2026 Rules Interpretation Meeting

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OFFICIALS



NYSGBOA

2026/27 Women's Basketball Rules changes

- **Uniforms-Game Jerseys and Shorts- (Rule 1-22.11)** Deletes the requirement that the game jersey be tucked into the game shorts.
- **Supplemental Apparel (Rule 1-23.4)** Permits headbands not wider than 4 inches.
- **Supplemental Apparel (1-23.7)** Requires undergarments and knee/leg sleeve to be the same legal color.
- **Duties of the shot clock operator (Rule 2-11.6.d.6 through 8)** The shot clock will be set to 20 seconds when, following a dead ball change of team control, a team is awarded the ball for a throw-in in their frontcourt. ***(NY State Girls Basketball did not adopt this rule)***
- **Alternating Possession (Rule 6-3.8 and A.R. 6-9)** During a throw-in, a kicked ball does not reverse the alternating possession arrow.

2026/27 Women's Basketball Rules changes-continued

- **Ball Caused to Go out of Bounds (Rule 7-2.3)** Penalizes bench personnel who physically assist the player with the ball by intentionally keeping them from going out of bounds or by physically assisting them to move in a direction the coach wants them to go.
- **Throw-in (Rule 7-4.2, 7-6.9a, 9-4.1.h)** If thrower-in A1 is the first to touch the ball inbounds, the subsequent throw-in by Team B shall be at the spot nearest to where A1 touched the ball inbounds.
- **Traveling (Rule 9-5.4.a.3, 9-5.4.b.2, and 4-19)** Permits a player executing a jump stop to land on both feet at ***approximately*** the same time.
- **Personal Fouls (Rule 10-10.5.c)** Deleted the prohibition of multiple touches with one hand.
- **Technical Fouls (Rule 10-12.3.a.6 and 7)** Having more than 5 players legally participating in the game and excessive timeouts are now **Team Technical fouls.**

2026/27 Women's Basketball Rules changes-continued

- **Flagrant 2 Fouls (Rule 10-14)** Requires a one-game suspension for an individual who failed to serve a mandatory rule-based suspension. The individual's head coach is also suspended for one game when the individual who was supposed to serve the suspension fails to do so.
- **Replay (Rule 11-3-3 and 11-4.1.m)** **(NY State Girls Basketball did not adopt this rule)**

Points of Emphasis

- Enforce the Rules as Written
- Screening
- Palming/Carrying the Ball
- Legal Guarding Position
- Post Play/Three Seconds in the lane
- Contact On and By the Ball Handler/Dribbler
- Clamping
- Sporting Behavior/Conduct

Enforcing the Rules as Written

- Officials are tasked with ensuring teams play within the rules. The rules basically guarantee fair play so that no player and neither team gains an unfair advantage over an opponent.
- When officials do not enforce the playing rules, it impacts the purpose of the playing rules. There is no room for ***personal philosophies*** or using "***game management***" to ignore enforcing a playing rule.
- Let's be consistent from game to game and region to region.

Screening

- Knowing what constitutes a legal screen is imperative.
- Screeners must establish a legal position without causing contact.
- Following a legal screen, a screener is permitted to roll.
- Lastly, defenders cannot be permitted to hold, reroute, push screeners or push through legal screens.

Palming/Carrying the Ball (2026/27)

- Palming or carrying the ball puts the defensive player at a distinct disadvantage.
- Anything more than a “handshake” is considered palming.
- The key to officiating this play consistently and correctly is to determine whether the ball has ***“come to rest,”*** which ends the dribble.
- Failure to rule a violation on these plays, places the defender at a significant disadvantage.

Legal Guarding Position

- Obtaining *an initial legal* guarding position on the player with the ball, time and distance are *NOT* required. Two feet on the floor and torso must be facing the opponent.
- Officials must recognize when a defender obtains and maintains legal guarding position to correctly rule on block/charge plays and *should not default to a block*.
- Defenders can move east, west or south. When they step forward or north it would be a block.

Post Play/Three Seconds in the Lane

- 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.
- It does not matter whether the offensive post player is “involved in the play” or not to be in violation of the three second rule.
- When this violation is not ruled, the offensive team gains an unfair advantage and increases physically.

Contact On & By the Ball Handler/Dribbler

- Illegal contact on the ball handler/dribbler is inhibiting the ability of teams to start their offense.
- Measure up or “hot stove” touch is permitted to gauge distance. (Multiple touches are no longer a foul.)
- Armbars and two hands on the offensive player are ***AUTOMATIC*** fouls.
- Defenders body contact by body bumping or leaning their torso into the dribbler which affects their rhythm, speed, balance or quickness is a foul.

Clamping

- Rebounders grab their opponent, hooking/clamping their arm, to prevent the ability to control the ball.
- Clamps often occur while the ball is on its way to the basket.
- The player clamping their opponent falls to make it appear they are the one being fouled.

Sporting Behavior/Conduct

- Coach and student-athlete behavior should be consistent with an education environment.
- Coaches are expected to stay in their coaching box which extends to the 28-foot line. ***(painted line or tape needs to be present)***
- Players' taunting, baiting, finger-pointing, trash talking, and inappropriate gestures shall be penalized with a technical foul.

JEWELRY:

- Jewelry has been prohibited since 1985.
- Rule 1-25.7 (page 31) Under Rule 2-5-1, the referee is responsible for equipment inspection.
- **A bandage or tape may NOT cover jewelry**.
- Officials are permitted to ask players to see what is beneath any bandage or tape; team members who refuse will be prohibited from participating in the contest.
- When players have piercings that aren't visible like a tongue ring, if the official sees the piercing during normal play, they will ask the player to remove or they will NOT be able to continue playing.



Team Technical Fouls: count toward Team totals

A team shall be assessed a Team Technical Foul after a team warning has been issued for each infraction:

1-Delaying the game on a throw in, free throw and huddling.

2-Failing to have the court ready for play after the final horn.

3-Breaking the boundary plane by the defense.

4-Interfering with the ball after a goal or failing to immediately pass to the nearest official.

5-Faking being fouled.

Note: The two listed below you would assess a Technical Foul immediately.

6-Having more than 5 players legally participating in the game.

7-Excessive Timeouts.

Team Technical Fouls: count toward Team totals

When the Team Technical Foul is called, it is reported to the table as a Technical foul against Team "A" *not white 22*. The same goes for reporting the warning to the table, it is a warning for *Faking Being Fouled* by Team "A".

If the coach asks which player it was on, you can advise them of the players number.

Faking Being Fouled Mechanic

The mechanic for Faking Being Fouled is:

Two arms at the shoulder level, with open palms move the arms downward, pointing toward the floor. This mechanic is used for the warning, as well as the delayed Technical Foul if there is an immediate opportunity to score.

Examples to follow……..

Faking Being Fouled Scenario's

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.

Faking Being Fouled Scenario's

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.

Faking Being Fouled Scenario's

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.

Faking Being Fouled Scenario's

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.

Faking Being Fouled Scenario's

A1 is driving to the basket and "Head Bob's" 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.

3- Call a Team Technical Foul immediately.

Faking Being Fouled Scenario's

A1 is driving to the basket and "Head Bob's" 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.

3- Call a Team Technical Foul immediately.

Faking Being Fouled Scenario's

A1 driving to the basket and B1 "Flops", A1 misses her layup, gets her own rebound and dribbles back out front to reset her offensive set. Team B has already received a Team warning earlier in the game for "flopping."

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 drive to the basket, once A1 gets the rebound and dribbles the ball out the official calls a Team Technical Foul.

3- The official calls a Team Technical foul and kills the play.

Faking Being Fouled Scenario's

A1 driving to the basket and B1 "Flops", A1 misses her layup, gets her own rebound and dribbles back out front to reset her offensive set. Team B has already received a Team warning earlier in the game for "flopping."

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 drive to the basket, once A1 gets the rebound and dribbles the ball out the official calls a Team Technical Foul.

3- The official calls a Team Technical foul and kills the play.

Mechanics:
Reporting fouls to the table

When reporting the new range of players numbers which are 0 and 00 up to 99. The challenge is correctly reporting the number to the scorer's table.

***It is imperative that we use a strong loud voice* to convey the numbers, coupled with the visual hand mechanic. (#72 is verbalized seventy-two, not seven two).**

Thank you for your time on a Sunday morning!!

Have a GREAT season...

