2026-27 IHSA and NFHS Basketball Rules Meeting

Unsporting Acts, Taunting and Baiting
REVIEW – NOTHING NEW

Must be addressed immediately per NFHS Rules 2-8-1, 2-8-1 Note, 2-8-2, 4-19-14, 10-4-6, and 10-5-1. **The following examples are not all-inclusive**

- **Head Tapping**…If a player dunks on a player and then taps their head while looking at the player, the opposing team's bench area, or the opposing team's student section, this **IS A** technical foul. If a player dunks on a player and then taps their head while running down the court and is looking away from everyone, this IS NOT a technical foul

- **Gun Pointing**…If a player makes any play and then makes a gesture like firing a gun with their hand, this **IS A** technical foul regardless of whether the player is facing the opponent, the opposing team's bench area, either team's student section, or while running down the court. Bottom line, gun pointing IS NEVER permitted.

- **Bow and Arrow**…If a player makes any play and gestures like shooting a bow and arrow. this **IS A technical foul** if the player is facing an opponent, the opponent's bench area or the opponent's student section. It is permissible if player makes a 3-point try and makes the gesture while not directing it at anyone.

Unsporting Acts, Taunting and Baiting
REVIEW CONTINUED

Must be addressed immediately per NFHS Rules 2-8-1, 2-8-1 Note, 2-8-2, 4-19-14, 10-4-6, and 10-5-1. The following examples are not all-inclusive.

- **Blowing Kisses**…A player who makes a try for goal and blows a kiss to an opponent, the opposing team's bench area or the opposing team's student section, this **IS A** technical foul. If a player blows a kiss away from everyone and even towards the crowd (outside of the opposing team's student section or bench area), this IS NOT a technical foul.

- **Gestures Directed at Opponent/Opposing Bench/Opposing Student Section**…A player who makes any unsporting gesture/taunt at an opponent, the opponent's bench or the opposing student section **should be** assessed a technical foul. Examples include, but are not limited to: signaling "three," "raise the roof," and clapping in an opponent's face. Flexing also applies here.

2026-2027 State Association Adoptions
35-Second Shot Clock

- Shot Clock
  - Will be used at the varsity level during the 2026–27 regular season, regular season tournaments, shootout games and during the IHSA State Tournament series contests.
  - The decision to use the technology at lower-level contests is left to conferences and individual schools.
  - The model rule previously adopted by the IHSA Board of Directors must be followed.

2026-2027 State Association Adoptions
35-Second Shot Clock

Shot Clock - Continued

- A school may not host a varsity contest if a shot clock is not installed or is not properly mounted on the backboard in the primary gym in accordance with NFHS rules. The host school must secure an alternate facility or allow the opponent to host the contest. If the host school is unable to secure a gym with functioning shot clocks and the opposing school cannot host, the game shall be forfeited by the home team.
- ***A varsity game cannot begin unless both shot clocks are functioning properly. If either shot clock is not working, and the clocks are properly mounted, the game must be postponed or moved to another gym with functioning shot clocks.***

2026-2027 State Association Adoptions
35-Second Shot Clock

Shot Clock

NOTE: When a school hosts a tournament or shootout utilizing multiple gyms, and a traditional backboard-mounted shot clock is not feasible in an auxiliary gym, shot clocks must be mounted on the wall behind the basket, at or above the backboard, and must be clearly visible and unobstructed.

Pre Season Guide Mechanic POE's

Page 3: Throw in Provision 9-2 Penalty

- When a throw-in violation occurs on a designated spot throw-in, the location of the violation is the original throw-in spot. (i.e. Throw-in pass goes OOB untouched).
- If a throw-in violation occurs on a throw-in where the thrower can move along the endline, the throw-in location is where the player was located when the violation occurred. The ensuing throw-in would be moved to the proper designated throw-in spot.
- If the original throw-in spot is not one of the eight designated spots, the ensuing throw-in is moved to one of the eight spots.

  Division line throw-ins are not moved if a throw-in violation occurs.

Pre Season Guide Mechanic POE's

Page 11: Bounce or Hand Throw-in IHSA Procedure

The IHSA procedure is that officials should put themselves in the best position to officiate.

1. The trail official should bounce the ball to the thrower-in with defensive pressure
2. The trail official should hand the ball to the thrower-in if there is no defensive pressure
3. An official should NEVER bounce the ball across the lane on any end line throw-in

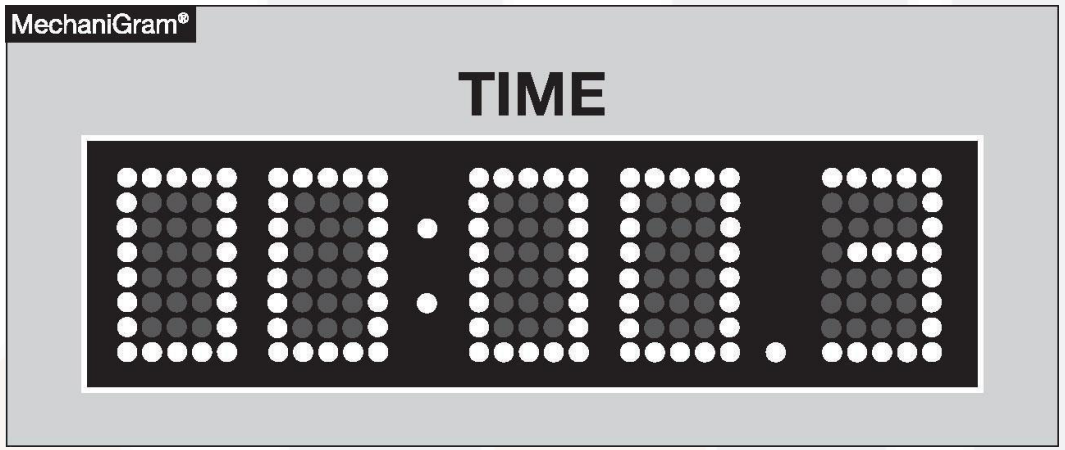
Pre Season Guide Mechanic POE's

IHSA End of Quarter Mechanic

- **At the end of each quarter, the official MUST blow their whistle when the ball becomes dead after the horn has sounded.**

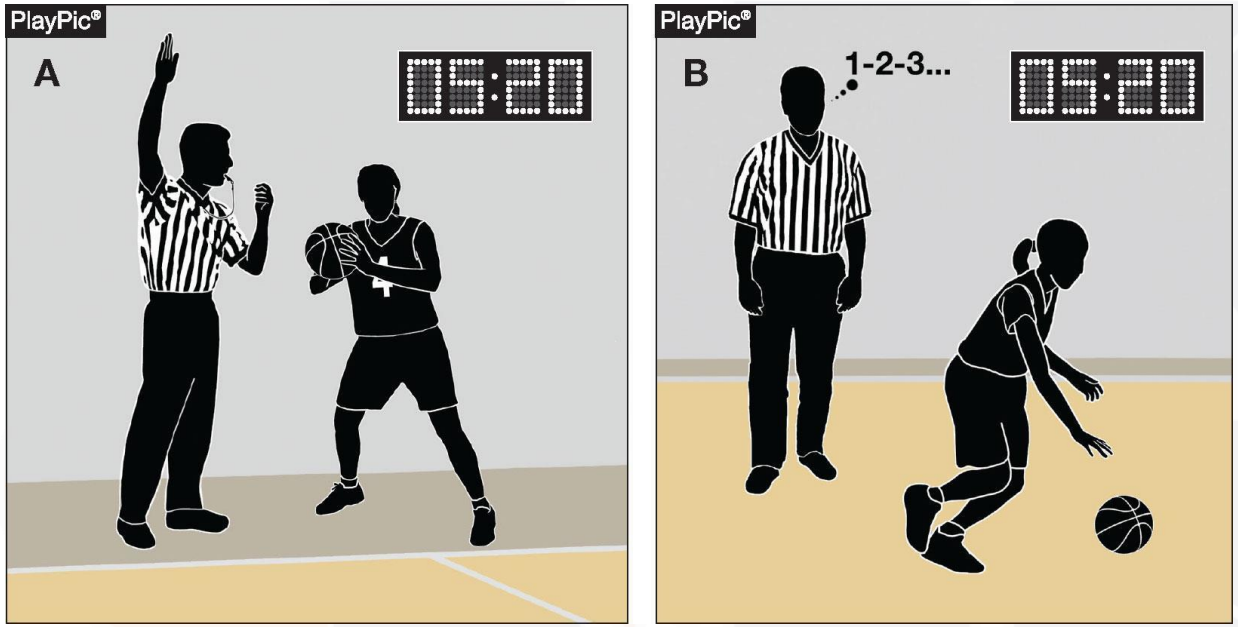
2026 NFHS Basketball Rules Changes

RE-STARTING THE CLOCK 5-9-5 (NEW)



- 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

TIMING MISTAKES 5-10-2 NOTE (NEW)



- 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

RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)

ART 4…When, during the same dead-ball period that follows an infraction or stoppage in play and before the ball becomes live, both teams are assessed technical fouls:

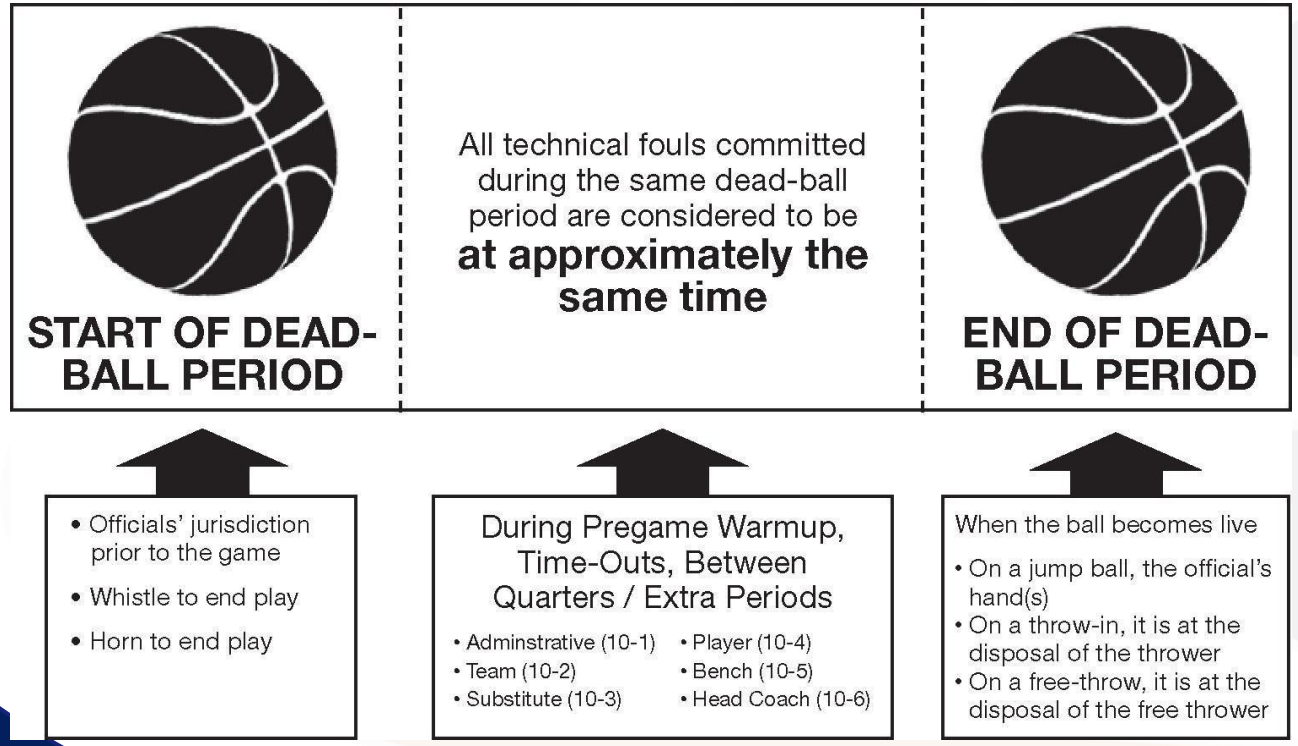
a. All technical fouls are considered to have been committed at approximately the same time for the purposes of offsetting their penalties;

b. All fouls are charged, and their penalties are identified;

c. When there is an unequal number of fouls committed during the dead-ball period, play shall resume as if the last committed single administrative, team, substitute, player, or bench technical foul was the only foul committed; and

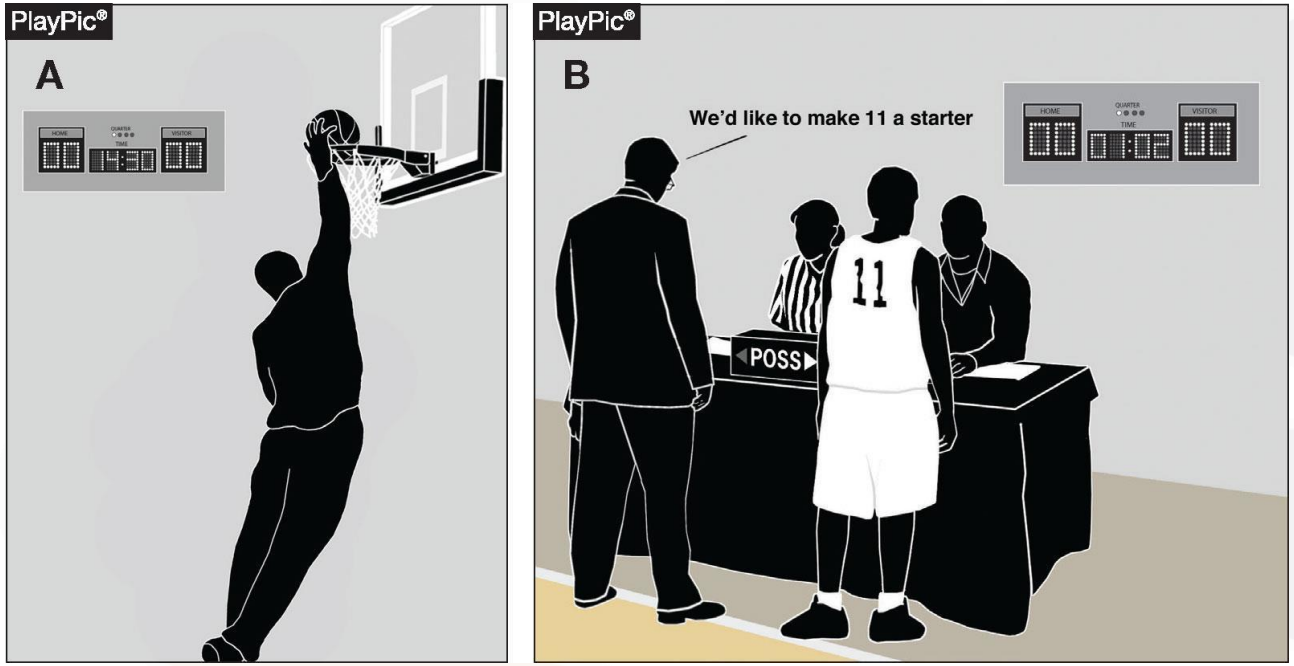
d. If, after the cancellation of the penalties for an equal number of fouls by both teams, the game shall be resumed at the point of interruption.

RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)



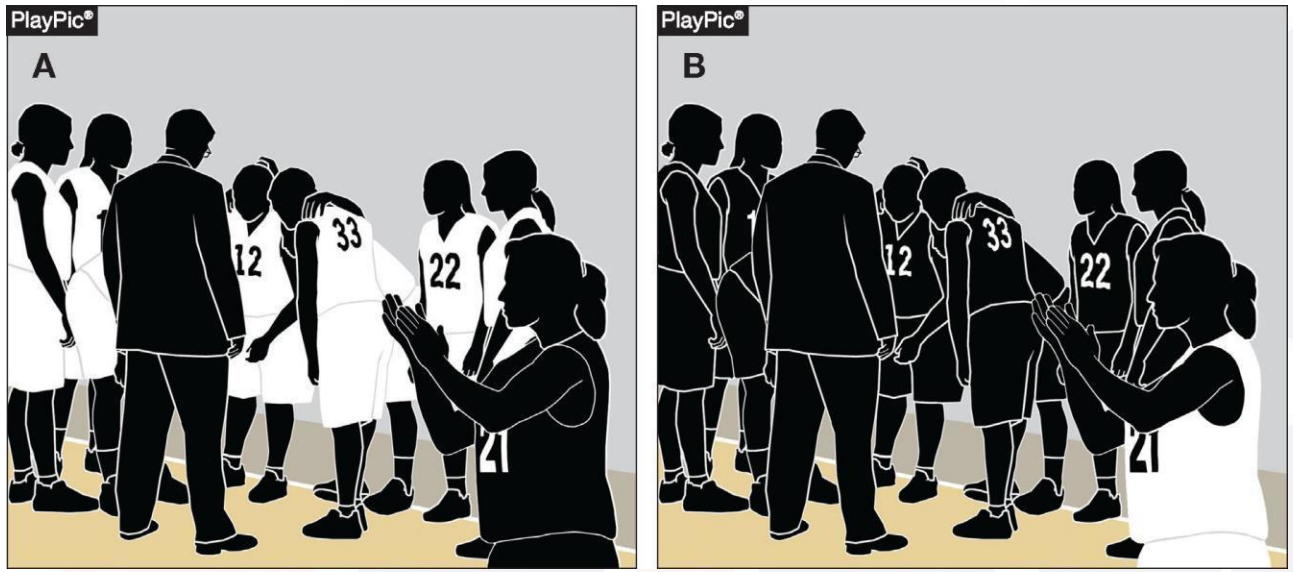
- All technical fouls committed during the same dead-ball period are considered to be at approximately the same time for purposes of offsetting their penalties
- Play resumes at the point of interruption

RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)



- While (A) and (B) occur more than 13 minutes apart in the pregame warmup, they are considered to be at approximately the same time for purposes of offsetting their penalties
- NOTE: If Team A is the only team to receive a technical during pre-game warm-up, then Team B will shoot the technicals, then Team B will inbound the ball at the division line opposite the table. Team A coach retains use of the coaches' box.

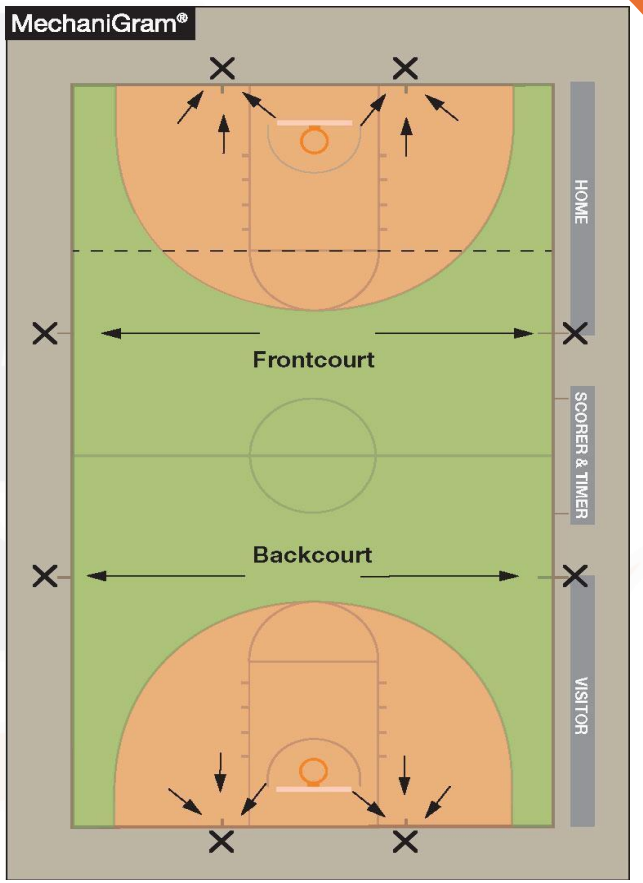
RESUMING PLAY DIFFERENCES 8-6-4a-d (NEW)



- Even though the unsporting technical fouls are committed at the start (A) and end (B) of the time-out, they are considered to be at approximately the same time for purposes of offsetting their penalties
- NOTE: **Officials must understand that although technical foul penalties may offset, each technical foul must be added to the team foul count for that quarter.**

THROW-IN PROVISIONS 9-2 (PENALTY)

- When an infraction occurs on a throw-in, the location of the violation is the original throw-in spot. (i.e. Throw-in OOB untouched)
- If the original throw-in spot is not a designated spot, the ensuing throw-in is moved to such a spot (as indicated in the diagram).
- For example…A1 has a throw-in after a made basket. A1 runs 10 feet down the endline and steps over the endline. The ensuing throw-in is moved to the proper designated throw-in spot on that endline.
- Division line throw-ins are not moved if a throw-in violation occurs.

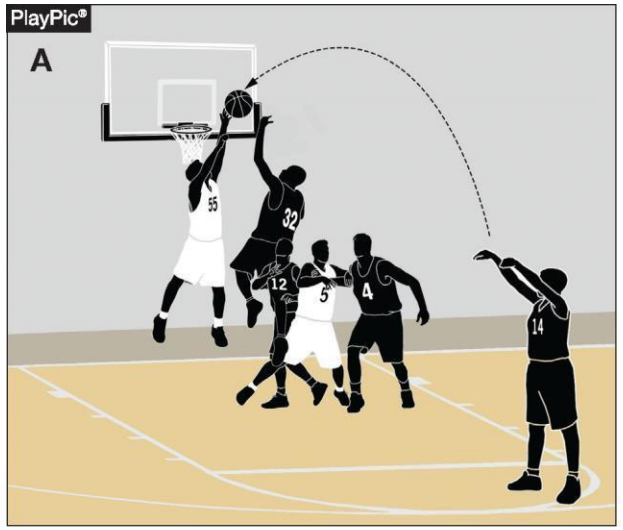


2026 NFHS Basketball Editorial Changes

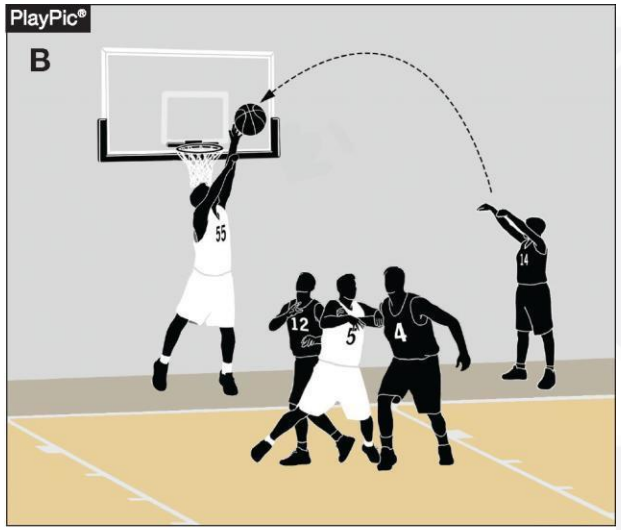
BASKET INTERFERENCE 4-6-2

- Occurs when a player slaps or strikes the backboard, causing the backboard or ring to vibrate during a try for goal that has the possibility of entering the basket

GOALTENDING 4-22-1 NOTE (NEW)



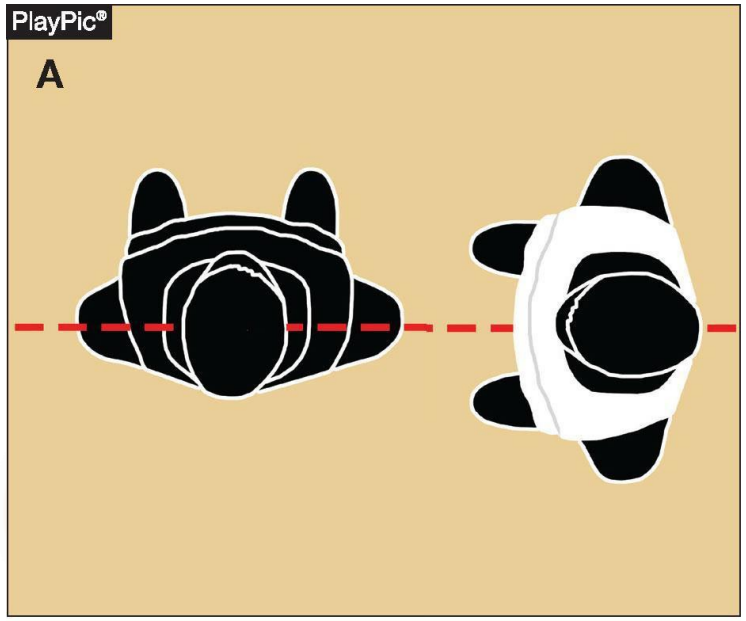
Illegal



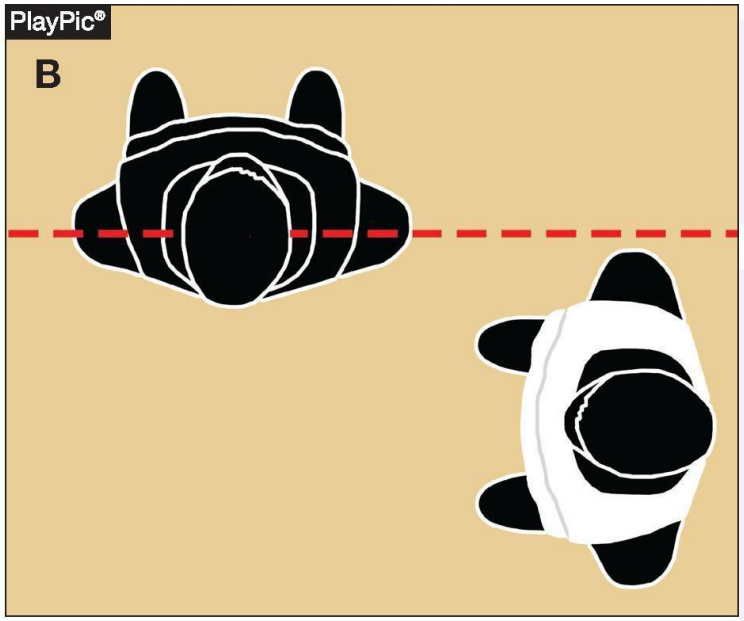
Legal

- When a defensive player touches a thrown or tapped ball while it is in its downward flight entirely above the basket, has the possibility of entering the basket and is not touching the basket cylinder
- Goaltending does not apply to a ball released on a throw-in pass
- In Play Pic B, a throw-in pass is pictured.

SCREEN 4-40-3 NOTE (NEW)



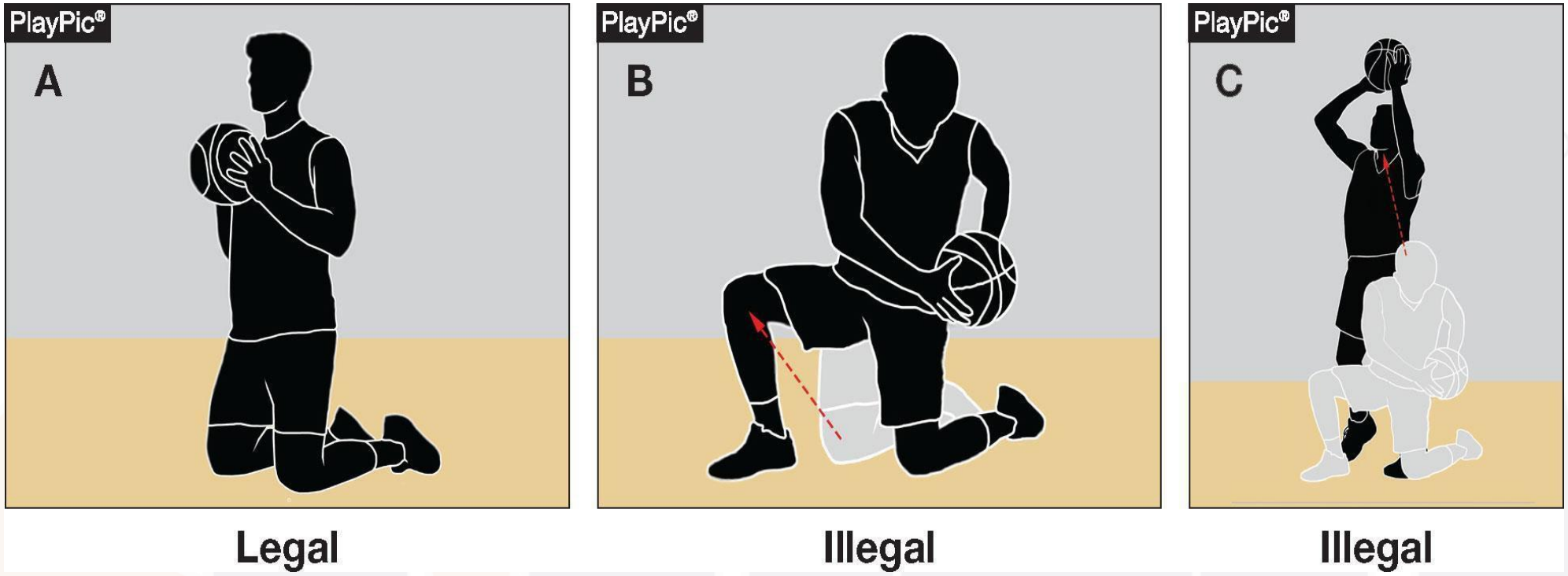
Within Visual Field



Outside Visual Field

- The visual field of a player being screened includes the player's forward vision and peripheral vision and extends horizontally from the ear.

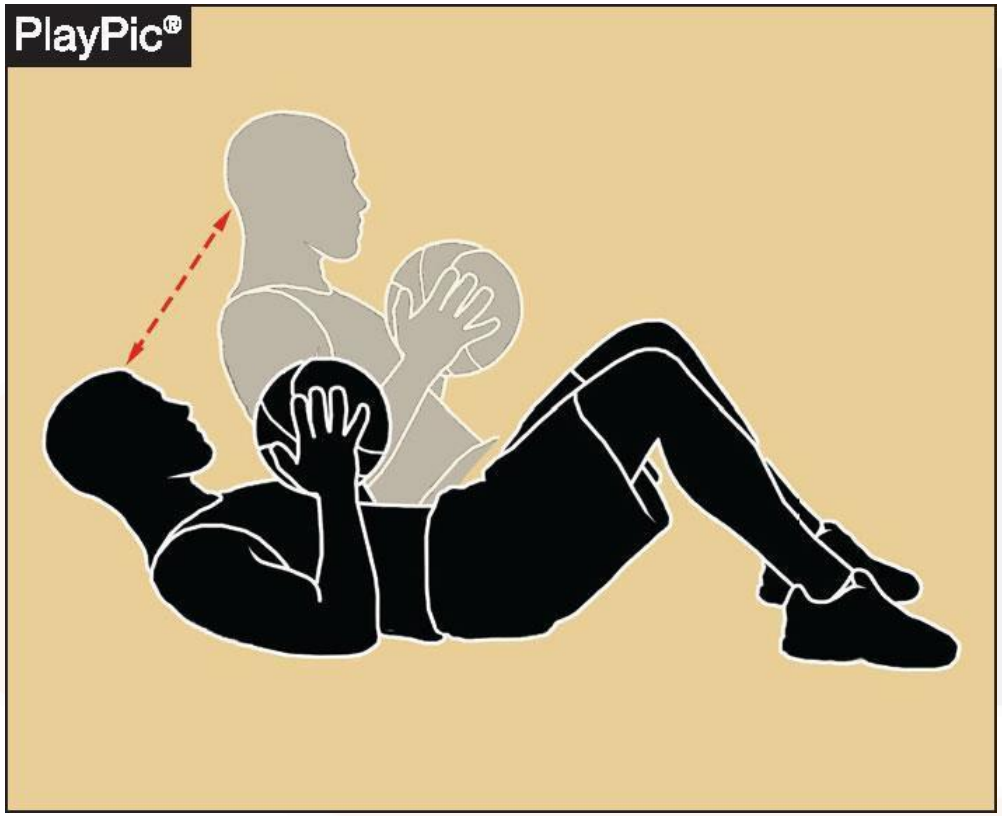
TRAVELING 4-44-5b



- A player holding the ball on the floor may not attempt to **stand up** with the ball

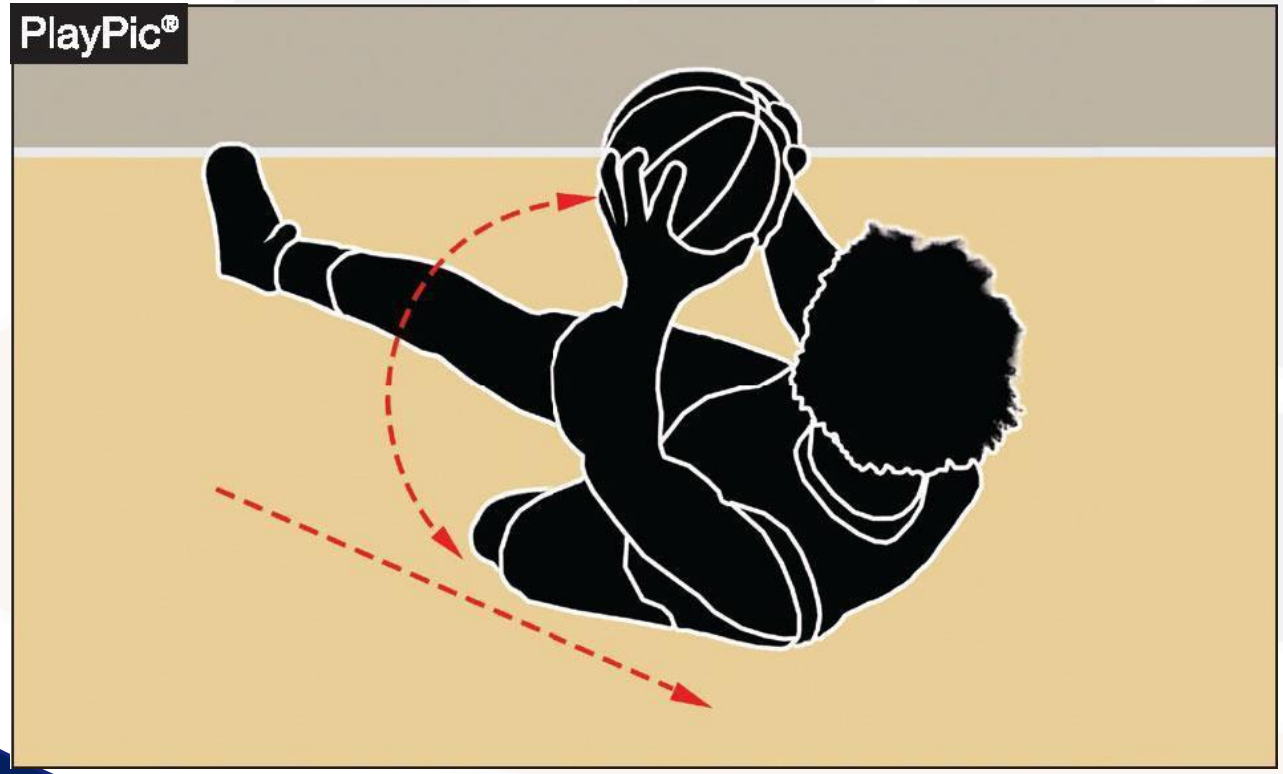
  In B and C, the player got to this position after kneeling on 1 or both knees.

TRAVELING 4.44.5 (SITUATION)



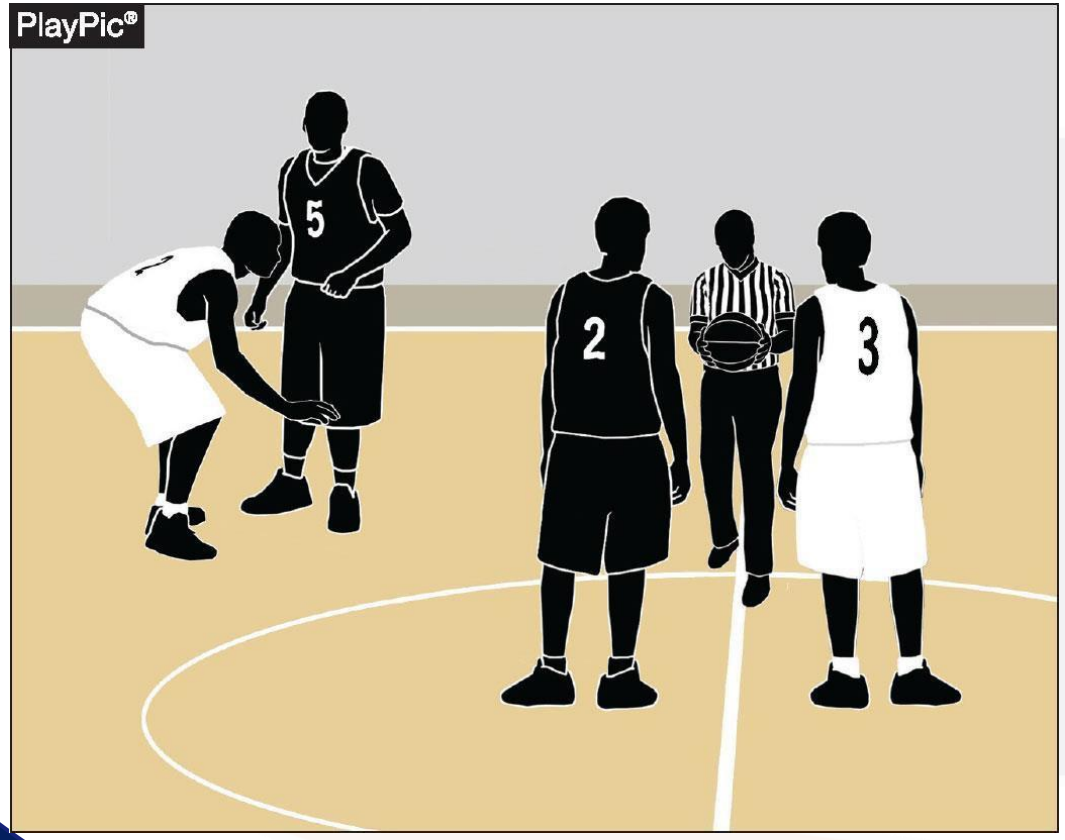
- A player holding the ball flat on their back may sit up without traveling
- The player may also return to a position on their back

TRAVELING 4-44-5c (NEW)



- A player holding the ball… after gaining control while on the floor, may slide and/or roll with the ball if it is caused by the player's momentum

JUMP-BALL ADMINISTRATION 6-3-2



- "When the official enters the center restraining circle" has replaced the former language "is ready"

NOTE: This defines the trigger point for jump-ball restrictions.

My personal recommendation is to blow the whistle before entering the restraining circle.

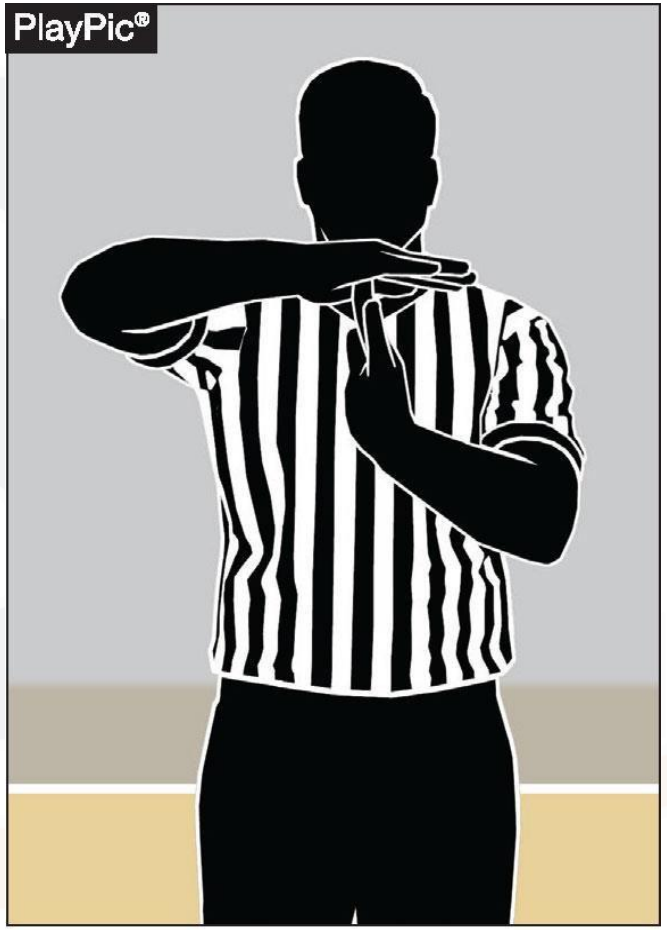
RESUMPTION-OF-PLAY PROCEDURE, THROW-INS 7-5-6c (NEW)

- 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

- Clarifies that in this situation, the throw-in would not be moved to one of the eight designated spots to resume play.

TECHNICAL FOUL PENALTY SUMMARY CHART

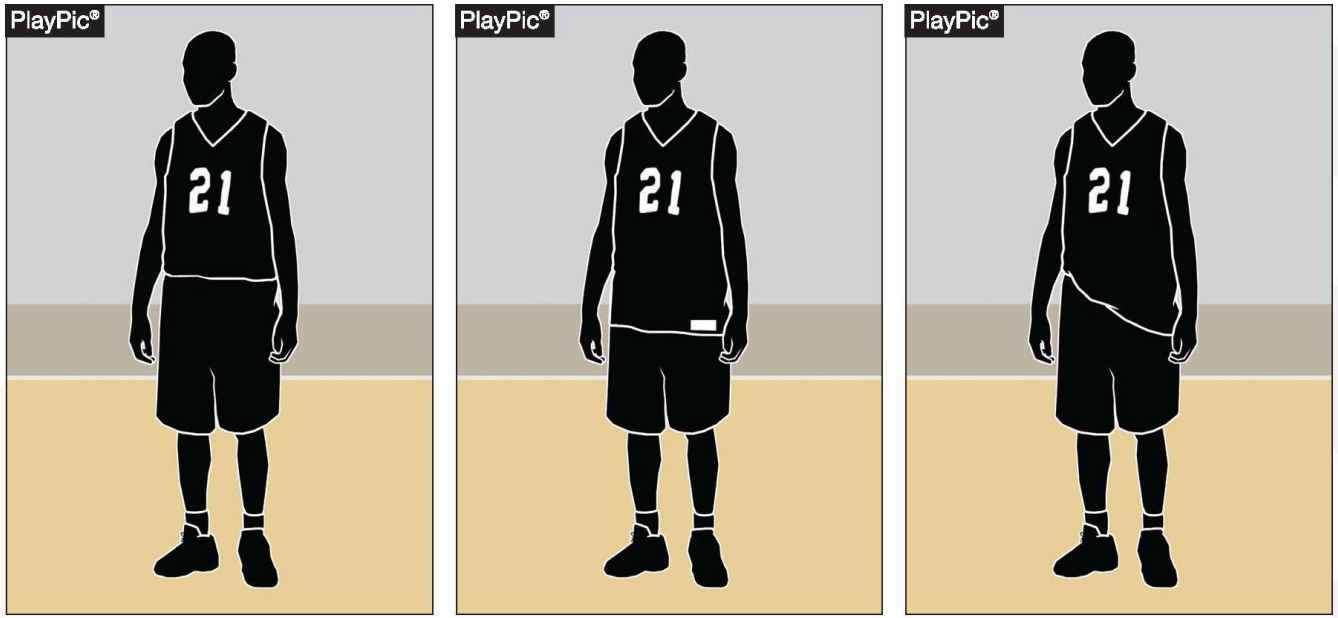
- The Technical Foul Penalty Summary chart has been revised to better align with Rule 10 on pages 81-82. **Be aware that this Summary is now on two pages of the Rules Book after being on one page for many years.**



Technical Foul

2026 Points of Emphasis

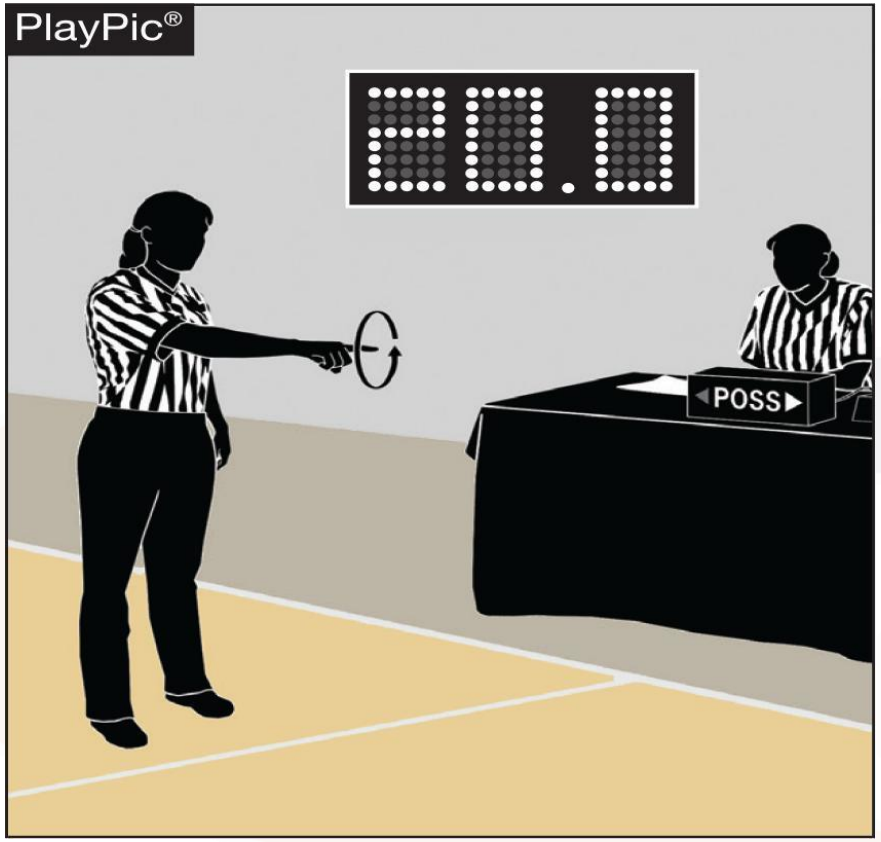
WEARING OF UNIFORMS



Legal

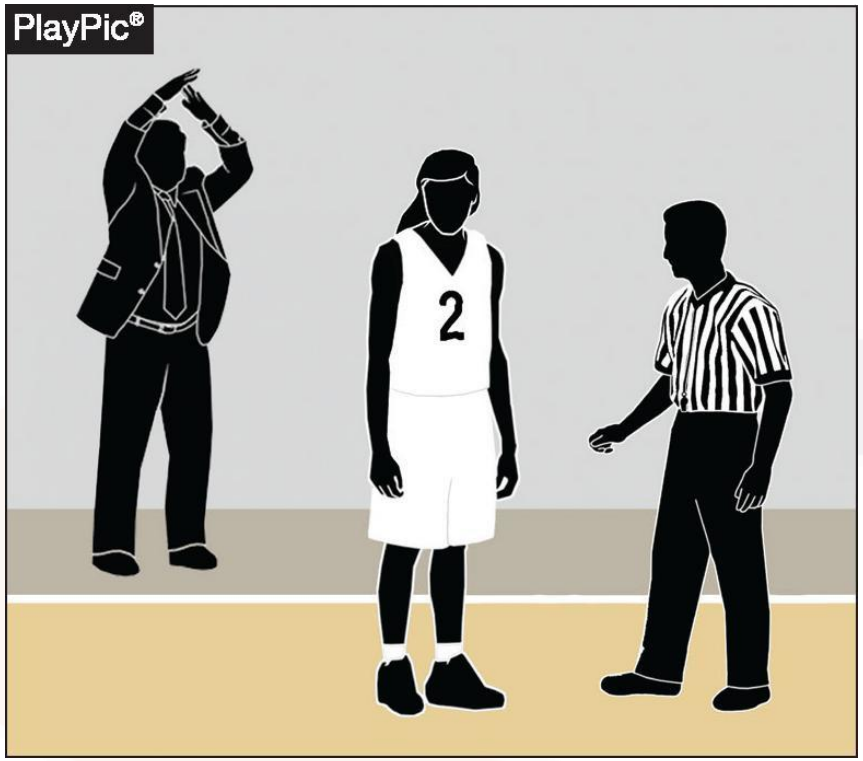
- Uniforms shall be worn in the manner the manufacturer intended. If designed to be worn untucked, two logos cannot show.
- Players not in compliance with Rule 3-3-5 shall be directed to leave the game until corrected (as outlined in Rule 3-3-4)
- Must be corrected without a technical foul being assessed

Proper procedures for handling blood



- A team has 20 seconds to address blood situations without being charged a time-out.
- Officials should allow the player(s) to report to the sideline near the team bench before signaling the timer to begin the 20-second clock.
- Do not start the 20 second clock until proper clean up of the floor and game ball has occurred.

Proper procedures for handling blood



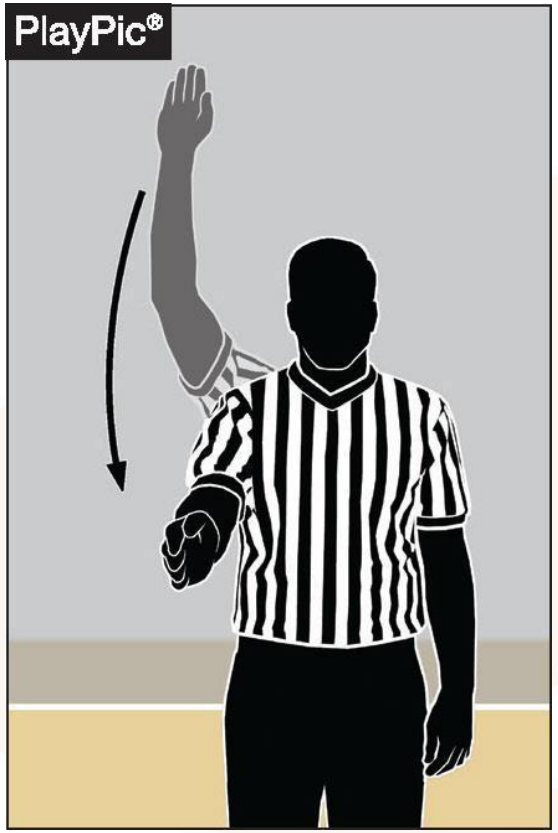
If the issue is resolved within the 20 seconds, the player will be permitted to remain in the game.

If the issue is not resolved within the 20 seconds, a coach may request a time-out to allow the player to remain in the game.

If both coaches call time-outs to resolve blood issues, the time-outs run concurrently.

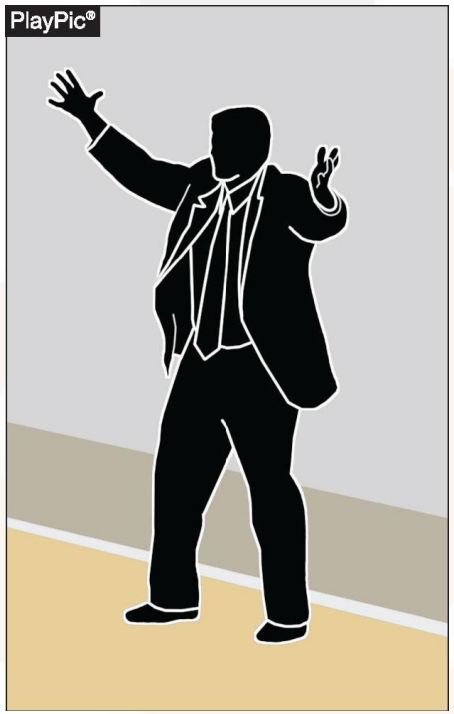
- If Team A has a :30 and Team B has a :60 left, both teams are assessed the time-out, and then the longer time-out is used.
- **This is a Part 1 test question that you may see.**

TIMING MISTAKES / OFFICIALS' COUNTS



- When timing mistakes or equipment issues occur, officials may utilize visible or silent counts
- Strong communication between officials and the scorer's table is essential

BENCH DECORUM / SPORTSMANSHIP / PROFESSIONAL CONDUCT

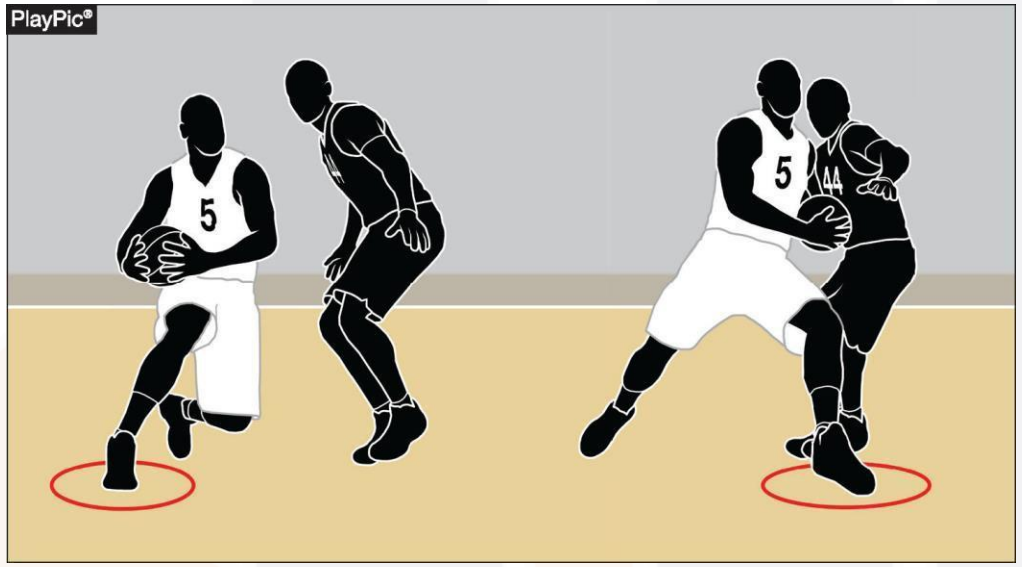


- Sportsmanship is a core expectation of education-based basketball
- Consistent professionalism, respect and sportsmanship is required from coaches, players, fans and officials
- **Officials should utilize the Coaches Warning as needed.**

PHYSICAL PLAY / ILLEGAL CONTACT

- Unnecessary or illegal contact creates disadvantage and safety concerns
- Officials, coaches and players must collectively ensure legal play is distinguished from illegal physical advantage
- Illegal contact includes post play roughness, hand checking, displacement, push-offs using the controlling arm and other actions that restrict freedom of movement or violate legal guarding principles

TRAVELING / CONTINUOUS MOTION / LEGAL PLAYER MOVEMENT



- Proper enforcement of traveling and continuous motion continues to be of high priority to the committee
- Moves such as Euro-steps, spin moves and jump stops are legal when executed within the limits of establishing and maintaining a pivot foot
- Officials must identify the pivot foot
- **DON'T GUESS!**

PLAYER EQUIPMENT: TOOTH AND MOUTH PROTECTORS

- Tooth and mouth protectors must be worn as intended for protective purposes
- Protectors must not include attachments or features unrelated to protection

Thank-You!

Please contac[illegible]A if you have any qu[illegible]esentation.