WBB 2026-27 Quick Reference

Points of Emphasis
- Enforce the rules as written
- Screening
- Traveling
- Legal guarding position
- Post play/ 3 seconds in the lane
- Contact on and by ball handler /dribbler
- Clamping
- Palming
- Sporting Behavior/Conduct

Noteable Recent Changes
- 10 sec. backcourt magic number
- multiple touches on BHD - OK
- coach appeals (OOB/backcourt/control)
- official's initiated reviews limited (no OOB)

Legal Guarding Position (LGP)
To obtain on player **with the ball:**
- -2 feet on the floor
- torso facing the opponent
- no time and distance
- in position before opponent airborne

To obtain on player **without the ball:**
- -all of the above critera AND time and distance (T&D)
- -T&D not more than 2 strides

Ball Handler/Dribbler (BHD)
-legal: hot stove measure up touches
-foul: 2 hands/armbar/stayed hand
-body contact - foul if impacts RSBQ

Screening (2 types)
-Moving opponent - T&D required to stop or change directions (not more than 2 strides)
-Stationary opponent - within visual field, no T&D. Blind screen, must allow step.

Post Play
-back to basket in lane area (includes ~3 ft outside lane)
-w/o ball - legal D: 1 or 2 hands/armbars no displacement/hold or illegal contact
-w/ ball - legal D: ONE hand or forearm
NOTE: when player turns and faces basket they are a BHD not a post player

Faking Being Fouled
- simulates being fouled or makes theatrical or exaggerated movements w/ no *illegal* contact **or** using tactics to create an opinion of being fouled.
- team warning then team technical
- warning signal during live ball reported at next stoppage
- team tech penalized immediately,or when no immediate scoring opportunity
** except if at replay for F1/F2 an no contact
- Team technicals for delays and fakes' (not charged to player)

Violations
- 3 seconds is **MORE** than 3 seconds
- 5 sec closely guarded holding ball
-10 sec. backcourt -
count ends when ball touches player or floor in front court
New magic number with shot clock:
* ON =violation @ -11
* OFF=violation @ -10 (use game clock)

Advance Scenarios & New Backcourt 10

	Can advance last :59.9 w/ TO of 4th/OT?	New backcourt 10?
Foul by defense	YES	YES
Kick Ball	YES	YES
OOB - Violation	YES	NO
Inadvertent whistle	NO	YES
Timing/Scorer mistake	NO	YES
Injury/Blood/Contact	NO	YES
Admin Tech by Offense	NO	NO
Timeout by Offense	--	NO
Held ball - offense retains	NO	NO

Option to Advance
- only during :59.9 of 4th/OT
- offense must call TO
- advance to frontcourt 28' mark

Restricted Area (RA)
- Only under basket
- ARC on floor not applicable.
- LGP outside RA to take a charge exception: offensive rebound w/ no time to get out

Timeouts (TO)
- 3 30 sec + 1 60 sec per team
- OT, one additional 30/team
- all unused TOs carryover to OT
- media @ 5 or below if no team called TO or replay review prior
- TO not granted if airborne over boundary or backcourt line

Foul Type & Consequences

	Personal Foul	Team Foul	Resumption of Play
Admin Tech	NO	NO	1 OR 2 FTS Any shooter, Point of Interuption
Team Tech	NO	YES	
Bench Tech	YES	YES	2 FTs Any Shooter and the ball at the division line
Player/Sub Tech	YES	YES	
Flagrant 1 Foul	YES	YES	
Flagrant 2 Foul	Ejected	YES	

FLAGRANT 1 (contact fouls) ^
- unnecessary, hard and/or excessive
- unnecessary/excessive swinging
- negates obvious advantage
- not a direct play on the ball
- contacts inbounder
- away from the play to stop clock or prevent start

FLAGRANT 2 ^
-contact is severe,extreme,unacceptable
-fighting act (punch/kick)
-disrespectful contact w/ official (includes a ONE game suspension)
-flagrant misconduct
-bench player leaves bench area (fight)
-enters stands (fight)

^ Decision Factors: severity of contact, severity of injury, basketball play, wind-up, impact, follow through, leads to altercation

Scoring: 3 Tenths or less = Tap Only

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Note: this unofficial reference does not replace the rule book or casebook.