning does not result in the loss of the opportunity to move along the end line, if applicable. If a warning occurs during an alternating possession throw-in, it remains an alternating possession throw-in and administered at the original throw-in spot. Rationale: This change clarifies that, following a delay warning for violating the throw-in boundary-line plane, play is resumed from the original throw-in spot. For alternating-possession throw-ins, the throw-in retains its alternating-possession status and is not relocated.	9:5 Penalty 1

29	RC17	9-2 Penalty	SECTION 2 THROW-IN PROVISIONS PENALTY: (Section 2) The ball becomes dead when the violation or technical foul occurs. The location of the violation is the original throw-in spot. Following a violation: Rationale: This change clarifies that all throw-in violations occur at the original throw-in spot, providing a consistent location for determining the ensuing throw-in regardless of where the violation actually occurs.	9:3 Penalty 4
		9.2.11	BOUNDARY-PLANE INFRACTION 9.2.11 SITUATION: A1 has the ball out of bounds for a throw-in. A1 completes the throw-in to A2 and then purposefully delays returning by taking four or five steps along the end line prior to coming inbounds behind a screen set by A3 and A4. A1 gets a return pass from A2 and takes an unchallenged try for goal. RULING: Team A is charged with a violation for purposefully delaying returning to the court, and being the first to touch the ball, following the throw-in. A1's movement out of bounds along the end line was to take advantage of the screen and return to the court in a more advantageous position. (9-2-12) Rationale: This casebook play outlines a specific instance as to what constitutes a throw-in violation for being the "first to touch" the ball after returning to the playing court. For a violation to occur, the thrower needs to be "purposeful" and also gain an advantage.	15:8:O
30	OC6	10.2.7.B (new)	DUNKING/ATTEMPTING TO DUNK A DEAD BALL During pregame warm-ups, prior to the start of the game, the opposing head coaches mutually agree to allow a player(s) from their respective teams to attempt a dunk. RULING: When dunking occurs during the pregame warm-up period, the official shall immediately notify the player and the head coach to prevent further violations. If it is determined that the head coaches have entered into a "coaches' agreement" permitting pregame dunking, a *player technical foul* shall be assessed for each dunk that occurs, along with an *indirect technical foul* charged to the head coach for each such act. COMMENT: The rule was modified to a team technical because charging an indirect technical foul to the head coach was seen as too severe. If a head coach undermines the spirit and intent of this rule by allowing players to dunk, the head coach should be penalized. (10-5-1) Rationale: This casebook play reinforces that head coaches are responsible for ensuring compliance with the pregame dunking rule. When a coach permits or encourages pregame dunking, the coach may be penalized for conduct that undermines the spirit and intent of the rule.	17:1:B.2, 19:3:A.6