



2025-2026 MINNESOTA STATE HIGH SCHOOL LEAGUE

MINNESOTA MODIFICATIONS

Basketball

- A. All varsity basketball games will be played as two eighteen (18) minute halves.
- B. Home team wears dark uniforms and visitor team wears white uniforms.
- C. All apparel (excluding knee braces) – i.e. wristbands, headbands, arm/knee sleeves, knee pads, compression shorts, and tights must be solid black or white and the same color for all participants.
- D. Games below the varsity level must also be played in halves with a maximum time of sixteen (16) minutes.
- E. All MSHSL varsity basketball contests will follow NFHS shot clock Rules as identified on pages 71-73 of the NFHS Basketball Rules Book with the following modifications:
 - RESET to 20 seconds or the time remaining on the shot clock, whichever is greater, when:
 - 1. There is a personal or technical foul committed by the defensive team prior to a try for a goal that hits the ring or flange, and the ball is to be inbounded in the front court by the offense.
 - 2. There is a kicked or fisted ball by the defensive team and the ball is to be inbounded in the front court by the offense.
 - 3. There is an inadvertent whistle when there was no player or team possession, and the AP arrow favors either team for a throw-in in its frontcourt.
 - RESET to 20 seconds when:
 - 1. The offense gains control of the ball after an unsuccessful field goal attempt that contacts the ring or flange.
 - 2. The offense gains control of the ball after an unsuccessful free throw that remains in play.
 - 3. The defense is assessed with a foul after an unsuccessful free throw that remains in play, or an unsuccessful field goal that contacts the ring or flange, or during a successful try provided that the offensive team will inbound the ball in the front court.
 - 4. After the defense causes the ball to be out of bounds in the front court following an unsuccessful free throw or an unsuccessful field goal attempt that contacts the ring or flange.
 - 5. When there is no team control, after the offense is awarded possession in their front court when the alternating possession arrow favors the offense following an unsuccessful free throw that remains in play, an unsuccessful field goal that hits the rim.
 - 6. A violation occurs, other than an opponent causing the ball to be out of bounds or kicking the ball, and the defense is awarded the ball in its front court.
 - 7. After any double personal foul when only one of the fouls is intentional or flagrant, and it is assessed against the offense and the defense is awarded possession in its front court.
 - 8. After a shot that contacts the rim/flange is batted into the backcourt and out of bounds by the shooting team and the ball is awarded to the other team.
- F. **Rule 4 SECTION 10 CLOSELY GUARDED:- EXCEPTION:** Closely guarded is not in effect when a player is dribbling the ball (9-10-1a NOTE).
- G. **Mercy Rule:** When the point differential reaches 35 points or more, with less than nine minutes to play, the clock will go to running time. The clock will only be stopped for time-outs (team or official). Shot clock rules will be used throughout the game. Regular timing rules will be used if the point differential drops back to less than 30 points.
- H. **Restricted Arc:** The restricted area arc is required for all levels of play. Note: 9th grade is optional. Instructions for placing the arc on the floor are found on the MSHSL website on the basketball activity page.
- I. **Coaching Box:** The coaching box is 14 feet.
- J. **Officials Uniform Shirt:** The official shirt of the MSHSL is the Smitty gray shirt with a black panel and black collar and sleeve cuffs with the MSHSL logo on the left crest. All crew members must match.
- K. **Bonus Free Throws:** Beginning with a team's seventh foul in each half the "one-and-one" free throw is awarded. The bonus free throw is awarded only if the first free throw is successful. Beginning with the team's 10th foul in each half, two free throws are awarded whether or not the first free throw is successful.
- L. **Basket Interference:** In addition to language specified in NFHS Rule 4-6, any action that causes the basket or backboard to vibrate when the ball is on or within the basket and/or is on or within the cylinder would constitute basket interference.