

**IHSAA REVISED RULE REGARDING  
GUARDS, CASTS, BRACES AND COMPRESSION SLEEVES  
November 2007**

A brace, guard, or cast made of sole leather, plaster, pliable (soft) plastic, metal or any hard substance, even though covered with cloth or padding, may **NOT** be worn on the finger, hand, wrist or elbow. If properly padded, hard substances may be worn on the upper arm or shoulder if accompanied by written medical statement. **Exposed hinges must be covered on knee and ankle braces.**

Bicep bands, elbow straps and any sleeve worn on the arm or finger, **MUST BE WORN FOR MEDICAL REASONS AND MUST BE ACCOMPANIED BY A WRITTEN STATEMENT PRESCRIBED BY:**

Medical Doctor, Advanced Registered Nurse Practitioner (ARNP), Doctor of Osteopathic (DO), Doctor of Chiropractic Medicine (DC), or Physician's Assistant (PA). **Exception:** Thigh sleeves, knee sleeves, knee and ankle braces do not need to have a prescribed medical statement. If knee and ankle braces have exposed hinges (plastic or metal), they must be covered with a knee sleeve or elastic wrap. One of these 5 qualified medical professionals may prescribe in writing for an existing injury.

The written prescription must include the following information:

1. First and last name of the athlete that the guard, cast, brace, band or compression sleeve when worn from the end of the finger to the top of the shoulder, is prescribed for.
2. The reason for the guard, cast, brace, or compression sleeve.
3. The date prescribed.
4. Physician's signature.

All of this information must be in writing and presented to the officials before the athlete is able to compete when wearing any of the above items previously described. **Any braces or sleeves worn on the thigh, knee, legs or ankles do not need written approval, but must be properly covered by rule.**

## **2006-2007 BASKETBALL RULES REVISIONS**

**GUIDELINES FOR HEADBANDS, WRISTBANDS ESTABLISHED (3-5-3, 3-6)** Headbands and wristbands must be unadorned (except for the permissible logo) and be the predominant color of the jersey or white. When wearing headbands and/or wristbands, all players must wear the same color and wear the items as intended. Only one item is permitted on the head and on each wrist. Sweatbands must be worn below the elbow and be a maximum of 4 inches. A single headband, if worn, must be no wider than 2 inches. There may also be one visible manufacturer's logo/trademark/reference or a school logo/mascot on the wristband or headband. The changes were made to enhance team uniformity and eliminate a player from unnecessarily drawing individual attention to him/herself. By permitting the school logo/mascot, school spirit is promoted.

**LAG TIME ELIMINATED (5-10-1):** This change eliminates the need for lag time or reaction time on the part of the clock operator. The referee may put the exact time observed by an official back on the game clock. The committee felt that with new clock technology and the ability to observe tenths of a second, when an official has definite knowledge relative to the time involved, he/she should have the ability to put the correct time on the game clock.

**ADDITIONAL DELAY WARNING ADDED; ONLY ONE DELAY WARNING PER GAME (4-47-4, 10-1-5):** Beginning next season, only one warning will be given for any of the four delay situations before a technical foul is assessed, including the newly approved delay situation for water on the court following a time-out. Previously, a team could receive a warning for each of the other three delay situations before a technical foul was assessed and two free throws awarded to the opposition. An official will now issue one team delay warning per game for any one of four delay situations. Any subsequent team delay in any one of the four categories will result in a team technical foul. The change will assist with the flow of the game, as well as the administration of the rule by officials and scorers.

**TEAM-CONTROL FOUL SIGNAL ADDED (Signal Chart):** A new signal has been added for a team-control foul. The arm is extended forward and the fist is punched. The new signal will eliminate confusion at the scorer's table and with players, coaches and fans. The signal will communicate that the ball is going the other direction and no free throws will be attempted. The player-control foul signal has not changed (hand behind the head); both signals should be preceded by the stop clock for a foul signal (arm extended over head with the fist).

## **2006-2007 NFHS BASKETBALL RULES CHANGES**

**3-5-3:** Changed the guidelines for headbands and sweatbands.

**3-6:** Added that a school logo-mascot is also permitted on the pants, compression shorts, sweatbands and headbands.

**5-10-1:** The exact time observed by the official may be placed on the clock when a timer's mistake has occurred.

**4-47-4, 10-1-5e New:** A fourth warning for delay was added for failure to have the court ready to play following any time-out.

**9-2-11, 10-1-5c, d:** Changed the procedure for delay warnings to only one warning for any of four delay situations (previously three).

**Signal Chart:** Established a new signal chart for a team-control foul. The arm is extended and the fist is punched.

## **2006-2007 MAJOR EDITORIAL CHANGES**

**3-3-6:** Clarified that a player who has any amount of blood on his/her uniform shall be directed to leave the game until the situation is corrected.

**4-10:** Clarified that a closely guarded count is terminated when an offensive player in control of the ball gets his/her head and shoulders past a defensive player.

**4-19-14:** Clarified that an unsporting foul can be a noncontact technical foul which involves behavior not in accordance with the spirit of fair play.

**4-34-1, 2:** Clarified that a player is one of five team members who are legally in the game at any given time except intermission and that during an intermission, all team members are bench personnel.

**5-11-2:** Clarified that during a 30-second time-out, no on-court entertainment should occur.

## 2006-2007 BASKETBALL RULES INTERPRETATIONS

**SITUATION 1:** Post players A5 and B5 are called for a double personal foul while A1 is dribbling the ball just outside the Team A's three-point arc. **RULING:** Team A had control of the ball when the double foul occurred, and thus play will be resumed at the point of interruption. Team A will have a designated spot throw-in on the sideline, nearest to where the ball was located when the double foul occurred. (4-4-3; 4-36; 6-4-3g; 7-5-9)

**SITUATION 2:** Post players A5 and B5 are called for a double personal foul while the ball is in the air on a pass from A1 in A's backcourt to A2 in A's frontcourt. **RULING:** Team A had control of the ball when the double foul occurred, and thus play will be resumed at the point of interruption. Team A will have a designated spot throw-in in A's backcourt nearest to where A1 was last in contact with the ball. (4-4-3; 4-36; 6-4-3g; 7-5-9)

**SITUATION 3:** Post players A5 and B5 are called for a double personal foul while the ball is in the air on a three-point try for goal by A1. **RULING:** There is no team control while a try for goal is in flight, and the ball does not become dead until the try ends. If the try is unsuccessful, there is no obvious point of interruption. Play will be resumed with an alternating possession throw-in nearest the location where the ball was located when it became dead, which will typically be on the end line. Had the try been successful, the point of interruption would have been a throw-in for Team B from anywhere along the end line. (4-4-3; 4-36; 6-4-3g; 7-5-9)

**SITUATION 4:** The horn sounds to end the third quarter. As the teams are heading to their respective benches, team members A1 and B1 verbally taunt one another. **RULING:** Double technical foul charged to A1 and B1. During the intermission between quarters, all team members are bench personnel. Both head coaches are indirectly charged with technical fouls and lose their coaching box privileges. Play will resume at the point of interruption, which is an alternating-possession arrow throw-in to begin the fourth quarter. (4-34-2; 10-4-1c Penalty)

**SITUATION 5:** Designated starter, A1 has a 3/4 inch nickel-finish charm threaded into the lacing of his/her basketball shoes. **RULING:** This is considered jewelry and is not permitted. The charm must be removed for A1 to participate. (3-5-7)

**SITUATION 6:** Team A has a repeating pattern design with its logo in the inside insert of its team uniform jerseys. **RULING:** Legal uniforms, provided the side insert does not exceed 4" in width and is centered below the armpit. (3-4-11)

**SITUATION 7:** After playing for nearly three minutes, A1 is detected in the game wearing (a) a sweatband above the elbow, or (b) a headband around the neck. **RULING:** In both (a) and (b), A1 is instructed to remove the illegal item, make it legal or leave the game; he/she may not participate until in compliance with the rule. (3-5-3c; 3-5-4)

**SITUATION 8:** Three team members from Team A have multi-colored, narrow elastic bands (not moisture-absorbing headbands) around their heads for hair-control purposes. **RULING:** Legal. There are no color or size restrictions for elastic hair-control bands. (3-5-3d)

**SITUATION 9:** With less than one minute to play in the fourth quarter, Team A scores a field goal to tie the game. B1, standing under the basket after the score, secures the ball and begins heading to the end line of the ensuing throw-in. A1 requests and is granted a time-out. **RULING:** Legal procedure. Team A may request and be granted a time-out until the ensuing throw-in begins. The throw-in does not begin until B1 has the ball at his/her disposal and the official has begun the five-second count.

**SITUATION 10:** The score is tied at the end of regulation time. During the intermission between the fourth quarter and the beginning of the overtime period, the official scorer advises the referee that A1's three-point goal earlier in the fourth quarter was recorded in the scorebook improperly as a two-point goal. The referee verifies the mistake. **RULING:** The game is over and Team A has won. Since the ball had not yet become live in the overtime period, it need not be played. (2-11-11; 5-3; 5-7-4)

**SITUATION 11:** A1 is injured during a play in which he/she was fouled. As a result, A1 cannot attempt the awarded free throw. A6 replaces A1 and attempts the free throws, which are successful. Team A then calls a time-out. At the conclusion of the time-out, (a) A1 is ready to play, or (b) A7 replaces A6. **RULING:** In (a), A1 may not re-enter the game until the next opportunity to substitute after the clock has properly started. Legal substitution in (b); A6 may leave the game at any time. Substitution restrictions only apply to being withdrawn and attempting to re-enter without the clock properly starting. (8-2; 3-3-4)

**SITUATION 12:** A1 is passing the ball to A2 in the frontcourt. The pass is deflected by B1 and is in the air when the officials erroneously blows the whistle and grants a time-out request by (a) Team A's head coach, or (b) Team B's head coach. **RULING:** In (a) and (b), even though there was no player control and the ball was not dead, the time-out is entitled to be used since it was granted. The time-out once granted cannot be revoked and is charged to the appropriate team. The stoppage should be treated as an accidental whistle by the official and play shall resume at the point of interruption. Team A, which was in team control, is entitled to a throw-in at a spot nearest to where the ball was located (last in contact with a player or on the court) when the stoppage occurred. (4-36-1, 2a; 5-8-3, 7-4-4)