



2018-19 RULE INTERPRETERS NOTES

VERSION: 20190925

Technical Fouls for Illegal Accessory: The NFHS has said that rule 10-6-4 shall be used for the penalty for illegal accessory/equipment on a player. Therefore, there shall be a total of one direct technical foul per game for players in an illegal uniform and/or wearing illegal accessory.

Case 1: A1 and A2 are discovered to be wearing illegal sleeves while participating during the first quarter. **Ruling:** The head coach is assessed one direct technical foul.

Case 2: A1 is discovered to be wearing an illegal sleeve while participating during the first quarter. A2 is discovered to be wearing an illegal headband while participating during the fourth quarter. **Ruling:** The head coach is assessed one direct technical foul during the first quarter. A2 is instructed to remove the illegal headband and NO additional technical is assessed to the head coach. Note: If the illegal item may not be removed immediately the head coach must provide a substitute for the illegal player.

Substitution for Blood on Uniform: Rule 3-3-7 states that if a coach request, and is granted a timeout, a player that has been directed to leave the game may return if the blood is corrected by the end of the time-out.

Note: Rule 3-3-4 prevents a player who has been directed to leave the game from reentering the game until after the clock has been started properly following his/her replacement. Rule 3-3-5 prevents a player who has been directed to leave the game for wearing the uniform incorrectly from reentering the game until after the clock has been started properly following his/her replacement. A timeout shall not alter this requirement.

Note: Once the replacement interval has started a timeout shall not buy back a player into the game (even for blood). See rule 3-3 Substitutions and review the Notes after rule 3-3-7.

Case 1: Officials discover blood on A1 and B1 simultaneously and direct both players to leave the game. After notification by the officials, a) Team A chooses to request a timeout to keep A1 in the game, while Team B elects to substitute B6 for B1; b) both teams request a timeout to keep A1 and B1 in the game; c) after the replacement interval has started both teams request a timeout to keep A1 and B1 in the game. **Ruling:** In a), legal ruling. However, B6 must enter the game before the timeout is granted to Team A. In b), legal ruling. Both teams are granted a timeout and the timeouts run concurrently. In c), Illegal. Once the replacement interval has started a timeout shall not alter the requirement to substitute for A1 or B1. A substitute must be provided for A1 and B1 before any timeout will be granted.