

# Points of Emphasis

1. Warning for Delay
2. Faking Being Fouled
3. Proper Procedures for Handling Blood



**PLAY.  
PERFORM.  
COMPETE.  
TOGETHER.**

## Rules Revisions

1. Electronic devices may be used during a game for the purposes of recording and tracking stats, reviewing or diagramming plays, or other similar contest-related functions.
2. When multiple scorers are present, the non-official scorer(s) should compare records with the official scorer, allowing the official scorer to remain focused on game activity.
3. When a player is injured during the game and the official beckons for bench personnel to tend to the player, whether the coach or other bench personnel enters the playing area or not, the player must be removed.
4. Teams have 20 seconds to address any minor blood on the body or uniform of a player without requiring the player to leave the game.
5. A school logo/mascot image may be centered directly above the uniform number in place of an identifying name.
6. A player(s) may touch only the net while the ball is on or within the basket provided that the contact did not affect the ball, allowing play to continue unless the contact of the net affects the try for goal, in which case it is basket interference.
7. State associations utilizing a 35-second shot clock may allow players to dribble the ball for more than five seconds while closely guarded.
8. The penalty for failing to immediately pass the ball to the nearer official when a whistle sounds is a delay warning for the first violation and a team technical for any subsequent offense.
9. A new definition and examples of faking being fouled (flopping) have been added to the rules book. The penalty for flopping is a warning for the first violation and a team technical for any subsequent offense.
10. A player is out of bounds if contact by a teammate or other bench personnel outside the boundary line provides an advantage, allowing the player to remain in bounds.
11. Administrative, team and bench technical fouls that occur during pregame in equal numbers by both teams offset, and no free throws are awarded. The game will start with a jump ball and the head coach does not lose the privilege of the coaching box.
12. The penalty for dunking or attempting to dunk or stuff a dead ball is a team technical.

# 2024-25 BASKETBALL

Sport images provided by Minnesota State High School League.



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