

2025-2026
Manual Changes
and
Points of Emphasis





IAABO MANUAL CHANGES

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 the proposal improves the overall standards set by the organization. This document outlines the significant changes that were approved for the upcoming season.



LEGEND

**Yellow text
denotes changes**

**Orange text
denotes rationale**



MANUAL REORGANIZATION

This season the IAABO Manual has been completely re-organized into two separate 20-chapter sections. One for the Crew of 2 and the other for Crew of 3.

Both manuals incorporate both “tableside” and “opposite table” site-of-foul and free throw administration procedures.

In both the Crew of 2 and Crew of 3 manuals, Chapter 14 outlines the proper switching after fouls and violations.



GLOBAL UPDATES TO MANUAL

The first half of the chapter is based on tableside mechanics. Each of the tableside switches and are depicted by a white background as shown.

Tableside

SEGMENT 3 – SWITCHING AFTER FOULS - TABLESIDE

A. Tableside **Trail** Rules a Foul

1. Tableside **Trail** Rules a Foul with Frontcourt Throw-In

- a) The tableside **Trail** reports the foul and becomes the new opposite-side **Lead**.
- b) The opposite-side **Lead** becomes the new tableside **Trail** and administers the throw-in.

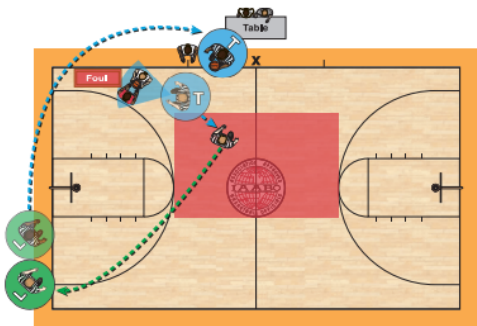


Figure 14-3-1. Tableside **Trail** Rules a Foul with Frontcourt Throw-In

Opposite

SEGMENT 4 – SWITCHING AFTER FOULS - OPPOSITE

A. Tableside **Trail** Rules a Foul

1. Tableside **Trail** Rules a Foul with Frontcourt Throw-In

- a) The tableside **Trail** reports the foul and becomes the new opposite-side **Lead**.
- b) The opposite-side **Lead** becomes the new tableside **Trail** and administers the throw-in.

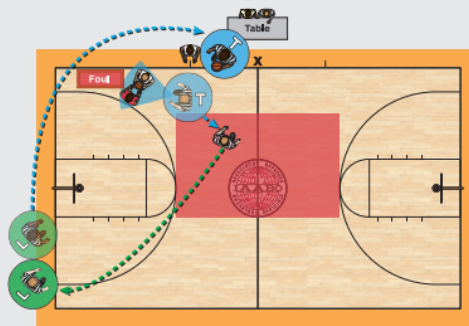


Figure 14-4-1. Tableside **Trail** Rules a Foul with Frontcourt Throw-In

The second half of the chapter features the opposite side switches are depicted with a gray background as shown above. *** (It should be noted that in a Crew of 2, both tableside and opposite side switches are exactly the same except when free throws are being awarded).

The background of the slide features a dark blue rectangular area with a faint, light blue grid pattern. In the center of this grid is a circular logo for the International Association of Bridge and Structural Engineers (IAABO). The logo contains the text "IAABO" and "INTERNATIONAL ASSOCIATION OF BRIDGE AND STRUCTURAL ENGINEERS" around a globe. Overlaid on this background is the text "TERMINOLOGY UPDATE" in a large, white, sans-serif font, centered horizontally and vertically.

TERMINOLOGY UPDATE



Glossary of Terms

Administering Official - The official who hands or bounces the ball to the thrower for a throw-in, or who bounces the ball to the free thrower for free throws.

Bottom-up - This term applies to “two-official” screening coverage. It is based on the covering official’s relative position on the court. Bottom-up refers to coverage from the end line to the division line and is the responsibility of the official who is not officiating the on-ball match-up.

Double-Up the Sideline (Co3 only)- When a throw-in is administered, the Lead and Trail are on the same side of the basketline, therefore they have “doubled-up” the sideline.

Initial Starting Position (ISP) - The “base” position from which officials position-adjust when a team is in their normal frontcourt alignment.

Mechanic - The term that describes officials’ movements and positions on the court.

Mid-Court Area - The area between the 28’ mark and the division line.



Glossary of Terms

Open-Look View - An official has an open-look view of a competitive match-up when they are properly positioned to see between the players and therefore accurately rule on contact.

Point of Interruption (POI) - Where play resumes after a stoppage, based on team control and ball location when the whistle was blown.

Straight-Lined View - An official has a straight-lined view of a competitive match-up when they are unable to see between players to properly observe and rule on contact.

Top-Down - This term applies to “two-official” screening coverage. It is based on the covering official’s relative position on the court. Top-down refers to coverage from the division line to the end line and is the responsibility of the official who is officiating the on ball match-up.

Wide-Triangle Coverage (Co3) - The mechanic where officials, as they position-adjust from their initial starting positions, continuously form a triangle to ensure the crew maintains optimal court coverage at all times.

A person is shown from the back, wearing a black and white vertically striped referee shirt. A small American flag patch is visible on the upper back of the shirt. The person is standing against a dark blue background.

JUMP BALL ADMINISTRATION



JUMP BALL PROCEDURES (Co2, Co3)

B. The Tosser:

1. Holds the ball and stands at the division line, opposite the table
2. Verifies with their partner(s) that the correct number of players are on the court.
3. Checks with the table, partner(s) and captains for readiness to start the game.
4. Indicates the teams' baskets verbally and with directional signals.
5. Sounds the whistle and then removes the whistle from their mouth.
6. Steps into the circle between the jumpers, once ready to toss.

a) REMINDER: Center-circle restrictions begin at this point.

7. Tosses the ball straight up, between the jumpers, to a height greater than either of them can jump.
 - a) REMINDER: The tossed ball may only be touched by a jumper after the ball has reached its maximum height, and before it touches the floor. The Non-Tosser is responsible for this ruling.
8. Remains stationary until players clear the area, and then places the whistle in their mouth.
9. Moves to the Trail position (Figures 3-2-1 and 3-2-2).
10. Checks the table to ensure the alternating possession arrow was properly set.

This note is intended to clarify for officials the precise moment the tosser is considered 'ready' and when jump ball restrictions begin for players in the center restraining circle.



FREE THROW ADMINISTRATION



FREE THROW ADMINISTRATION

LEAD OFFICIAL (Co2, Co3)

4. Signal the number of free throws to the scorer, using their tableside hand.



After the Lead official bounces the ball to the thrower, they will assume their position off the court and signal to the table officials the correct number of free throws being awarded. The signal should be immediately dropped after the initial signal is displayed. This signal was added to the free throw procedures to help avoid potential confusion with the table officials and prevent correctable errors.

A referee is shown from the back, wearing a black and white vertically striped shirt. A small American flag patch is visible on the upper back of the shirt. The referee is standing against a dark blue background.

TRANSITION COVERAGE



TRANSITION COVERAGE

TRAIL OFFICIAL (Co2, Co3)

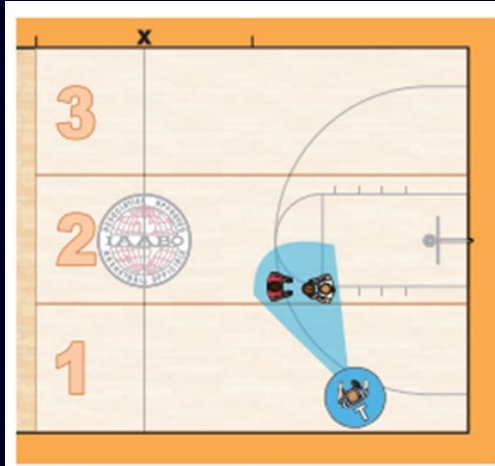


Figure 4-7-3. Trail's Coverage in Transition with Pressure, Ball in Lane 2

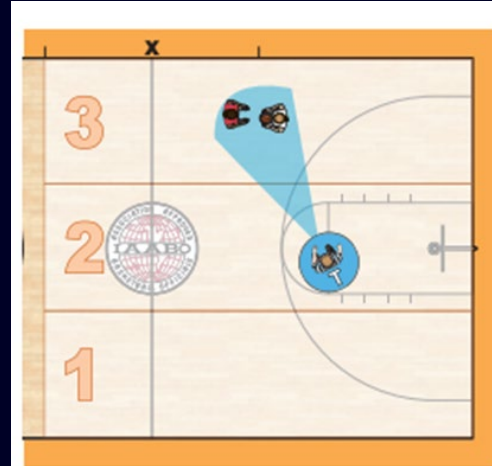


Figure 4-7-4. Trail's Coverage in Transition with Pressure, Ball in Lane 3

This graphic was added to the manual to help officials understand the proper positioning on transition coverage as the Trail official. Too often the Trail stays along the sideline. This graphic with the imaginary lanes shows how the Trail should stay connected to the play by maintaining effective distance to the play and an open view when the ball is advancing across the basketline.



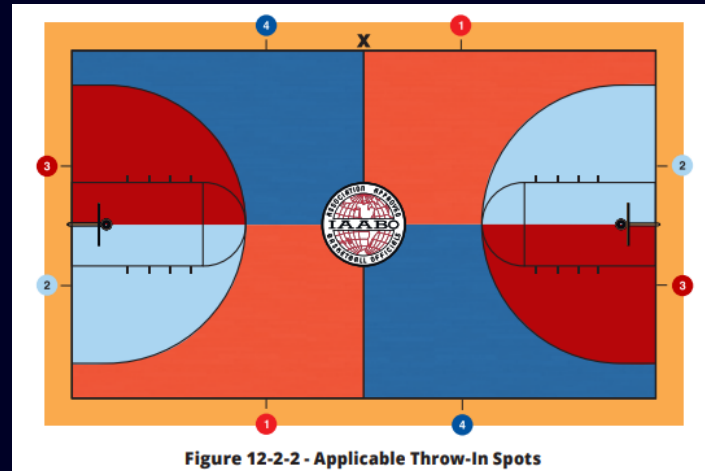
THROW IN SPOTS



THROW IN SPOTS

D. When a team is awarded a designated-spot throw-in, the applicable throw-in spot (in both the frontcourt and backcourt) is determined based on where the violation, foul or other stoppage occurred in relation to the three-point arc, as follows:

1. Any stoppage that occurs on or inside the three-point arc is administered at the nearer of the two end-line throw-in spots, 3' outside the lane lines. (Refer to spots 2 and 3 in Figure 12-2-2.)
2. Any stoppage that occurs outside the three-point arc is administered at the nearer of the two sideline throw-in spots, 28' from the end line. (Refer to spots 1 and 4 in Figure 12-2-2.)





THROW-IN SPOTS

- E. When a throw-in violation occurs during a throw-in following an out of bounds violation, the offended team is awarded the ball for a designated-spot throw-in from the nearest applicable throw-in spot.
- F. When a throw-in violation occurs during a throw-in for a scored or awarded goal, the offended team is awarded the ball for a designated spot throw-in from the applicable end-line throw-in spot.
- G. When a throw-in violation occurs during a throw-in for a violation, foul or other stoppage, the offended team is awarded the ball for a designated spot throw-in from the original throw-in spot.
- H. If a team requests a time-out just prior to or during a throw-in resulting from an out-of-bounds violation, the throw-in spot does not move to the nearest applicable throw-in spot. After the conclusion of the time-out, the ensuing throw-in must be from the original designated spot where the ball went out of bounds.
- I. The throw in spot after the free throws for an intentional or flagrant personal foul is determined **based on where the foul occurred in relation to the three-point arc.** (Refer to Figure 12 2 2.)

The manual and the corresponding graphic were updated to align with the NFHS Rules change that uses the 3-point arc to determine the throw-in spots in both the frontcourt and backcourt for stoppages other than out-of-bounds violations.



BACKCOURT THROW-INS



BACKCOURT THROWS (Co2,Co3)

If there is no defensive pressure and the Trail official is on the opposite side of the basketline from the throw-in spot, the administering official may bounce the ball across the lane to the thrower (Figure 12 7 2).

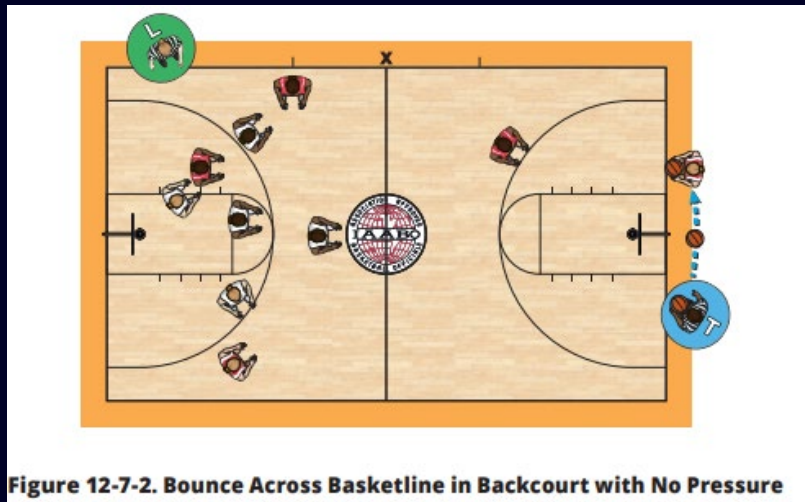


Figure 12-7-2. Bounce Across Basketline in Backcourt with No Pressure

This is a change that was approved by the NFHS and subsequently added to the IAABO Manual. This allows the Trail official to administer a throw-in by passing the ball along the end line to a thrower. This procedure is only acceptable when there are no defenders in the backcourt. If there are defenders in the backcourt, the Trail should move across the lane to administer the free throw.



TABLESIDE MECHANICS CHANGES (C03)



TRAIL OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS

3. Opposite-Side Trail Rules a Foul in Transition

- a) The opposite-side **Trail** reports the foul, and becomes the new tableside **Center**.
- b) The tableside **Center** becomes the new opposite-side **Trail** and administers the throw-in.
- c) The opposite-side **Lead** remains the opposite-side **Lead**.

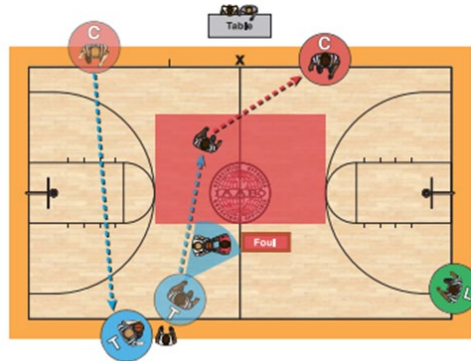


Figure 14-3-8. Opposite-Side **Trail** Rules a Foul in Transition

This diagram replaces the diagram in the 24-25 IAABO manual (p. 201) which depicts the ruling official staying opposite the scorer's table after reporting the foul. This switch is more consistent with tableside foul procedures. The ruling official remains on the tableside after reporting the foul on all fouls using tableside mechanics.



CENTER OPPOSITE CALLS FOUL ON OFFENSE, NO FREE THROWS

2. *Opposite-Side **Center** Rules a Foul with Backcourt Throw-In*

- a) The opposite-side **Center** reports the foul and becomes the new tableside **Center**.
- b) The tableside **Trail** becomes the new opposite-side **Lead**.
- c) The tableside **Lead** becomes the new opposite-side **Trail** and administers the throw-in.

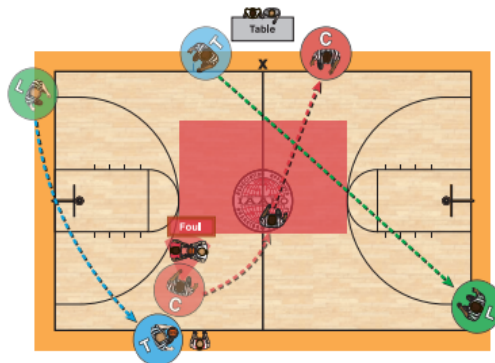
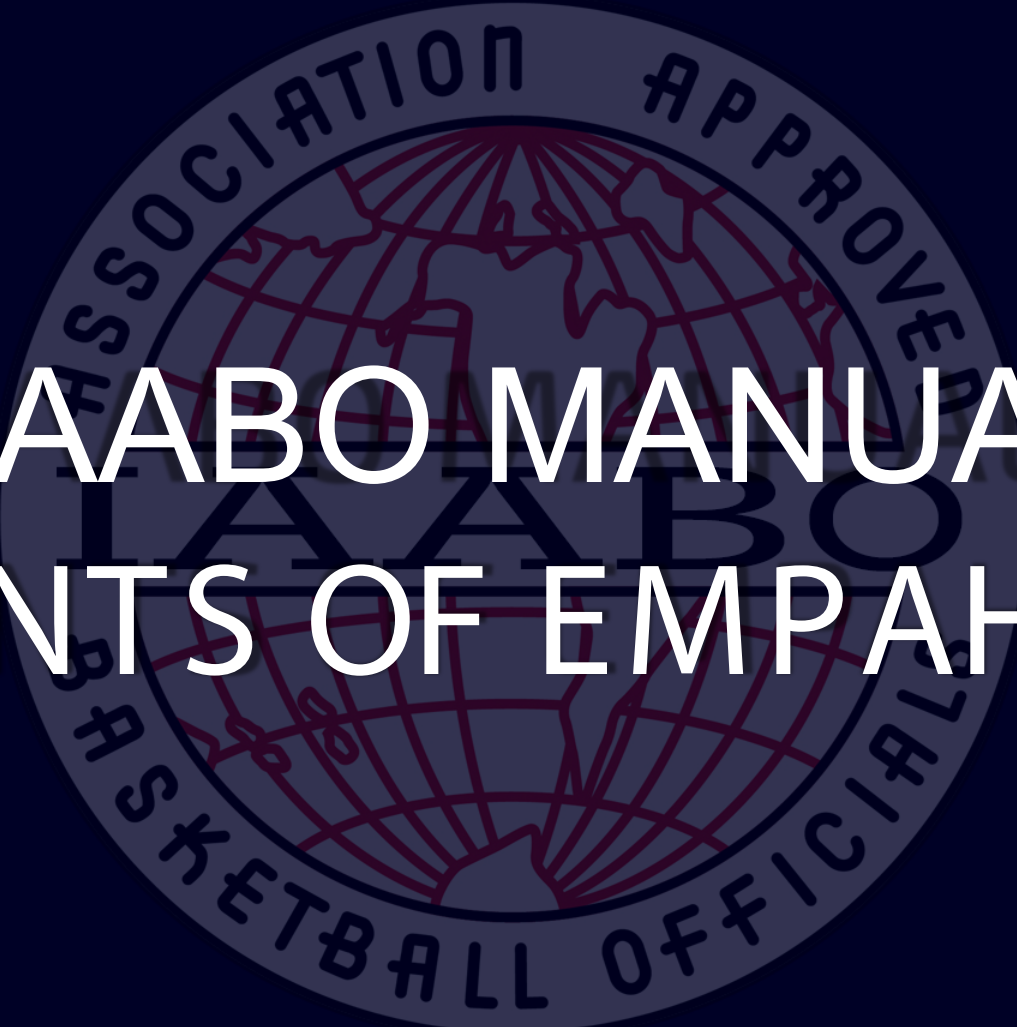


Figure 14-3-16. Opposite-Side **Center** Rules a Foul with Backcourt Throw-In

This diagram would replace the current diagram which depicts the ruling official going opposite the scorer's table after reporting. This updated diagram was approved by the NFHS Rules Committee and subsequently adopted by IAABO is more consistent with tableside foul procedures. The ruling official remains on the tableside after reporting the foul on all fouls using tableside mechanics.

The background features a large, semi-transparent circular logo. The logo contains a globe with latitude and longitude lines. The text "ASSOCIATION" is at the top, "APPROVED" is at the top right, "IAABO" is in the center, and "BASKETBALL OFFICIAL" is at the bottom.

IAABO MANUAL POINTS OF EMPAHSIS



POINT OF EMPHASIS

FAKING BEING FOULED PROCEDURE

The National Federation of High Schools adopted a Point of Emphasis for Faking Being Fouled for the 2025-26 season.

The following guidelines do not yet appear in the IAABO manual. However, the IAABO Rules Guide contains seven new play situations in Chapter 19 Segment 2 which outline how the rule should be applied.

This season the NFHS Rules Committee has approved an interpretation change when jump shooters are charged with faking being fouled. An attempt is being made to minimize the possibility of having to resume play using the alternating possession procedure, which will require officials to withhold the whistle and look for specific situations to determine when play should be stopped.



FAKING BEING FOULED

The Rule (NFHS 4-49, IRG 19:2):

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.



FAKING BEING FOULED

STOPPING PLAY

When the officials sounds the whistle to stop play, they should use the appropriate signal for the infraction that has occurred.

First Offense
(Warning)

signal



Subsequent Offenses
(Technical Foul)

signal





FAKING BEING FOULED

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 the first 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 (POI) with a throw-in **from the one of the four applicable designated throw-in spots in the frontcourt or backcourt.**





FAKING BEING FOULED

BY A DRIBBLER

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 **withhold the whistle** 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.





FAKING BEING FOULED

BY A SHOOTER

If the try is unsuccessful, the official **withholds** the whistle:

- **Until the offensive team scores (which could include repeated attempts at the basket) OR**
- **Until the offensive team stops actively trying to score, the opposing team gains control OR**
- **Due to a stoppage in play (foul, violation or timeout, etc.).**
- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption (POI) with a throw-in is from one of the eight applicable throw-in spots.



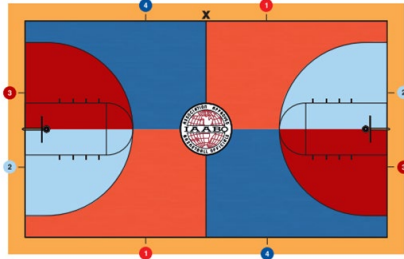
FAKING BEING FOULED

BY A SHOOTER

Subsequent infractions:

- If the try is successful, the goal counts.
- The official should sound the whistle immediately and display the faking signal.
- 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.

OFFENSIVE PLAYER FAKING BEING FOULED – WARNING

<u>Player</u>	<u>Stopping Play</u>	<u>Play is Resumed</u>	<u>Ensuing Throw-In Location</u>
Ball Handler	Immediately	POI	 <p>Figure 12-2-2 - Applicable Throw-In Spots</p> <p>Play is resumed by using one of the eight applicable throw-ins spots for all stoppages except out-of-bounds violations, which are administered at spot nearest the violation occurred.</p>
Shooter Try is <u>not successful</u>	Withhold the Whistle	POI	
Shooter Try is <u>successful</u>	Immediately after the Goal	POI	



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.





FAKING BEING FOULED

BY A DEFENDER

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, play is resumed at the point of interruption (POI) with a throw-in is from one of the eight applicable throw-in spots.



FAKING BEING FOULED

BY A DEFENDER

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.
- The official sounds the whistle to stop play 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.

DEFENSIVE PLAYER FAKING BEING FOULED – WARNING

<u>Player</u>	<u>Stopping Play</u>	<u>Play is Resumed</u>	<u>Ensuing Throw-In Location</u>
Defensive Player	<p>Withhold the whistle until the offensive team scores (which could include repeated attempts at the basket)</p>	POI	<p><u>If a goal is scored:</u></p> <p>The opponents are awarded a throw-in with the privilege of moving along the endline.</p>
	<p>OR</p> <p>until the offending team gains control of the ball or the ball becomes dead.</p>	POI	<p><u>If no goal was scored:</u></p> <p>Play is resumed by using one of the eight applicable throw-in spots for all stoppages except out-of-bounds violations.</p>

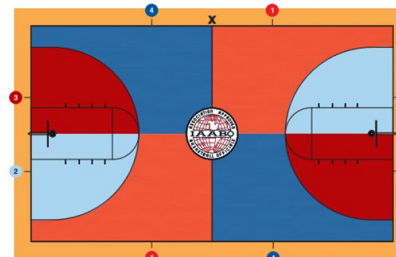


Figure 12-2-2 • Applicable Throw-In Spots

Note: There will be times when it is appropriate for officials to stop play immediately. (e.g. No scoring play in progress, flop was in backcourt, etc.)



FAKING BEING FOULED

BY A DEFENDER

- What if there is a foul that occurs while the officials are withholding the whistle to rule a technical foul for faking being fouled?
- Three scenarios:
 - Play 1 – Defensive Foul during the act of shooting
 - Play 2 - Player (or Team Control) Foul
 - Play 3 – Foul by the Shooting team with no control



FAKING BEING FOULED

BY A DEFENDER

- Subsequent infractions:
 - 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.



FAKING BEING FOULED

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



FAKING BEING FOULED

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



FAKING BEING FOULED

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 the ball is in flight on a try and 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 player who was fouled.
- 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





WRAP-UP

We hope you found this document helpful in understanding the significant manual changes to the IAABO manual for the upcoming season.

If you should have any questions about the information contained in the document or if you have thoughts or suggestions to improve the IAABO manual, please contact T.J. Halliday at tjhalliday@iaabo.org.

HAVE A GREAT
SEASON!

