Basketball Rules Changes - 2026-27

Tue May 26 2026

Rule 5-9-5 (NEW): In the last 59.9 seconds of each quarter or extra period, if play is resumed by a throw-in or an unsuccessful free throw, a minimum of three-tenths (.3) of a second must expire on the game clock when the ball is legally touched by a player inbounds.

Rationale: When play is resumed with a throw-in or unsuccessful free throw, a player may not gain control and attempt a try without at least .3 seconds expiring from the game clock. This change aligns with existing provisions related to tap attempts found in Rule 5-2-5.

NOTE: This rule does not apply when the game clock is not capable of displaying tenths of a second.

Rule 5-10-2 NOTE (NEW): If the referee determines the game clock malfunctioned, was improperly started or stopped, or failed to run, an official's visible or silent count, or other official information, may be used to correct the timing error.

Rationale: Officials currently utilize visible counts for backcourt violations, closely guarded situations, and three-second violations. This change permits officials to also maintain silent counts that may be used as definite knowledge in correcting timing mistakes under Rule 5-10-1.

6-4-4g: Deleted language regarding an alternating possession throw-in following a warning for faking being fouled after a released try attempt.

Rationale: The provision is no longer necessary due to the 2025-26 interpretation change modifying procedures for addressing faking being fouled situations.

8-6-4a thru d: When both teams are assessed technical fouls during the same dead-ball period and before the ball becomes live:

a. All technical fouls are considered to have occurred at approximately the same time for offsetting penalty purposes;
b. All fouls are recorded and penalties identified;
c. If an unequal number of technical fouls are committed, play resumes as though the final single technical foul was the only foul committed; and
d. If penalties cancel for equal technical fouls, play resumes at the point of interruption.

Rationale: This proposal clarifies that all technical fouls occurring during the same dead-ball period are treated as occurring at approximately the same time.

9-2 PENALTY (Section 2): The ball becomes dead when the violation or technical foul occurs. The location of the violation is the original throw-in spot.

Rationale: Prior to designated throw-in spots, all throw-in violations were administered from the original throw-in location. Language referencing the original throw-in spot was inadvertently removed following implementation of designated throw-in spots. This change restores that language and clarifies administration procedures.

2026-27 Basketball Editorial Changes

1-19, 2-2-1 EXCEPTION, 4-1-1 EXCEPTION NEW, 4-6-2, 4.11.2 SITUATION, 4-22-1 NOTE NEW, 4-22-2, 4-22-3, 4-40-3, 4-44-5b, 4-44-5c, 4.44.5 SITUATION B, 4-44-5c NEW, 4.44.5 SITUATION C, 6-3-2, 6-3-4, 6-4-6, 6.4.6 SITUATION A, 7-5-6c NEW, 9-2-10 PENALTIES 1, TECHNICAL FOUL PENALTY SUMMARY

2026-27 Basketball Points of Emphasis

1. UNIFORMS – EDUCATION-BASED ACTIVITIES

2. TIMING CORRECTIONS AND OFFICIALS' COUNTS

3. BENCH DECORUM, SPORTSMANSHIP AND PROFESSIONAL CONDUCT

4. PHYSICAL PLAY AND ILLEGAL CONTACT

5. TRAVELING, CONTINUOUS MOTION AND LEGAL PLAYER MOVEMENT

6. PLAYER EQUIPMENT – TOOTH AND MOUTH PROTECTORS

7. AUTHENTICATING MARK