

2016-17 MAJOR BASKETBALL RULES DIFFERENCES BOYS HS vs GIRLS HS (New York State)

(Men's and Women's) ITEM (Option To Advance)	NFHS	NYSGBOA
	No Rule	<u>Upon a timeout under 59.9 seconds in fourth or extra period when the ball in the backcourt is out of bounds, after a made basket, or after a change of possession (no dribble or pass), offense may choose to advance to frontcourt 28-foot line tableside for ensuing throw-in.</u>
Bonus Free Throws		
One-and-One	On the seventh team foul	<u>None</u>
Double Bonus	On the 10th team foul	<u>On fifth team foul</u>
Team Fouls Reset	End of the first half	<u>End of first, second and third period</u>
Blood/Contacts	Player with blood directed to leave game (may remain with charged time-out); player with lost/irritated contacts may remain in the game with reasonable time to correct	Player with blood may remain in game if remedied within a reasonable time. Player with lost/irritated contact Receive 20 seconds or a charged time-out to correct.
Closely Guarded	FC Only, Holding or Dribbling, 6 feet.	FC Only, Holding Only, 6 feet.
Delay-of-Game Warnings	One warning for any of four delay-of-game situations; subsequent delay for any of four – technical foul	One warning for each delay-of-game situation; subsequent delay for that situation – technical foul
Disqualification/Ejection Players/Bench Personnel	Disqualification – Fifth foul (personal and technical) Ejection – Single flagrant; second technical	Disqualification – Fifth foul (personal and technical) Ejection – Single Flagrant 2; ejection on second technical
Double Foul	Point of interruption for all double fouls	If differing in severity, both penalties assessed with most severe last.
Fighting	Ejection Head coach may enter court to stop fight or prevent escalation.	Ejection Head coach and one assistant may enter court in a fight situation.
Shot Clock	35 Seconds	30 Seconds
10 Second Backcourt Reset	If Ball becomes dead after becoming live.	Same as boys except if, <u>If the defensive team causes the ball to go out of bounds.</u> <u>If the offensive team retain possession on a held ball.</u> <u>Technical Foul is called on the Offensive Team</u>
Player Participates after DQ	Direct technical foul charged to head coach	Flagrant 2 technical to offender
Replacement Interval	15 seconds	<u>15 seconds</u>
Time Outs Number	Four 60 Second Time Outs & two 30 Second Time Outs. "Qpg'52'ugeqpf "VQQ0gcej 'j ctf0	<u>4 – 60 Second Time Outs & 2 – 30 Second Time Outs. All time outs may carry over from 1st to 2nd half.</u>
Overtime	1 additional 60 second time out plus remaining time outs from regulation.	<u>1 additional 30 second time out</u> plus remaining time outs from regulation.
Who Can Call	Head Coach or participating player.	Head Coach or participating player.
Request	Recognized when a player is in control.	Officials should not recognize time out request when an airborne players' momentum carries her out of bounds or into the BC.
Music	No Rule	<u>May be played only during dead ball.</u>