



## 2015-16 BASKETBALL RULE CHANGES

- 10-6-12** The following acts constitute a foul when committed against a ball handler/dribbler. A player becomes a ball handler when he/she receives the ball. This would include a player in a post position.
- Placing two hands on the player.
  - Placing an extended arm bar on the player.
  - Placing and keeping a hand on the player.
  - Contacting the player more than once with the same hand or alternating hands.

**Rationale:** The current rule covers the ball handler/dribbler situations but ignores the action that goes on in the post area with the hands, arm bars, etc. The additional language will clarify that the illegal acts should be ruled for every position on the floor.

### Signal New

Establish a signal to be used after a basket is made and there is a stoppage in play. The signal is used by the officials to indicate the team inbounding the ball may run the baseline.

The signal will be executed by extending the arm laterally, bending the elbow at a 90-degree angle, moving the hand and forearm from the elbow in a waving motion horizontally along the end line. A new picture will need to be added to the signal chart. **Rationale:** Currently there is no signal to indicate when a player may move along the baseline after a made basket and there is a stoppage in play. (ie: timeout, injury).

## 2015-16 MAJOR EDITORIAL CHANGES

- 3-4-2c By state association adoption one commemorative/memorial patch may be worn on the jersey. The patch shall not exceed 4 square inches, shall not be a number and must be located above the neckline or in the side insert.
- 3-5-3c All sleeves/tights shall be the same solid color and must be the same color as any headband or wristband worn.
- 3-5-4a Headbands and wristbands shall be black, white, beige or the predominant color of the jersey and the same color for each item and all participants. They must be the same color as any sleeve/tights worn. See 3-6 for logo requirements.

## 2015-16 POINTS OF EMPHASIS

1. **Post Play**
2. **Rebounding**
3. **Free Throw Shooter**
4. **NFHS Signals and Mechanics**