



**2024-2025**

**Significant Manual Changes  
and  
Point of Emphasis**

Every year, IAABO receives suggestions from officials who make recommendations to improve the manual. The IAABO Co-coordinators review each of these suggestions to determine if indeed the proposal improves the overall standards set by the organization. This document outlines the significant changes that were approved for the upcoming 2024-25 season.

**Global Updates**

We have eliminated the words “thrower-in” and “extra period” and replaced them with the word “thrower” and “overtime period”

Thrower-in → Thrower

Extra Period → Overtime Period

**Court Diagrams:**

This summer IAABO kept the graphic artist very busy as we made some significant changes to the court diagrams.

We continued to add gender and racially diverse images for players, coaches and officials that are depicted in the manual graphics.

In addition to the 20 pages we updated over the last two seasons, we updated the graphics on pages 38,39,81,109,110,128,133,170,171,172,173,174,179,189,190,191,195, 201 in the IAABO manual.

The changes are outlined in the document based on the following legend:

**1. Added language to IAABO Manual**

~~2. Deleted language in IAABO Manual~~

**3. Existing Language in IAABO Manual**

**4. Rationale for the change**

Pg(s)	Category	Sect.	Change
<b>TERMINOLOGY UPDATES</b>			
73	Glossary of Terms		<p><b>Double the Sideline</b>—When administering throw-ins, both the Lead and Trail should be positioned along the same sideline on the strongside of the court.</p> <p>This term was added to the glossary to further clarify the term that is used in the Crew of 3 manual.</p>
<b>PREGAME - ADDRESSING UNIFORM, EQUIPMENT AND APPAREL ISSUES</b>			
11,78	Pregame on the Court	5.b	<p>Prohibit further participation in warm-ups if there is a safety concern. If any illegal apparel/equipment is observed, team members can continue to warm up, but will not be able to participate in the game unless the situation is resolved. If officials observe an issue with illegal uniforms, equipment, or adornments, the issue should be promptly addressed directly with the head coach and not the players. It is recommended that 2 crew members meet with the head coach. During this time, one official should continue to observe both teams during warmups.</p> <p>This provision was added to help protect officials from misunderstandings that can occur when addressing sensitive issues related to uniforms, equipment, and/or apparel.</p> <p>In a Crew of 2, both officials would approach the head coach. One official will address the coach while the other continues to observe the players.</p> <p>In a Crew of 3, One official will remain at the division line opposite the scorer's table to observe pregame warmups while the other two officials address the coach.</p>
<b>CONCUSSION PROCEDURE</b>			
22,89	Concussion Procedure	24.a	<p>Players who exhibit any sign, symptom, or behavior consistent with a concussion shall be removed from the game. Return to play, if permitted by law, shall be allowed upon clearance by an Appropriate Health Care Professional as designated by state association policy. Note: All states have laws that address sports-related concussions and established protocols that may differ from the rule. Officials must become familiar with the protocols established in their states.</p> <p>This provision was re-written to clarify that not all states allow a return to play. Officials are encouraged to learn the applicable return to play laws in the state(s) where they officiate.</p>



## INSTRUCTIONS TO SCORER

15,82	Instructions to Scorer and Timer	2.e	<p>It is the responsibility of the non-official scorer(s) to compare records with the official scorer. The official scorer will notify the referee immediately of any discrepancy between the records.</p> <p>This change was made to align with the 2024-25 NFHS Rules change that now puts the onus on non-official scorers to review potential bookkeeping issues.</p>
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## CENTER OFFICIAL

84	The Center	10.a	<p>Takes a position approximately at the free throw line extended and near the sideline on the opposite side of the Lead and Trail. It is recommended that the Center only position-adjust a step or two above or below the free throw line extended. Is responsible for the nearest sideline coverage end line to end line.</p> <p>This provision was added to address proper position-adjustments by the Center official. Many officials are moving too close to the endline and ending up straight-lined on rebound coverage.</p>
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## SIGNALS

160-161	Signals	Player Leaving the court	<div style="display: flex; justify-content: space-around; align-items: center;"><div style="text-align: center;"><p>Delayed Violation/ Withheld Whistle</p></div><div style="text-align: center;"><p>Over and Back First to Touch</p></div></div> <p>Due to last year's rules change that allows players to leave the court on their own volition, we have updated two signals. The signal on the left is now referred to as a delayed violation/withheld whistle signal. This signal may be used for potential free throw violations. In addition, it should now be used when a player steps out of bounds and could potentially commit a violation if they are first to touch.</p> <p>The signal on the right is the over and back signal, which will also be used when a player is illegally the first to touch the ball after being out of bounds.</p>
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Signals

Flopping



This is the new signal for Faking Being Fouled or “flopping.” Please note the arrow only goes one direction downward. This signal is intended to be displayed one time. If the signal is done repeatedly, it will give the appearance that we are telling the player to “get up” which is not the case.

## 2024-25 IAABO MANUAL POINT OF EMPHASIS “FAKING BEING FOULED” PROCEDURE

The National Federation of High Schools approved a rules change and adopted a Point of Emphasis for Faking Being Fouled. The rule itself appears very straightforward, but determining when to stop plays to adjudicate the rule is going to present a challenge to officials.

The following guidelines do not yet appear in the IAABO manual. Based on information we have received from the NFHS, we believe it is important to have these procedures documented for the upcoming season.

When a player commits the first Faking Being Fouled infraction, a warning is issued to the team.

The warning is an administrative procedure by an official that is recorded in the scorebook by the scorer and reported to the head coach.

After receiving an official warning for Faking Being Fouled, any subsequent faking or flopping infractions by a player on the same team result in a team technical foul.

The following are guidelines for officials to follow to have support for when play should be stopped and how the rule should be enforced. These guidelines do not cover every situation where an infraction could occur. There will be times when officials will need to exercise good judgment when to stop play. The goal is to stop play at a time that does not benefit the offending team. The NFHS has outlined three specific play situations and how the rule should be adjudicated. 1) Faking by a Dribbler 2) Faking by a Shooter 3) Faking by a Defender.

The guideline for each scenario is as follows:

### **Faking Being Fouled by a Dribbler:**

When a ball handler uses the tactic known as a “head bob,” the team that is faking is on offense and has control of the ball.

When an infraction occurs:

- The official should sound the whistle immediately and display the faking signal.
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption.
- If the ball was in the frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.
- If the ball was in the backcourt, the throw-in is from the nearest spot.

Subsequent infractions:

- A team technical foul is charged. The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer’s table.

### **Faking Being Fouled by a Shooter:**

When a jump shooter fakes being fouled after the release of the try, there is no team control when the infraction occurs.

When an infraction occurs:

- The official should sound the whistle immediately and display the faking signal.

If the try is successful:

- The goal counts.
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption. The opponents are awarded a throw-in with the privilege of moving along the endline.

If the try is unsuccessful:

- There is no team control, and the ball becomes dead when the try ends.
- The ball is awarded to the team entitled to the next throw-in under the alternating-possession procedure.
- The official reports the warning to the scorer and the head coach.
- If the shooting team is awarded the throw-in, it is from the nearest of the four designated frontcourt throw-in spots.
- If the defensive team is awarded the throw-in, it is a backcourt throw-in from the spot nearest to where the infraction occurred.

Subsequent infractions:

- A team technical foul is charged. The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer’s table.

### **Faking Being Fouled by a Defender:**

When a defensive player fakes when their opponents are in control of the ball, officials will need to determine when to stop play so that the offensive team is not penalized for the defensive team's actions.

When an infraction occurs:

- The official withholds the whistle until the offensive team scores (which could include repeated attempts at the basket) OR until the offending team gains control of the ball.
- The faking signal should be displayed as soon as the infraction occurs so both teams know what has occurred.
- When play is stopped, the official sounds the whistle and displays the faking signal once again.
- The ruling official reports the warning to the scorer and the head coach.
- If a goal was scored, play resumes with a throw-in for the opponents, with the privilege of moving along the endline.
- If no goal was scored, the game will continue from the point of interruption.

Subsequent infractions:

- The official withholds the whistle until the offensive team scores (which could include repeated attempts at the basket) OR until the offending team gains control of the ball.
- The faking signal should be displayed as soon as the infraction occurs so both teams know what has occurred.
- When play is stopped, the official sounds the whistle and displays the faking signal once again.
- A team technical foul is charged to the offending team. The team technical counts toward the total team foul count.
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.

Subsequent Infractions - When a foul causes play to stop:

- When officials are withholding the whistle and allowing the offense to complete a play after a faking infraction, there is the possibility of another foul causing the stoppage in play.
- The penalties should be administered in the order the fouls will be reported.
- The first foul that will be reported is the foul that caused the stoppage in play.
- The second foul reported will be the technical foul charged to the offending team for faking being fouled

Review the 3 specific play examples on the next page.

## **Play #1**

Subsequent infraction:

- Defender B-1 fakes being fouled on A-1's unsuccessful try
- Officials withhold the whistle and allow play to continue
- **A-4 is fouled in the act of shooting by B-4**

Penalty:

- The ruling official reports the personal foul on B-4.
- The ruling official then reports the technical foul on Team B.
- Both fouls count toward the bonus
- A-4 attempts the two free throws for being fouled in the act of shooting
- Team A is awarded two free throws for the technical foul charged to Team B
- Team A is awarded the ball at the division line for a throw-in.

Note: All free throws attempted will not have players occupying lane spaces

## **Play #2**

Subsequent infraction:

- Defender B-1 fakes being fouled on A-1's unsuccessful try
- Officials withhold the whistle and allow play to continue
- A-4 commits a player (or team) control foul.

Penalty:

- The ruling official reports the personal foul on A-4.
- The ruling official then reports the technical foul on Team B.
- Both fouls count toward the bonus
- Team A is awarded two free throws for the technical foul charged to Team B
- Team A is awarded the ball at the division line for a throw-in.

Note: All free throws attempted will not have players occupying lane spaces

## **Play #3**

Subsequent infraction:

- Defender B-1 fakes being fouled on A-1's unsuccessful try
- Officials withhold the whistle and allow play to continue
- A-4 commits a foul when there is no team control.

Penalty:

- The ruling official reports the personal foul on A-4.
- The ruling official then reports the technical foul on Team B.
- If Team B is in the bonus, free throws will be awarded to the offender player.
- Team A is awarded two free throws for the technical foul charged to Team B
- Team A is awarded the ball at the division line for a throw-in.

Note: All free throws attempted will not have players occupying lane spaces

