Points of Emphasis

- Uniforms, Equipment and Apparel
- 2. Bench Decorum
- 3. Throw-Ins Proper Locations
- 4. End-of-Game Protocols



Rules Revisions

- 1 If using a shot clock, the shot clock operator must be seated at the scorer's and timer's table.
- 2. Teammates may wear multiple styles of uniform bottoms (i.e., skirt, shorts, pants), but they must be like-colored.
- Jundershirts worn under visiting team jerseys may be black or the single solid color similar to the torso of the jersey. All teammates wearing undershirts must wear the same solid color.
- 4. Two free throws are awarded for a common foul beginning with the team's fifth foul in each quarter, and team fouls reset at the end of each quarter.
- 5. When a team is retaining or gaining team control in its frontcourt due to a violation, a common foul prior to the bonus, or other stoppages in play other than out of bounds, the ball will be inbounded from one of four designated throw-in spots (the nearest 28-foot mark along each sideline or the nearest spot 3 feet outside the lane line on the end line).
- 6. When an official administers a throw-in to the wrong team, the mistake can be corrected before the first dead ball after the ball becomes live unless there is a change of possession.
- 7. A player may step out of bounds without penalty unless the player is the first to touch the ball after returning to the court or if the player left the court to avoid a violation.

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