

|  | <b>MPSSAA<br/>Montgomery &amp;<br/>Howard Counties</b>  | <b>PRIVATE<br/>WCAC, IAC, MAC,<br/>PVAC</b>  | <b>ISL</b>  |
|--|---|--|---|
|  |   |  |   |
|  | NFHS Rules  | NFHS with the following<br>Modifications   | NFHS with the following<br>Modifications  |
| <b>Women's</b>                             | NO 10-SECOND<br>COUNT: In effect, the<br>modification to the time<br>limit allows a team to<br>hold the ball in their<br>backcourt for the entire<br>30 seconds of the shot<br>clock. It should be<br>noted that once the ball<br>has moved across the<br>division line into the<br>front court, front and<br>backcourt restrictions<br>apply | PVAC Women use<br>NFHS Rules   | NO 10-SECOND<br>COUNT: In effect, the<br>modification to the time<br>limit allows a team to<br>hold the ball in their<br>backcourt for the entire<br>30 seconds of the shot<br>clock. It should be<br>noted that once the ball<br>has moved across the<br>division line into the<br>front court, front and<br>backcourt restrictions<br>apply |
| <b>Closely Guarded</b>                     | Holding - Only in the Front Court   |  | Holding – Anywhere on<br>the playing court  |
| <b>Coaching Box</b>                        | 28 Feet   | 38 Feet  |   |
| <b>Loss of Coaching Box</b>                | If the Head Coach<br>receives a Direct or<br>Indirect Technical Foul  | There is No Loss of Coaching Box   |   |
| <b>Dunking in Warm-Ups</b>                 | Team Technical Foul<br>No Indirect on Head<br>Coach<br>One Team Foul Charged  | Allowed  | N/A   |
| <b>Shot Clock Reset in<br/>Front Court</b> | 30 seconds  | WCAC/IAC/MAC –<br>20 Seconds<br><br>PVAC – 30 Seconds  | 20 Seconds  |
| <b>Disqualified Player</b>                 | 15 seconds to replace<br>once notified. If not<br>replaced, Direct<br>Technical Foul to Head<br>Coach   | 20 seconds to replace player once notified. If not<br>replaced, delay of game warning for first offense<br>and indirect technical foul to Head Coach on<br>subsequent offenses |   |
| <b>Referee Time-Out<br/>Location</b>       | 30 second – Top of 3-<br>point Arc<br>60 second – Opposite<br>from Tableside free<br>throw lane low block   | All timeouts - Opposite from Tableside free throw<br>lane low block  |   |
| <b>Uniforms</b>                            | NFHS Rules  | WCAC Only –<br>Undershirts must be a<br>single solid color   | NFHS Rules  |

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| <b>10-Second Count<br/>Rules</b>          | Men: NFHS Rules<br><br>Women: No 10 second<br>Count    | In these situations,<br>there <b>WILL NOT</b> be a<br>reset to the 10-second<br>count: 1) The defense<br>causes the ball to go<br>out of bounds in the<br>offensive team's<br>backcourt. 2) The<br>defense causes the ball<br>to go out of bounds in<br>the offensive team's<br>backcourt, and then the<br>defense is granted a<br>timeout. 3) Held Ball is<br>ruled, and the AP Arrow<br>is pointed to the<br>offensive team. 4)<br>Double Technical Foul. | No 10-second Count |
| <b>Numbers</b>                            | NFHS Rules   | The following numbers<br>are legal: 0-99  | NFHS Rules         |
| <b>Administrative<br/>Technical Fouls</b> | NFHS Rules   | There will be no<br>Administrative<br>Technical Fouls in the<br>game  | NFHS Rules         |
| <b>Player Disqualification</b>            | NFHS Rules   | A player is disqualified<br>if they receive '2"<br>unsportsmanlike<br>technical fouls or "3"<br>technical fouls of any<br>kind  | NFHS Rules         |
| <b>Goaltending</b>                        | NFHS Rules   | When the ball contacts<br>the backboard and any<br>part of the ball is above<br>the rim during a field<br>goal attempt, it is<br>considered to be on its<br>downward flight. In<br>such case, it is<br>goaltending when the<br>ball is touched by a<br>player, as long as it has<br>the possibility of<br>entering the basket   | NFHS Rules         |

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| <b>Basket Interference</b> | NFHS   | It is basket interference when a player causes the basket or backboard to vibrate when the ball is on or within the basket and/or in the cylinder   | NFHS   |
| <b>Mercy Rule</b>          | <p>Once a 35-point differential exists in the second half, the following changes will be made regarding when the clock will be stopped:</p> <ul style="list-style-type: none"> <li>- An official's time-out for an injured player</li> <li>- A charged team time-out occurs</li> <li>- Free throws are taken</li> <li>- A score that reduces the point spread to less than 35 points (in which case regular timing procedures will be used)</li> <li>- The Shot Clock shall be turned off</li> </ul> | <p><b>WCAC</b> – If at any time during the fourth quarter, one team is ahead by 35 points or more, the clock shall continue to run except during free throws, time-outs, injuries and the administration of technical fouls. If the lead drops to 20 points, the time reverts to standard operating time. The Shot Clock will remain on and operate normally for the entire game regardless of the score</p> <p><b>PVAC</b> – MPSSAA Mercy Rule except the Shot Clock will remain on and operate normally for the entire game regardless of the score</p> <p><b>MAC</b> – When there is a 40 point differential, a running clock will be used and the shot clock will be turned off. When the differential is reduced below 40 points, regular timing procedures will be resumed.</p> <p><b>IAC</b> – NO Mercy Rule</p> | <p>If a score differential between teams reaches 30 points or more, the game clock will run continuously and only stop for timeouts. If the score differential drops below 30, normal clock operation resumes.</p> <p>The Shot Clock will remain on and operate normally for the entire game regardless of the score</p> |

**END of Game Interpretation:**





- Team A has NO previous warnings for faking be fouled. The AP arrow is pointing towards Team A. Team A is losing 77-74 with only a few seconds remaining on the clock
- Three-point shooter A-1 deliberately flops after releasing the try in an attempt to deceive the referee
- The try is unsuccessful

**Ruling:**

- Ignore the infraction





## OFFENSIVE PLAYER FAKING BEING FOULED – WARNING

| Player                                 | Stopping Play | Play is Resumed | Ensuating Throw-In Location   |
|--|---------------|-----------------|---|
| Ball Handler                           | Immediately   | POI             | If the ball was in the frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.  |
|  |               |                 | If the ball was in the backcourt, the throw-in is from the nearest spot.   |
| Shooter – Try is <b>successful</b>     | Immediately   | POI             | The opponents are awarded a throw-in with the privilege of moving along the end line.   |
| Shooter – Try is <b>not successful</b> | Immediately   | AP Arrow        | If the shooting team is awarded the throw-in, it is from the nearest of the four designated frontcourt throw-in spots.                       |
|  |               |                 | If the defensive team is awarded the throw-in, it is a backcourt throw-in from the spot nearest to where the infraction occurred.            |



## DEFENSIVE PLAYER FAKING BEING FOULED – WARNING

| Player           | Stopping Play  | Play is Resumed | Ensuating Throw-In Location  |
|------------------|--|-----------------|--|
| Defensive Player | Withhold the whistle until the offensive team scores (which could include repeated attempts at the basket) | POI             | <u>If a goal is scored:</u><br>The opponents are awarded a throw-in with the privilege of moving along the end line.   |
|                  | <b>OR</b><br>until the offending team gains control of the ball or the ball becomes dead.                  | POI             | <u>If no goal was scored:</u><br>If the ball was in the offending team's frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots. <br>If the ball was in the offending team's backcourt, the throw-in is from the nearest spot.  |

Note: There will be times when it is appropriate for officials to stop play immediately. (e.g. No scoring play in progress, flop was in backcourt, etc.)