

2025 – 2026 League Rule Differences

	MPSSAA Montgomery & Howard Counties	PRIVATE WCAC, IAC, MAC, PVAC	ISL
	NFHS Rules	NFHS with the following Modifications	NFHS with the following Modifications
Women's	NO 10-SECOND COUNT: In effect, the modification to the time limit allows a team to hold the ball in their backcourt for the entire 30 seconds of the shot clock. It should be noted that once the ball has moved across the division line into the front court, front and backcourt restrictions apply	PVAC Women use NFHS Rules	NO 10-SECOND COUNT: In effect, the modification to the time limit allows a team to hold the ball in their backcourt for the entire 30 seconds of the shot clock. It should be noted that once the ball has moved across the division line into the front court, front and backcourt restrictions apply
Closely Guarded	Holding - Only in the Front Court		Holding – Anywhere on the playing court
Coaching Box	28 Feet	38 Feet	28 Feet
Loss of Coaching Box	If the Head Coach receives a Direct or Indirect Technical Foul	There is No Loss of Coaching Box	
Dunking in Warm-Ups	Team Technical Foul No Indirect on Head Coach One Team Foul Charged	Allowed	N/A
Shot Clock Reset in Front Court	30 seconds	WCAC/IAC/MAC – 20 Seconds PVAC – 30 Seconds	20 Seconds
Disqualified Player	15 seconds to replace once notified. If not replaced, Direct Technical Foul to Head Coach	20 seconds to replace player once notified. If not replaced, delay of game warning for first offense and indirect technical foul to Head Coach on subsequent offenses	

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Referee Time-Out Location	30 second – Top of 3-point Arc 60 second – Opposite from Tableside free throw lane low block	All timeouts - Opposite from Tableside free throw lane low block	
Uniforms	NFHS Rules	WCAC Only – Undershirts must be a single solid color	NFHS Rules
10-Second Count Rules	Men: NFHS Rules Women: No 10 second Count	In these situations, there WILL NOT be a reset to the 10-second count: 1) The defense causes the ball to go out of bounds in the offensive team’s backcourt. 2) The defense causes the ball to go out of bounds in the offensive team’s backcourt, and then the defense is granted a timeout. 3) Held Ball is ruled, and the AP Arrow is pointed to the offensive team. 4) Double Technical Foul.	No 10-second Count
Numbers	NFHS Rules	The following numbers are legal: 0-99	NFHS Rules
Administrative Technical Fouls	NFHS Rules	There will be no Administrative Technical Fouls in the game	NFHS Rules
Player Disqualification	NFHS Rules	A player is disqualified if they receive ‘2” unsportsmanlike technical fouls or “3” technical fouls of any kind	NFHS Rules

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Mercy Rule	<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"> - An official's time-out for an injured player - A charged team time-out occurs - Free throws are taken - A score that reduces the point spread to less than 25 points (in which case regular timing procedures will be used) - The Shot Clock shall be turned off 	<p>WCAC – 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>PVAC – MPSSAA Mercy Rule except the Shot Clock will remain on and operate normally for the entire game regardless of the score.</p> <p>MAC – 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>IAC – 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 and free throws. If the score differential drops below 30, normal clock operation resumes. The Shot Clock will remain on and operate normally for the entire game regardless of the score.</p>