

2006-07 NFHS Basketball Rules Changes

3-5-2	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 delay situation was added for water on the court following any time-out.
9-2-11, 10-1-5 c, 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 for a team-control foul. The arm is extended and the fist is punched.

2006-07 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.

Points of Emphasis

1. Concussions
2. Uniforms
3. Time-outs
4. Intentional Fouls
5. Rule Enforcement/Proper Signal Use