



# WOMEN'S BASKETBALL

2015-16 AND 2016-17 RULES





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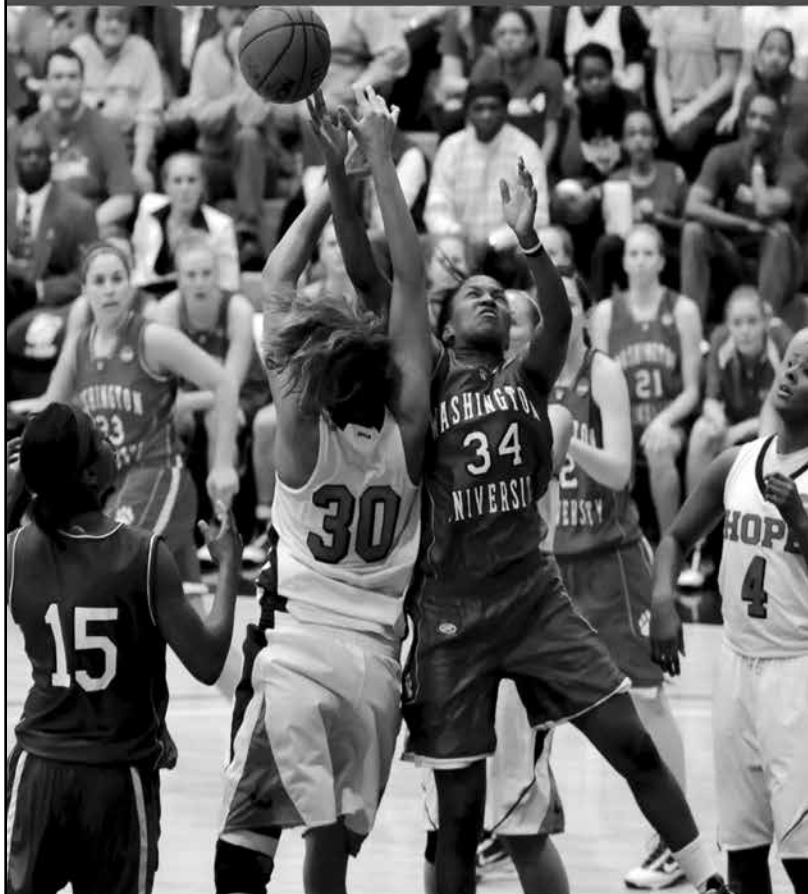
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**CONCUSSION**

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# **2016 & 2017 NCAA WOMEN'S BASKETBALL RULES**

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**NATIONAL COLLEGIATE ATHLETIC ASSOCIATION**



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# NCAA Women's Basketball Rules Committee

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The chart below lists the members of the committee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

<b>Name</b>	<b>Institution or Conference</b>	<b>Term Expiration</b>
Charlene Curtis	Atlantic Coast Conference	9-1-16
Brad Duckworth	Alverno College	9-1-18
Becky Endicott	Wichita State University	9-1-18
Joe Foley	University of Arkansas, Little Rock	9-1-15
Tanya Haave	Metropolitan State University of Denver	9-1-15
Greg Harnden	Harding University	9-1-18
Sam Jones	Waynesburg University	9-1-17
Candice Lee	Vanderbilt University	9-1-17
Jon Levinson*	Secretary-Rules Editor	9-1-18**
Michael Shafer, chair	University of Richmond	9-1-15
Curt Smyth	University of New England	9-1-16
John Thurston	St. Francis College Brooklyn	9-1-18

\* Non-voting member

\*\* Eligible for reappointment

For a complete and current listing of the NCAA Women's Basketball Rules Committee, please go to: [www.ncaa.org/playingrules](http://www.ncaa.org/playingrules)

Those seeking interpretations of rules or play situations may contact:

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# 2015-16 Women's Basketball Rules Changes

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*Each changed or altered segment is identified in the rules text by a blue shaded background.*

**Backboards - Position. (Rule 1-13.4).** It is recommended to provide, where possible, a 3-foot-wide lane on both sides of the basket stanchion to allow more room for players falling or running out of bounds to regain their balance.

**Logos/Names/Equipment - Decals. (Rule 1-17.1).** To permit institutional or conference social media decals on the top edge of the backboard frame. For postseason play only, an American flag and one conference or NCAA logo is permitted in the lower corners on the front of the backboard, provided they do not exceed 5 by 8 inches.

**Uniforms - Shorts. (Rule 1-22.4).** The perceptible majority color of the game shorts shall be the color of the neutral zone of the game jersey.

**Uniforms - Game Jersey. (Rule 1-22.7.a).** An institutional logo, in addition to the institution's name or mascot, is permitted in the neutral zone.

**Uniforms - Game Jersey. (Rule 1-22.7.c).** An institutional logo and a conference logo may both appear on the front shoulder panel of the game jersey, provided they meet the size restrictions of Rule 1-25.2.

**Uniforms - Game Shorts. (Rule 1-22.11).** Institutional names, nicknames, mascots and logos are permitted on the game shorts provided that a perceptible majority of the game shorts is the color of the neutral zone. There are no restrictions as to the size, quantity and placement of these institutional marks so long as it is readily apparent that the majority color of the shorts is the same as the neutral zone of the game jersey.

**Uniforms - Undergarments. (Rule 1-23.2).** One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on undergarments that extend below the game shorts.

**Uniforms - Arm/Knee/Lower Leg Sleeves. (Rule 1-24.4).** One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on an arm sleeve, knee sleeve or leg sleeve.

**Duties of Timers. (Rules 2-10.9 and 10-4.5).** The time limit to replace a disqualified player is reduced to 15 seconds. When the head coach fails to replace the disqualified player before the second horn, the head coach is assessed a bench technical foul.

**Substitutions - Monitor Review. (Rule 3-6.1.i).** Substitutions are not permitted when there is an instant replay review in the last two minutes of the game until the results of the review have been reported to both head coaches.

**Periods - Length. (Rule 5-6.1).** Playing time for varsity games shall consist of four 10-minute periods. The intermission between the first and second and the

third and fourth periods shall be 75 seconds in a non-media game or 75 seconds or the length of the electronic-media timeout in a media game.

**Timeouts Granted and Charged - Option to Advance the Ball. (Rule 5-14.2).** When a timeout is charged to the offensive team during the last 59.9 seconds of the fourth period and/or any extra period, the team has the option to advance the throw-in spot to the 28-foot mark in the frontcourt on the same side of the court as the scorers' table.

**Timeouts Granted and Charged - Nonmedia Team Timeouts. (Rule 5-14.9).** In games not using electronic-media timeouts, each team will have three 30-second timeouts and two full timeouts (60 seconds in length).

**Timeouts Granted and Charged - Media Timeout Format. (Rule 5-14.10).** In games using electronic-media timeouts, each team will have three 30-second timeouts and one full timeout (60 seconds in length). There is one electronic-media timeout in each period. The break between the first and second, as well as between the third and fourth periods, may be used as an electronic-media timeout. The first team-called timeout in the second half will become an electronic-media timeout.

**Timeouts Granted and Charged - Bands/Amplified Music. (Rule 5-14.17).** Bands and/or amplified music may be played during any dead ball period.

**Timeouts Not Granted - Monitor Review. (Rule 5-15.1.f).** Timeouts are not to be granted when there is an instant replay review in the last two minutes of the game until the results of the review have been reported to both head coaches.

**Bonus Free Throws. (Rule 8-2.1).** A team is awarded two free throws for each common foul beginning with the fifth team foul in a period.

**Violation - 10-Second Backcourt. (Rule 9-10).** The 10-second count shall reset on all stoppages of the game clock except when the defense causes the ball to be out of bounds, the offense retains possession after a held ball, or there is a technical foul assessed to the offensive team.

**Games With Replay/Television Equipment. (Rules 11-1.3).** When an official uses instant replay to determine whether or not a shot-clock violation has occurred in the last two minutes of the game, if the shot-clock horn is not audible, the official is to use the reading of zeroes on the shot clock to determine if a violation occurred.

**Officiating Guidelines - Displacement. (Appendix III, Section 3).** When an offensive post player with her back to the basket in the lane area is in control of the ball, a post defender may only place one forearm or one hand with a bend in the elbow on the offensive player.

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## **Areas of Concern**

**The Rules Committee has identified the following as major concerns that need to be addressed because of their increased incidence of occurrence:**

### **Enforce the Rules as Written**

The rules are intended to create a balance of play, equally favorable conditions for both the offense and the defense, and provide reasonable safety and protection for players. The purpose of penalties is to compensate a player who has been placed at a disadvantage through an illegal act of an opponent and to restrain players from committing acts that, if ignored, might lead to increased physicality even though they do not affect immediate play.

### **Post Play/Three Seconds**

Post play is a point of emphasis again this year. A post player is a player with or without the ball with her back to the basket who is inside the free-throw lane area or within three feet of all lines that border the lane. Once a player has legally established her position as a defender on an offensive post player, she can neither displace her opponent nor be displaced from that position. Officials need to be more aware of offensive post players in the lane for more than three seconds. Three seconds in the lane is a violation that must be called on the offensive post players. If this violation is not called, the offensive team gains an unfair advantage.

### **Freedom of Movement/Players Moving Without the Ball/Screening**

Although there has been some improvement in these areas, there is still excessive physicality and a lack of freedom of movement in our game. Players must be permitted to move freely without being held, pushed, rerouted or impeded. Enforcing current rules will permit the freedom of movement that must occur.

As it relates to cutting (players moving without the ball), defenders must not be permitted to engage in illegal contact. A defender who legally beats the cutter to a spot on the floor is entitled to that spot; however, the defender is not permitted to extend an arm bar to displace the cutter nor is she permitted to hold the cutter or push the cutter with her hands or body. Likewise, the cutter may not initiate contact with the defender or push or hold the defender in any way.

Knowing what constitutes a legal screen is imperative. Screeners must establish a legal position without causing contact. Delaying or preventing a player from reaching a desired position is the purpose of a screen and while contact will most likely occur, the screener cannot cause the contact. After a legal screen, a screener is permitted to roll. This roll/movement may also delay or prevent a player from reaching a desired position, and when done without holding, clamping or making any other illegal contact, is legal. Lastly, defenders cannot be permitted to hold, reroute, or push screeners, or push through legal screens.

## **Contact On and By the Ball Handler/Dribbler**

Illegal contact on the ball handler/dribbler is inhibiting the ability for teams to start their offense. Two years ago, the rules committee and the coaches asked that officials enforce the guideline that one “measure-up” touch is permitted on the ball handler and any contact by the defender on the ball handler/dribbler be called a foul. It is critical that officials consistently enforce these guidelines from the start of the game until its conclusion, and from the start of the season in November until the last game of the season.

Multiple touches with the hand by the defender, as well as the constant full-body contact on the ball handler, are fouls. At the same time, legal defenders on the ball handler/dribbler must not be penalized when the ball handler/dribbler makes illegal contact on a legally established defender. Contact BY the ball handler/dribbler should not be confused with contact ON the ball handler/dribbler. Both the defense and the offense are responsible for not creating illegal contact.

## **Legal Guarding/Restricted Area/Lower Defensive Box**

Knowing and understanding the rules pertaining to legal guarding position is critical. When coaches, players and officials know what is permitted by rule, by extension it also creates knowledge of what constitutes illegal activity. The guarding rule (Rule 4-18) differentiates between guarding a player with the ball and guarding a player without the ball. When guarding a player with the ball, there is no requirement that the guard allow the ball handler to have time and distance to avoid contact. Once a defender establishes legal guarding position on an opponent with the ball by facing the opponent with two feet on the floor, the defender may then move laterally or obliquely to maintain her guarding position. When maintaining legal guarding position, the defender is not required to have either foot on the floor when contact occurs. Provided that when illegal contact occurs the defender was not moving toward the ball handler when contact occurs, the responsibility for contact lies with the ball handler. When guarding an opponent who does not have the ball, the defender must give the opponent time and distance to avoid contact. This time and distance given to the opponent of the defender need not be more than two strides. Once legal guarding position has been established, the requirements for maintaining legal guarding position are the same as if the defender was guarding a player with the ball.

The purpose of the lower defensive box (LDB) is to provide a more equitable penalty for help-side defenders in the restricted area. The restricted area is in effect when the player with the ball is outside the LDB when she starts her move to the basket, as has been the case for the past two years. The restricted area is NOT in effect when the player with the ball is INSIDE the LDB when she starts her move to the basket. The logic is that when a player receives the ball when within the LDB, the secondary/help-side defenders do not have time to get out of the restricted area and are being penalized with blocking fouls, at no fault of their own, when they have met all other legal guarding restrictions. On plays that begin within the LDB, legally established defenders are permitted to draw a charge/player control

foul. The importance of establishing and judging legal guarding position is paramount.

### **Bench Decorum/Sportsmanship**

The rules committee is concerned about violations of the bench decorum rule by players, coaches, and bench personnel. Only through the enforcement of existing rules will players, coaches and bench personnel exhibit appropriate and acceptable behaviors. Coaches are expected to remain in the coaching box. To do otherwise results in a distinct advantage, which is not within the spirit and intent of the rules. As stated in the Officiating Guidelines (Appendix III), roaming coaches negatively influence play by being out on the playing court.

Unsporting behavior by coaches, players and bench personnel is not permitted. There is continued support for officials to enforce rules against unsporting behavior by players, coaches and bench personnel. Taunting, baiting, finger-pointing, trash talking and inappropriate gestures by players have increased over the past several seasons. Players are permitted to celebrate an individual or team accomplishment, but they are not permitted to direct that celebration at their opponent. Also, players are not permitted to disrespectfully or inappropriately address and/or gesture at an official after a call is made on the court. Player behavior, which in the judgment of the official is determined to be a taunt of an opponent or a disrespectful act toward an official, shall be penalized by assessing a technical foul.

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## Significant Editorial Changes

*Note: These are additions/clarifications that have been part of interpretations or custom but have not appeared in the rules book. Rule and Section references are for this edition unless otherwise indicated. There have been many minor editorial changes to clean up language and eliminate wordiness.*

<b>Rule</b> .....	<b>Change</b>	<b>Rule</b> .....	<b>Change</b>
1-3.1 .....	Clarified	4-32.2 .....	Clarified
1-3.6 .....	Clarified	5-1.7 .....	Clarified
1-8 .....	Clarified	5-1.19 .....	Rewritten
1-18.2 .....	Clarified	5-3.2.a.....	Rewritten
1-24.4 .....	Moved from 1-26.9	5-7.4 .....	Rewritten
2-1.3 .....	Clarified	5-7.5 .....	Rewritten
2-6.2 .....	Rewritten	5-8 .....	Rewritten
2-7.15 .....	Rewritten	5-9.4 .....	Rewritten
2-7.16 .....	Clarified	5-10.3 .....	Clarified
2-9.7 .....	Rewritten	5-11.7 .....	Clarified
2-9.10 .....	Rewritten	5-12.1 .....	Rewritten
2-10.13.c.....	Rewritten	5-12.5 .....	Rewritten
2-11.5.b .....	Clarified	5-13.2 .....	Clarified
2-11.6.a and .d.....	Clarified	5-14.1 .....	Rewritten
2-11.7.d .....	Clarified	5-14.1.b .....	Clarified
2-11.11 .....	Rewritten	5-14.5.a.....	Rewritten
3-6.1.e and .g.....	Clarified	5-14.12 .....	Rewritten
3-6.1.h .....	Moved from 3-6.1.i	5-14.14 .....	Rewritten
4-2 .....	New definition	5-14.15 .....	Rewritten
4-13.5 .....	Rewritten	5-15.1.c.....	Clarified
4-16.1 .....	Rewritten	5-17.2 .....	Rewritten
4-16.2.a.2.....	Clarified	6-3.5 .....	Clarified
4-16.2.e.....	Rewritten	6-3.6 .....	Rewritten
4-16.3.c.....	Rewritten	6-4.1.d .....	Clarified
4-16.3.e.2.....	Rewritten	6-5.1.e.....	Rewritten
4-18.4.a and .d.....	Clarified	6-6.1.b .....	Rewritten
4-18.6 .....	Clarified	7-4.6.a.....	Clarified
4-18.6.d .....	Clarified	7-4.6.a.1.....	Clarified
4-22.6 .....	Rewritten	7-4.7 .....	Rewritten
4-30.1 .....	Clarified	7-4.8 .....	Rewritten from 7-4.7
4-30.2 .....	Clarified	Exception	

<b>Rule .....</b>	<b>Change</b>
7-4.9 .....	Rewritten from 7-4.8
7-4.10 .....	Rewritten from 7-4.8
7-4.11 .....	Rewritten from 7-4.9
7-4.12 .....	Clarified
7-4.13 .....	Rewritten from 7-4.10
7-4.14 .....	Moved from 7-4.11
7-4.15 .....	Moved from 7-4.12
7-4.16 .....	Rewritten from 7-4.13
7-4.17 .....	Moved from 7-4.14
7-4.18 .....	Moved from 7-4.15
7-5.1.d .....	Rewritten
7-6.9.d .....	Rewritten
7-6.11 .....	Clarified
8-3.2 .....	Clarified
8-4.5 .....	Clarified
8-6.1.b .....	Clarified
8-7.....	Retitled: Free Throw - Missed
9-1 Penalty...	Moved from 9-2 and rewritten
9-12 Penalty (Pen. 9-2 through 9-12).....	Moved from 9-16 and rewritten
9-13 Penalty...	Rewritten and clarified
9-14 Penalty.....	Moved from 9-16 and rewritten
9-15 Penalty.....	Moved from 9-18 and rewritten
10-1.11 .....	Clarified
10-1 Penalty c.1 .....	Rewritten
10-1 Penalty c.3, .4 and .7....	Clarified
10-1 Penalty d.....	Clarified
10-1 Penalty e .....	Clarified
10-2.2.a.....	Clarified
10-3 Penalty (Arts. 1-12)....	Rewritten and clarified
10-4 Penalty (Arts. 1-7).....	Clarified
10-4 Penalty (Art. 8).....	Clarified
10-4 Penalty (Arts. 9-11)...	Clarified
Appendix III, Section 2.5 and .6.....	Rewritten

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# Preface

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## Sportsmanship

The primary goal of the rules is to maximize the safety and enjoyment of the student-athlete. Sportsmanship is a key part of that goal. Sportsmanship should be a core value in behavior of players and bench personnel, in crowd control by game management and in the officials' proper enforcement of the rules governing related actions.

The NCAA Women's Basketball Rules have been designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for the contest. The conduct rules are those that deal directly with the playing of the contest. Some administrative rules (as indicated) may be altered by mutual consent of the competing institutions. Others (as indicated) are unalterable. No conduct rule may be changed by mutual consent. All NCAA member institutions are required to conduct their intercollegiate contests according to these rules.

In the Women's Basketball Rules, the administrative rules that may be altered by mutual consent of the competing institutions are **Rule 1, Sections 2, 3, 20 and 22.4**. The administrative rules that may not be altered are **Rule 1, Sections 4 through 7, 15, 16 and 18; Rule 2, Section 1; and the free-throw lane diagram**. All of the other rules are conduct rules and may not be altered.

The rules are divided into articles for ease of reference. Equipment and apparel rules that are of concern primarily to manufacturers are contained in the following section. All court measurements are included on the expanded court diagram.

Those desiring interpretations of rules or play situations are asked to send questions, preferably via email to:

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East Rutherford, New Jersey 07073

[jonlevinson@icloud.com](mailto:jonlevinson@icloud.com)

*Note: Officials may find updates and interpretations at:*  
[www.ncaawbb.arbitersports.com](http://www.ncaawbb.arbitersports.com).



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# Important Information for Manufacturers/New Equipment and Apparel

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The NCAA Women's Basketball Rules Committee is responsible for formulating the official playing rules for the sport. The committee is not responsible for testing or approving playing equipment for use in intercollegiate women's basketball.

Equipment manufacturers have undertaken the responsibility for the development of playing equipment that meets the specifications established from time to time by the committee. The NCAA urges manufacturers to work with the various independent testing agencies to maximize the safety of products. Neither the NCAA nor the NCAA Women's Basketball Rules Committee certifies the safety of any basketball equipment. Only equipment that meets the dimensions specified in the NCAA Women's Basketball Rules shall be used in intercollegiate competition. Similarly, only uniforms that meet the rules specifications shall be used.

While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment or the approval or disapproval of specific playing equipment, the committee may, from time to time, provide manufacturers with informal guidelines as to the equipment-performance levels it considers consistent with the integrity of the game. The committee reserves the right to intercede in order to protect and maintain that integrity.

In general, the rules addressing uniforms are intended to positively impact the following needs:

COACHING - Identification of an opponent's personnel when scouting on video and for in-game coaching strategy.

OFFICIATING - Proper foul reporting, identification of disqualified players or players involved in an altercation.

IMAGE - How players appear on television/fan appeal.

The NCAA Women's Basketball Rules Committee suggests that manufacturers planning innovative changes in basketball equipment submit the equipment to the NCAA Women's Basketball Rules Committee for review before production.

## Court and Equipment

1. **Playing Area.** When possible, building plans should provide for a playing court with ideal measurements as stated in Rule 1-2 and listed on the court diagram, ample out-of-bounds area and needed seating space for scorers,

timers and fans. A long playing court permits use of two crosswise courts for practice and informal games.

It is recommended that padding that meets current ASTM standards be used on walls and other facility features in or around the playing area that a student-athlete might contact during play. Padding should be installed no more than 4 inches from the floor up to 6 feet.

2. **Ceiling.** The ceiling and anything hanging from it (other than the basket) should be at least 25 feet above the playing court and higher if possible.
3. **Boundaries.** The committee recommends that a belt 8 inches or more in width be used to mark the boundaries on all courts that have at least 10 feet of open space between the boundary lines and the seating. This plan is urged for all new construction and for other similar courts when the boundaries are re-marked.
4. **Lighting.** The court should be uniformly and adequately lighted. Lighting engineers should be placed in charge of this important factor when planning any new installations. For information on recommended specifications for lighting, contact the Illuminating Engineering Society of North America, 120 Wall St., 17th Floor, New York, New York 10005; telephone 212-248-5000; email ies@ies.org.
5. **Warning on misuse of portable backstops.** Manufacturers and administrators should be aware of an “extreme-caution” warning relative to the misuse of portable backstops. A high degree of injury potential and a severe liability problem exists when anyone is allowed to hang, sit or stand on the basket ring or backboard. Administrators must see that this practice is prohibited or that the portable units are lowered at the completion of the game because of the high risk of severe injury, even death. A recommended warning or inscription such as “Danger—please do not get on the rim/backboard” is desirable.
6. **Locking Backboard.** It is recommended that a locking device/safety arrester be used for ceiling and wall-mount backboard systems that are retracted by motor-pulley cable arrangements.
7. **Backboard Padding.** It is recommended that the required padding for the backboard be mounted on the backboard by adhesive or material such as Velcro or channel. The bottom and each side of the backboards shall be padded with a Poly High-Car vinyl-type material that meets the Bashor resilience test with a range of 20-30.

A lavalier-type microphone properly positioned in the crease of the backboard padding or between padding and backboard is permitted since it is not located on the padding and does not interfere with a live ball or create a safety hazard.

8. **Ring.** The design of the ring and its construction should be such as to maximize player safety. A movable basket ring shall have rebound characteristics identical to those of a nonmovable ring. The pressure-release mechanism should maximize these characteristics, as well as protect both the ring and backboard. Movable rings are required.
9. **Ring Testing.** It is recommended in all divisions that such testing be done three times during the season. It is recommended further in all divisions that basket ring loads be transferred to the support system by a single strut

boom behind the backboard, or to the backboard frame. The pressure-release/elasticity mechanism on movable rings may be field adjustable. When released, the ring shall not rotate more than 30 degrees below the original horizontal position. After release and with the load no longer applied, the ring shall return automatically and instantaneously to its original position.

10. **Marking the Court.** When marking a court, manufacturers should start at the center of the court rather than at either end.
11. **Timing Equipment.** Divisions I, II, and III schools shall have a game clock that shows a tenth-of-a-second display when less than one minute remains in a period.

Division I, II, and III schools shall have either a red light placed behind each backboard that is visible through the 24-inch-by-18-inch rectangle or LED lights around the backboard. The purpose of either is to indicate when player activity is terminated. If LED lights are used, they shall be positioned no more than 6 inches from the upper and lower edges of the backboard and no more than 5 inches from the side of each backboard. When both lights are present, the LED lights shall take precedence and the red light shall be disconnected. It is recommended that the game clock, red light or LED lights be updated in their synchronization.

A pole attached to the shot clock that is used to mount a camera or a camera attached to the shot clock is permissible when the shot clock is recessed behind the backboard and the pole does not interfere with a live ball nor does it affect the visibility of the shot clock.



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# RULE 1

## Court and Equipment

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### Section 1. The Game

**Art. 1.** Basketball is played by two teams of five players each. The objective is for each team to throw or tap the ball into its own basket and to prevent the other team from scoring.

**Art. 2.** A team's own basket is the one into which its players try to throw or tap the ball. Each team shall warm up and shoot during the first half at the basket farthest from its bench.

**Art. 3.** The teams shall change baskets for the second half.

**Art. 4.** The ball may be thrown, batted, rolled or dribbled in any direction, subject to the restrictions in these rules.

### Section 2. The Playing Court—Dimensions

**Art. 1.** The playing court is the area on the floor that lies within the geometrical lines formed by the inside edge of the boundary lines.

**Art. 2.** The playing court shall be a rectangular surface free from obstructions with sidelines of 94 feet in length and end lines of 50 feet in length, measured from the inside edges.

**Art. 3.** The court dimensions shall be marked as shown on the court diagram.

### Section 3. Boundary Lines, Restraining Lines and Other Markings

**Art. 1.** The court shall be marked with boundary lines (sidelines and end lines), restraining lines and other lines and markings as shown on the court diagram. All lines must be clearly discernable and distinguishable.

**Art. 2.** Instead of the 2-inch boundaries listed on the diagram, it is legal to use contrasting-colored floor areas by painting the out-of-bounds area, the center circle, and the free-throw lanes and lines so that the mathematical line between the two colors is the boundary. Such a contrasting-colored out-of-bounds belt should be at least 8 inches wide.

**Art. 3.** The restraining line shall be a solid, interrupted or mathematical line formed between two colors. The line may be a color that is either the same or different from that of the end lines. When space is not available for a 6-foot restraining line, the line should be marked using the maximum available distance. Nonplaying personnel shall not be permitted in this area.

**Art. 4.** A shadow line is a line that designates the required 2-inch width by use of border or outline lines at least  $\frac{1}{4}$  inch wide, which shall lie within the 2-inch width. All shadow lines must be clearly discernable and distinguishable.

**Art. 5.** When the floor has a logo on the playing court, that logo should not distract from the players' and the officials' visibility of the division line or center-circle line.

**Art. 6.** One of the following shall be placed on the floor at the division line in front of the official scorers' table:

- a. An "X" composed of 12-inch line segments that are 2 inches in width.
- b. An NCAA logo that is a minimum of approximately 8 inches in diameter.
- c. An NCAA Basketball logo that is located in a rectangle that is approximately 1½ feet by 2½ feet.

**Art. 7.** To designate the lower defensive box (Rule 4-36), two tick marks shall be placed on each side of the lane. Each tick mark shall be a solid 2-inch wide line that is 12 inches long. Each tick mark shall be measured 3 feet from the outside edge of the lane line to the inside edge of the tick mark line. The tick mark will begin on the end line and run parallel to the lane line.

#### **Section 4. Center Circle**

**Art. 1.** When a logo is placed on the playing court which partially or completely obscures the 2-inch center-circle line as shown on the court diagram, the following shall be permissible:

- a. Solid 2-inch-wide interrupted line: 4 inches long, 2-inch break; 4 inches long, 2-inch break, etc.
- b. Shadow-bordered 2-inch-wide line (¼ inch borders).
- c. Two-inch-wide interrupted shadow line: 4 inches, 2-inch break, 4 inches, 2-inch break, etc.
- d. One-quarter-inch, single-bordered line (radius of 6 feet to the outside edge).
- e. Mathematical line formed by contrasting-colored floor areas.

**Art. 2.** The unmarked spaces for the nonjumpers around the center circle shall be 36 inches deep.

#### **Section 5. Division Line**

**Art. 1.** The division line shall divide the playing court into two equal parts and shall be formed by extending the center-circle diameter in both directions until it intersects the sidelines.

**Art. 2.** Instead of the solid 2-inch line as shown on the court diagram, the following shall be permissible:

- a. A solid 2-inch-wide interrupted line: 4 inches, 2-inch break, 4 inches, 2-inch break, etc.
- b. Shadow-bordered 2-inch-wide line (¼ inch borders).
- c. Interrupted 2-inch-wide shadow line: 4 inches, 2-inch break, 4 inches, 2-inch break, etc.

#### **Section 6. Free-Throw Lane**

**Art. 1.** All lines designating the free-throw lane, except lane-space marks and blocks, are part of the lane.

**Art. 2.** The color of the lane-space marks and blocks may contrast or be of the same color as the color of the lane boundary lines.

**Art. 3.** It is highly recommended that the area of the free-throw lane inside the boundary lines be one color. It is permissible for this area to be more than one color as long as all required lines in and around the lane are clearly discernable and distinguishable.

**Art. 4.** The lane-space marks and blocks shall identify the lane space areas that extend 36 inches from the outer edge of the lane lines toward the sidelines.

### **Section 7. Three-Point Field-Goal Line**

**Art. 1.** The three-point field goal line shall be a distance of 20 feet, 9 inches, from the center of the basket to the outside edge of the three-point field-goal line.

**Art. 2.** The three-point field-goal line shall be a single-colored solid 2-inch line. The lines may be the same color as or a different color from the free-throw lane boundary lines and the semicircles. When a 20-foot-9-inch line and a 19-foot-9-inch line both exist, the two lines shall contrast in color and there shall be no form of embellishment or belt between the lines.

### **Section 8. Restricted-Area Arc**

The restricted-area arc is a solid single-colored 2-inch line formed by a semicircle measured from the center of the basket to the outside edge with a radius of 3 feet and extending in a straight line to the front face of the backboard. This arc must be clearly discernable and distinguishable. When there is both a 3-foot and 4-foot arc on the playing court, the arcs shall contrast in color.

### **Section 9. Coaching Box**

**Art. 1.** The coaching boxes shall extend from the sideline to the back of the team benches and shall be bounded by the end line and no farther than the 28-foot line as noted in the diagram.

**Art. 2.** A 3-foot line shall be extended in both directions from the sideline, so that the coaching-box restriction is evident.

### **Section 10. Backboards—Dimensions, Materials**

**Art. 1.** Each backboard shall be marked as depicted on the backboard diagram.

**Art. 2.** The size of the backboards may be either of two dimensions:

- a. 6 feet horizontal and 3½ feet vertical; or
- b. 6 feet horizontal and 4 feet vertical.

*Note: The dimensions of 6 feet horizontal and 3½ feet vertical are recommended for replacement backboards or new installations.*

**Art. 3.** The backboards shall be similar in size at both ends of the playing court.

**Art. 4.** A transparent, unaltered, rigid, rectangular backboard with a flat surface shall be used.

**Art. 5.** Backboards shall not be tinted.

### **Section 11. Backboards—Padding**

**Art. 1.** Padding is required on all backboards as outlined in this rule. The padding shall be a single solid color and shall be the same color on both backboards.

- a. When it becomes necessary to use a substitute backboard, the padding shall be of the same color as that of the backboard being replaced.

**Art. 2.** The padding shall be 1 inch thick from the front and back surfaces of the backboards.

**Art. 3.** The padding shall extend 2 inches from the bottom edge of each backboard.

**Art. 4.** The padding shall cover the bottom surface of each backboard and the side surface to a distance of 15 inches up from the bottom. The front and back surface must be covered to a minimum distance of  $\frac{3}{4}$  inch from the bottom of each backboard.

### **Section 12. Backboards—Support Systems**

**Art. 1.** Padding—Any backboard support behind a backboard and at a height of less than 9 feet above the floor shall be padded on the bottom surface to a distance of 2 feet from the face of the backboard. All portable backstops shall have the bases padded to a height of 7 feet on the courtside surface.

**Art. 2.** Protrusions and clearances.

- a. Protrusions below backboards shall not be allowed.
- b. Any backboard support, all of which is not directly behind the backboard, shall be at least 6 inches behind the backboard when the support extends above the top and at least 2 feet behind the backboard when the support extends beyond the side.
- c. Any support system below or behind a backboard shall be at least 8 feet behind the plane of the backboard face (and at least 4 feet from the end line) and a height of 7 feet or more above the floor.
- d. Any overhead backboard support structure that must be forward-braced because of space limitations, architectural or structural restraints, shall meet the following requirements: A front diagonal brace support system must be located above a line extending upward and into the playing court at a maximum 45-degree angle from a point on a vertical line located a minimum of 6 inches behind the front surface of the backboard at a minimum height of 4 feet, 6 inches above the basket ring.

### **Section 13. Backboards—Positions**

**Art. 1.** Each backboard shall be positioned midway between each sideline, with the plane of its front face perpendicular to the floor, parallel to and 4 feet from each end line.

**Art. 2.** The upper edge of each backboard shall be 13 feet above the floor.

**Art. 3.** Each backboard shall be protected from spectators to a distance of at least 3 feet from the end of each backboard.



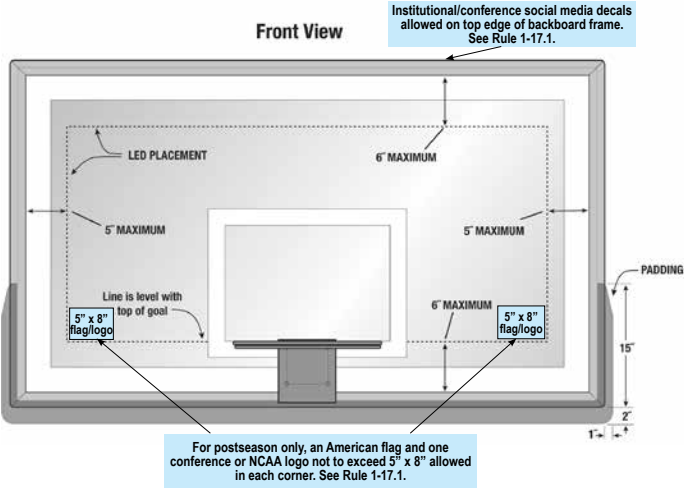
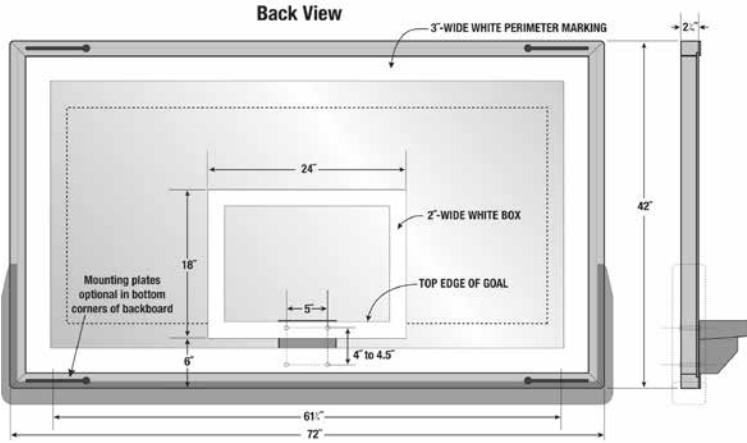
**Art. 4.** Portable backboards shall be secured to the floor to prevent movement. Where arena configurations permit, it is recommended that a 3-foot escape lane on both sides of the basket stanchion be provided. Each escape lane shall extend at least to the restraining line or the back edge of the basket stanchion, whichever is farthest from the end line.

**Art. 5.** Neon, electric, LED or artificially lit signage shall be permitted on the horizontal stanchion booms; however, it shall not be permitted on the vertical backboard stanchion arms. The permitted signage must conform to the following:

- a. Signage must be static when the ball is live.
- b. Maximum Physical Area (H x W x D) 14" x 52" x 2".
- c. Maximum Active Display Area (H x W) 12" x 46".
- d. No hard metal or material on the underside or sides of the unit can be exposed. The signage unit must be padded with rounded edges, including across the bottom of the unit. A minimum of ¾-inch-thick padding must be provided. All padding must be the same color(s) as the stanchion arm.
- e. The front of the sign must be located a minimum of 6 feet behind the end line, and the bottom cannot extend lower than 6 inches from the top of the horizontal stanchion boom arm.
- f. The sign must be installed with a Safety Plex covering in all cases.
- g. A maximum of two panels are permitted per arm (one per side) and must face to the side or behind the playing court.
- h. The signage must feature dimming functionality that must be set to 50 percent of the maximum brightness with the recommended level of brightness being 20-25 percent. The signage must be able to be deactivated at the request of officials or game management.
- i. The signage system must be independently operated and cannot be connected to the main scoreboard game clocks and shot clocks in any way.
- j. LED stanchion arm signage may only be changed during timeouts and between periods.

When the signage is improperly positioned or located, the referee shall instruct home contest management to deactivate such signage.

**Art. 6.** During game conditions, all movement (vibration, etc.) of the backboard (because of any type of dunk or similar play) must regain a static position within four seconds.



**Section 14. Baskets—Size, Material**

**Art. 1.** Each basket shall consist of a single metal ring, 18 inches inside diameter, its flange and braces, and a white-cord, 12-mesh net, 15 to 18 inches in length, suspended from beneath the ring.

**Art. 2.** Each ring shall measure not more than 5/8 inch in diameter, with the possible addition of small-gauge loops on the under-edge or a smaller ring located directly under the required ring for attaching a 12-mesh net. Each ring and its attaching flange and braces shall be bright orange in color.

**Art. 3.** The cord of each net shall be not less than 120-thread nor more than 144-thread twine, or plastic material of comparable dimensions, and constructed so as to check the ball momentarily as it passes through.

## Section 15. Baskets—Ring

**Art. 1.** Each basket ring shall be securely attached to each backboard/support system with a ring-restraining device. Such a device will ensure that the basket stays attached, even when a glass backboard breaks.

**Art. 2.** The upper edge of each basket ring shall be 10 feet above and parallel to the floor and shall be equidistant from the vertical edges of that backboard. The nearest point of the inside edge of each ring shall lie 6 inches from the plane of the face of that backboard.

**Art. 3.** Movable rings are required. Movable rings may flex downward both from the front and the sides.

## Section 16. The Ball

**Art. 1.** The ball shall be spherical. Spherical shall be defined as a round body whose surface at all points is equidistant from the center except at the approved black rubber ribs (channels and/or seams).

**Art. 2.** The ball's color shall be Pantone Matching System (PMS) Orange 151, Red-Orange 173 or Brown 1535.

**Art. 3.** The ball shall have a deeply pebbled leather or composite cover.

**Art. 4.** The ball shall have the traditionally shaped eight panels, bonded tightly to the rubber carcass. The eight panels are defined by two channels and/or seams dissecting the ball's circumference in opposite directions and two panels that when laid flat shall have the shape of a figure eight.

**Art. 5.** The width of the black rubber rib (channels and/or seams) shall not exceed 1/4 inch.

**Art. 6.** When dribbled vertically, without rotation, the ball shall return directly to the dribbler's hand.

**Art. 7.** The air pressure that will give the required reaction shall be stamped on the ball. The ball shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of 6 feet measured to the bottom of the ball, it will rebound to a height, measured to the top of the ball, of not less than 51 inches when it strikes its least resilient spot nor more than 56 inches when it strikes its most resilient spot.

**Art. 8.** The circumference of the ball shall be within a maximum of 29 inches and a minimum of 28½ inches.

**Art. 9.** The weight of the ball shall not be less than 18 ounces or more than 20 ounces.

**Art. 10.** The home team shall provide a ball that meets the specifications listed in this section. The referee shall judge the legality of the ball and may select a ball for use provided by the visiting team when the home team cannot provide a legal ball.

*Note: It is recommended that the home team provide the visiting team with warm-up balls of the same type as the game ball.*

## Section 17. Logos/Names/Equipment

**Art. 1.** Logos, names or equipment of any kind (including school and conference logos or names, cameras and microphones) shall not be permitted

on the backboards, rings, flanges, padding around the backboards, or on the shot clocks. Institutional/conference social media decals are permitted on the top edge of the backboard frame. For postseason play only, an American flag and one conference or NCAA logo not to exceed 5 by 8 inches is permitted in the lower corners on the front of the backboard. Cameras and microphones are permitted on the shot clocks when they are recessed such that they do not extend beyond the plane of the back edge of the backboard. A lavalier-type microphone properly positioned in the crease of the backboard padding or between the padding and the backboard is permitted when it does not interfere with a live ball or create a safety hazard.

**Art. 2.** The manufacturer's name and logo shall be permitted to appear on the ball a maximum of two times.

**Art. 3.** An institution's name or logo shall be permitted on the ball.

**Art. 4.** There are no restrictions on NCAA, team or conference logos, names or abbreviations on the playing court, provided they do not obscure any of the required lines. (See Rule 10-2.1)

**Art. 5.** No more than two commercial logos shall be permitted on the playing court when they conform to the following standards:

- a. The logo(s) shall fit into a box that is 10 feet by 10 feet square;
- b. This box shall be located 8½ feet from the division line and 4½ feet from the sideline;
- c. Logo(s) shall be within the two 10-foot-by-10-foot squares, with no more than one square in each half of the playing court.

*Note: See Rules 1-22.7.c and 1-25 for logos and labels on players' uniforms/equipment.*

**Art. 6.** The playing court must be completely finished in a manner that is similar throughout, including the 3-foot area outside each sideline and 6-foot area outside each end line. It is the responsibility of the host game management to ensure the court is of a consistent finish, including any logos or decals that are legally allowed on the floor.

## **Section 18. Scoreboard, Game-Clock Display**

**Art. 1.** The game clock shall be the official, visible timepiece on which the time remaining in a period shall be displayed.

**Art. 2.** A visible game clock that shows a tenth-of-a-second display when less than one minute remains in a period is required.

**Art. 3.** An alternate timing device and scoring display shall be available in the event of malfunctions.

*Note: It is recommended that the game clock, red light or LED lights be synchronized.*

**Art. 4:** A red light (that is visible through the 24-inch-by-18-inch rectangle painted on the backboard) placed behind each backboard or LED lights placed around the backboard shall be required. See the Court and Equipment Rules Supplement (No. 11 "Timing Equipment") for more specifications.

*Note: When both the red light and LED lights are present, the red-warning light should be disconnected and the LED lights should be used.*

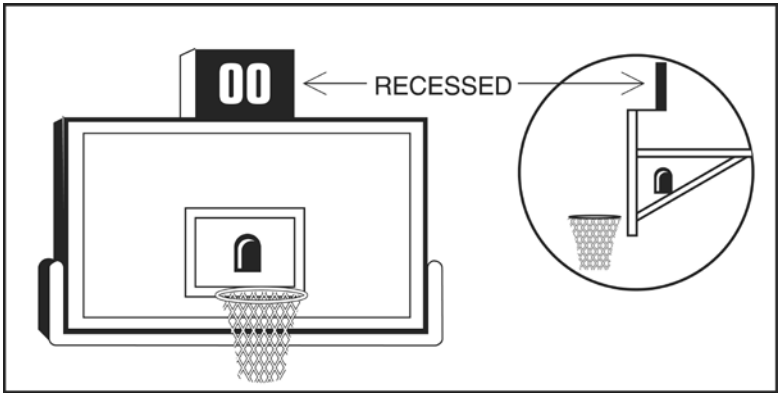
## Section 19. Shot-Clock Displays

**Art. 1.** A shot clock is one of the two official visible timepieces that display the amount of time the team in control has to release a try for a field goal so that it hits the ring or the flange.

**Art. 2.** Two visible shot clocks are required, and shall be recessed and mounted on the backboard supports behind each backboard.

**Art. 3.** An alternate timing device shall be available when a visible shot clock malfunctions.

**Art. 4.** LED lights located around the shot clock may be used, but the lights shall only be activated for a shot-clock violation.



## Section 20. Possession Indicator

A visible display located at the scorers' table shall be available to indicate team possession in the alternating-possession procedure.

## Section 21. Team Benches—Scorers' and Timers' Table

**Art. 1.** The home team's game administration shall designate each team's bench.

**Art. 2.** The team benches shall be located equidistant from the division line extended at each side of the scorers' and timers' table on the sidelines.

**Art. 3.** The scorers' and timers' table shall be located courtside and at midcourt.

**Art. 4.** Teams shall warm up at the end of the playing court farthest from their own bench for the first half.

## Section 22. Uniforms (Game Jersey and Shorts)

**Art. 1.** A uniform shall consist of the game shorts and game jersey. Game shorts are the bottom portion of the uniform. Game jerseys are the top part of the uniform.

**Art. 2.** Warm-ups are any pieces of clothing worn by team members that must be removed before they become players. Warm-ups are not to be considered part of the uniform.

**Art. 3.** The color, style and design of all teammates' game jerseys and game shorts shall be alike.

**Art. 4.** Opposing team uniforms shall be of contrasting colors. The home team shall wear light game jerseys and game shorts and the away team shall wear dark game jerseys and game shorts. This rule may be altered by mutual consent of the competing institutions. Team uniform and game jersey colors shall be defined by the color of the neutral zone. A perceptible majority of the game shorts shall be the color of the neutral zone.

**Art. 5.** The neutral zone(s) of the game jersey shall be of the same single color. A tonal design effect is permitted within the neutral zone(s) provided the tonal shift is not more than 15 percent of any one shade of color.

**Art. 6.** The neutral zone of the game jersey shall meet the following requirements:

- a. The front neutral zone shall be measured from the shoulder panel and extend to the bottom of the game jersey. It shall be a minimum 12 inches wide measured 6 inches in each direction from the center of the neckline.
- b. The back neutral zone shall be measured from the shoulder panel and extend to the bottom of the game jersey. It shall be a minimum 12 inches wide measured 6 inches in each direction from the center of the neckline.
- c. For the purposes of defining the neutral zone, the shoulder panel shall be measured from the top of the shoulder/shoulder seam and extend a maximum of 5 inches toward the bottom of the game jersey on both the front and back.

**Art. 7.** Only the following are permitted in the front and back neutral zones:

- a. A player or institutional name/mascot/logo.
  1. No more than two identifying names or abbreviations may be placed on the front or back of the game jersey. The name(s) shall:
    - a. Identify the school, the school nickname or mascot, or the player's name.
    - b. Be placed horizontally.
    - c. Be placed no closer than 1 inch from the uniform number.
  2. No commercial advertising is permitted.
- b. A player number with Arabic numerals.
  1. Each team member's game jersey shall be numbered on the front and back. The number shall be located in the neutral zone(s).
  2. The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54 and 55. Team rosters can include 0 or 00, but not both.
  3. The numbers on the front and back of the game jersey shall be centered horizontally in the neutral zone and be of the same color and style.
  4. The number shall be at least 6 inches high on the back and at least 4 inches high on the front and not less than 1 inch wide.

5. Duplicate numbers are not permitted to be worn by members of the same team.
6. The number shall be one single solid color that contrasts the neutral zone and may be bordered by no more than a ½-inch border of any color(s).
- c. An institutional or conference logo and/or commemorative/memorial patch meeting the restrictions of Rule 1-25.2 located in one of two places on the front of the jersey (1) the apex of the neckline; (2) shoulder panel on either the right or left side, and in only one place on the back of the jersey, the apex/center of the neckline as close to the neckline as is possible. The same logo cannot appear on both the front and the back. An institutional and a conference logo may both appear on the front of the game jersey.
- d. An American flag located between the apex of the front neckline and the shoulder seam on the left side of the game jersey and meeting the size restrictions of Rule 1-25.2.
- e. A colored neckline not to exceed 1 inch in width.
- f. Other names intended to celebrate or memorialize persons, events, or other worthy causes are permitted only in the back neutral zone.

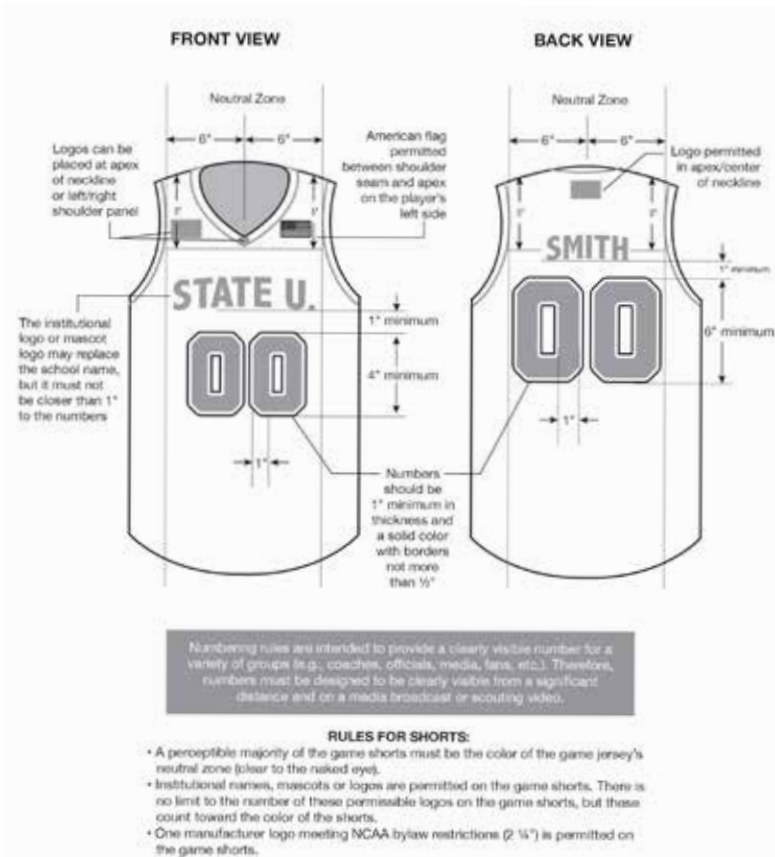
**Art. 8.** There shall be no other letters, numbers, or decorative elements between a number and a name unless it is part of the institution's official logo.

**Art. 9.** There shall be no color or design restrictions outside the neutral zones.

**Art. 10.** Game jerseys shall be tucked in the game shorts.

*Note: The first time an official must tell a player to tuck in the game jersey, the official shall issue a warning to the head coach. The next time any player on the same team has the game jersey untucked, that player shall leave the game until the next opportunity to substitute. The official shall enforce this rule at the next dead ball after observing the violation.*

**Art. 11.** Institutional names, nicknames, mascots or logos are permitted on the game shorts provided that a perceptible majority of the game shorts is the color of the neutral zone. One conference logo meeting the restrictions of Rule 1-25.2 is permitted on the game shorts.



## Section 23. Undergarments

**Art. 1.** An undershirt is considered to be part of the game jersey and must be a color similar to that of the game jersey as defined by the neutral zone. In addition, the sleeves and neckline of undershirts shall be unaltered (e.g., no cutoff sleeves or cut necklines). A compression shirt with sleeves that extends below the elbow is permitted. Both sleeves shall be of the same length. No logos, decorations, trim, commemorative patches, lettering or numbering may be used on an undershirt. The same color must be worn by teammates.

**Art. 2.** Undergarments may extend below the game shorts and shall be of the same color as that of the game shorts, black, white or beige. One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on undergarments that extend below the game shorts. The same color must be worn by teammates.



## Section 24. Headbands, Wristbands and Sleeves

**Art. 1.** Any item that goes entirely around the head, such as headbands or hair control devices shall:

- a. Be a single nonabrasive and unadorned item made of cloth, elastic, fiber, soft leather, pliable plastic or rubber;
- b. Be single solid-colored, similar to the dominant color of the game jersey, white, black or beige;
- c. Be not wider than 2 inches;
- d. Bear one manufacturer's logo or one institutional logo/mascot that shall meet the restrictions of Rule 1-25.2. The logo shall appear only once; and
- e. Exclude hard items including, but not limited to, barrettes, beads and bobby pins.

**Art. 2.** Wristbands shall meet the same restrictions as headbands as stated in Rule 1-24.1.

**Art. 3.** Wristbands and headbands shall be uniform with each other for the entire team.

**Art. 4.** The use of an arm sleeve, knee sleeve and lower leg sleeve is permissible. These sleeves must be of a solid color. The arm sleeve may be black, white, beige, or any color contained in the jersey, and the same color must be worn by teammates. The sleeves on the leg (knee or lower leg) may be black, white, beige, or the color of the game shorts, and the same color must be worn by teammates. One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on an arm sleeve, knee sleeve or leg sleeve.

## Section 25. Logos, Labels, Trademarks, Patches

**Art. 1.** A single manufacturer's or distributor's normal logo, label or trademark meeting the size restrictions of 1-25.2 is permitted once on the game jersey, once on the game shorts and once on all other items of apparel excluding the undershirt.

**Art. 2.** The following shall be contained within a four-sided geometrical space (i.e. rectangle) that does not exceed  $2\frac{1}{4}$  square inches:

- a. A manufacturer's or distributor's logo, label or trademark
- b. An institutional or conference logo/mascot.
- c. A commemorative or memorial patch.
- d. A flag.

**Art. 3.** When an institution's uniform or any item of apparel worn by a student-athlete contains an identification label or washing instructions, they shall be located no more than 2 inches from the bottom of the game jersey's torso and the entire label shall be contained within a four-sided geometrical space not to exceed  $2\frac{1}{4}$  square inches. The following may be included in the identification label:

- a. The manufacturer's normal logo, label or trademark.
- b. Space for a team member's name and number.

c. The institution's name or logo and/or the conference's name or logo.

**Art. 4.** Commemorative/memorial patches meeting the size restrictions of Rule 1-25.2 are permitted on socks.

## **Section 26. Players' Equipment**

**Art. 1.** The referee shall not permit any player to wear equipment that in his or her judgment is dangerous to other players.

**Art. 2.** Elbow, hand, finger, wrist or forearm guards, casts or braces made of fiberglass, plaster, metal or any other nonpliable substance, shall be prohibited.

**Art. 3.** The prohibition of the use of hard substance material does not apply to the upper arm, shoulder or leg when the material is padded so as not to create a hazard for other players.

**Art. 4.** Pliable (flexible or easily bent) material, covered on all exterior sides and edges with no less than 1/2-inch thickness of a slow-rebounding foam, may be used to immobilize and protect an injury.

**Art. 5.** Equipment that could cut or cause an injury to another player shall be prohibited, without respect to whether the equipment is hard. Excessively long fingernails shall be prohibited.

**Art. 6.** Equipment used shall be appropriate for basketball. Basketball knee braces may be worn when they are covered properly. A protector for any injured facial bone, even though made of hard material, shall be permissible when it does not endanger other players. Eyeglass and mouth guard protectors are appropriate equipment when they meet the qualifications outlined in this rule.

**Art. 7.** Head decorations, head wear, helmets and jewelry are illegal.

**Art. 8.** Any equipment that is unnatural and designed to increase a player's height or reach, or to gain an unfair advantage, shall be prohibited.

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# RULE 2

## Officials and Their Duties

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### Section 1. The Officials

**Art. 1.** The officials shall be:

- a. A referee and an umpire; or a referee and two umpires;
- b. Two timers, two scorers and a shot-clock operator, who shall assist the referee and umpire(s). A single timer and single scorer may be used when they are trained personnel acceptable to the referee.

**Art. 2.** The officials' uniform shall be a black-and-white striped shirt that may have a 3-inch-wide black insert, and black pants. No variation in the color or style of this uniform is permitted. A national flag is permitted on the sleeve. Patches are not permitted with the exception of the NCAA patch to be worn during the NCAA tournament. One manufacturer's logo is permitted but must not exceed  $2\frac{1}{4}$  square inches.

**Art. 3.** The scorers, timers and shot-clock operator shall be located at the scorers' table at courtside, as near to the division line as possible. Note: It is recommended that the official scorer be seated next to the official timer.

### Section 2. Officials' Authority

**Art. 1.** The officials shall conduct the game in accordance with the official rules and interpretations and employ the mechanics of officiating outlined in the NCAA-approved women's basketball officiating manuals.

**Art. 2.** No official has the authority to set aside any official rules or approved interpretations.

**Art. 3.** No official shall have authority to set aside or question decisions made by the other official(s) within the limits of their respective outlined duties.

**Art. 4.** One official may assist another by providing additional information related to a made decision.

**Art. 5.** The referee's decision shall not take precedence over that of the umpire(s) in calling a foul or violation.

### Section 3. Elastic Power

The referee shall be empowered to make decisions on any issues arising during the official's jurisdiction that are not specifically covered in the rules.

### Section 4. Officials' Jurisdiction

**Art. 1.** The officials shall have the power to make decisions for infractions of rules committed either within or outside the boundary lines from 15 minutes before the scheduled starting time of the game through the referee's approval of the final score.

**Art. 2.** At least one official shall arrive on the floor 15 minutes before the start of the game. At least one official must remain on the floor once jurisdiction begins and team member(s) are on the court or in the bench area. All officials are to return to the court with three minutes remaining on the game clock regardless of whether team members are present.

**Art. 3.** When all three officials leave the visual confines of the playing area at the end of the game, the officials' jurisdiction has ended and the score has been approved.

### **Section 5. The Referee—Pregame Duties**

Before the game starts, the referee shall:

**Art. 1.** Inspect and approve all players' uniforms and all equipment, including playing court, baskets, ball, backboards, and timers'/scorers' signals.

**Art. 2.** Designate the official clocks and timers/operators.

**Art. 3.** Designate the official scorebook and official scorer.

**Art. 4.** Ensure that the official timer will be responsible for notifying each team three minutes before each half is to begin.

**Art. 5.** Check the official scorebook for names and numbers of team members and designated starters.

**Art. 6.** Notify the captains when play is about to begin at the start of the game.

### **Section 6. The Referee—Duties During Game**

During the game, the referee shall:

**Art. 1.** Be responsible for designating which official shall toss the ball for jump ball(s).

**Art. 2.** Administer the alternating-possession procedure to start the **second, third and fourth periods.**

**Art. 3.** Decide whether a goal will count when the officials disagree.

**Art. 4.** Correct a scoring or bookkeeping mistake.

**Art. 5.** Correct all errors and mistakes within the prescribed time frame.

**Art. 6.** Forfeit the game when the conditions warrant.

**Art. 7.** Decide matters upon which the timers and scorers disagree.

**Art. 8.** Inform each team and the table officials of the overtime procedures when the score is tied at the end of regulation time.

**Art. 9.** Check the score at the end of each half and extra period(s) and approve the final score.

### **Section 7. Officials' Duties**

During the game, officials shall:

**Art. 1.** Put the ball in play.

**Art. 2.** Determine when the ball becomes dead.

**Art. 3.** Prohibit practice during a dead ball, except between halves.

**Art. 4.** Administer penalties.

**Art. 5.** Grant and charge timeouts.

**Art. 6.** Correct errors and mistakes within the prescribed time frames. Officials may use play-by-play, a digital stopwatch and table officials (includes an approved standby official) to correct errors and mistakes.

**Art. 7.** Beckon substitutes to enter the playing court.

**Art. 8.** Indicate a three-point attempt and signal a successful three-point goal.

**Art. 9.** Silently and visibly count seconds to administer throw-ins, free throws, and closely guarded rules and silently count for enforcement of the three-second rule. Use the shot clock to administer the 10-second backcourt count. Use a visible 10-second count when there is no shot clock visible.

**Art. 10.** Notify the captains when play is about to begin after an intermission or a timeout.

**Art. 11.** Report a warning for delay to the official scorer and coaches. (See Rules 4-11.1 and 4-32.2.)

**Art. 12.** Signal the official timer to stop the game clock when a foul occurs, designate the offender to the official scorer and indicate with finger(s) the number of free throws.

**Art. 13.** Clearly signal, when a team is entitled to a throw-in:

- a. The act that caused the ball to become dead.
- b. The team entitled to the throw-in.
- c. The designated spot, unless the throw-in comes after a successful goal or an awarded goal.

**Art. 14.** Notify a team and its head coach when a team takes its final allowable charged timeout.

**Art. 15.** Signal the scorer to record the time that a possible correctable error has occurred for a two- or three-point goal, which will be reviewed at the next electronic-media timeout per Rule 11-2.1.b.1. No signal is required following the last electronic-media timeout of the fourth period or during any extra period.

**Art. 16.** Notify game management of any potentially dangerous playing court and/or equipment situations.

## **Section 8. Officials' Duties Related to Conduct**

The officials shall:

**Art. 1.** Penalize unsportsmanlike conduct by a player, coach, substitute, team attendant or follower.

**Art. 2.** Penalize flagrant acts by any offender.

**Art. 3.** Remove a player from the game who commits her fifth foul. (See Rule 2-9.4.)

**Art. 4.** Notify the coach and then the player when there is a disqualification.

**Art. 5.** Inform the head coach and the official scorer that an ejection for fighting has occurred.

## Section 9. Duties of Scorers

The scorers shall:

**Art. 1.** Record the names and uniform numbers of squad members who may participate, starting five players, and the names of all substitutes who enter the game. It is recommended that squad members' names be recorded in the scorebook in numerical order.

**Art. 2.** Record the field goals made and the free throws made and missed, and keep a running summary of the points scored.

**Art. 3.** Record the personal and technical fouls assessed to each player and the technical fouls assessed to a coach, team member, bench personnel or follower.

**Art. 4.** Notify an official immediately when a player has committed her fifth foul.

**Art. 5.** Notify an official immediately when a second technical foul is charged to a coach, squad member or any bench personnel.

**Art. 6.** Notify an official immediately when a head coach receives a combination of one direct technical foul and two indirect technical fouls or three indirect technical fouls.

**Art. 7.** Record in the scorebook any ejection for fighting, warnings for delay per Rule 4-11.1.d-g and any resumption of play warning per Rule 4-32.2.

**Art. 8.** Record the timeouts charged to each team and notify an official when a team takes its final allowable charged timeout.

**Art. 9.** Signal the nearest official each time a team is granted a charged timeout in excess of the allowable number.

**Art. 10.** Signal the nearest official in each period when a player commits a common foul (except a player-control or team-control foul), beginning with the team's fifth foul, including any combination of personal fouls and all technical fouls.

**Art. 11.** The official scorebook shall remain at the scorers' table throughout the game, including all intermissions.

**Art. 12.** Compare their records after each goal, each foul and each charged timeout, notifying the referee at once of any discrepancy. When no error can be found, the referee shall accept the record of the official scorebook, unless the referee has knowledge that permits another decision. When the discrepancy is in the score and the error is not resolved, the referee shall accept the progressive team totals of the official scorebook.

**Art. 13.** Notify the nearest official when there is an infraction of the rules pertaining to submission of the roster, substitutions or uniform numbers of players.

**Art. 14.** When necessary, signal the officials with a sounding device unlike that used by the referee and umpire(s). This sounding device may be used immediately when the ball is dead or is in control of the offending team.

**Art. 15.** When a correctable error is called to the official scorer's attention while the game clock is running, the official timer shall not use the game-clock horn until the ball has become dead.

**Art. 16.** Correct a scoring or bookkeeping mistake any time before the referee approves the final score.

*Note: It is recommended that only the person at the scorers' table permitted to wear a black-and-white-striped garment be the official scorer.*

**Art. 17.** Record the time on the game clock when the official signals that an instant replay review for a correctable error is required under Rule 11-2.1.b.1.

## Section 10. Duties of Timers

The official timer shall:

**Art. 1.** Be provided with a game clock to be used for timing periods and the intermission at halftime and a digital stopwatch. The game clock and digital stopwatch shall be placed so that they may be seen by both the timers and the shot-clock operator.

**Art. 2.** Operate the game clock.

**Art. 3.** Notify the referee more than three minutes before each half is to start.

**Art. 4.** Signal the scorers three minutes before starting time.

**Art. 5.** Record playing time and time of stoppages.

**Art. 6.** Notify an official when the timer has information pertaining to a timing mistake.

**Art. 7.** Start the game clock as prescribed in Rule 5-10.

**Art. 8.** Start the digital stopwatch for a charged timeout, for the intermission following the first and third periods, to replace a disqualified player, to remedy a blood situation or to remedy a lost, irritated or displaced contact lens, and signal the referee when it is time to resume play.

**Art. 9.** Sound a warning horn 15 seconds before the expiration of the 15-second time limit to replace a disqualified player and before the expiration of the 20-second time limit to replace an injured player. The signal also shall be sounded at the end of the time limit to replace a disqualified or injured player.

**Art. 10.** Sound a warning horn 15 seconds before the expiration of an intermission or charged timeout. A second signal shall be given at the expiration of an intermission or a charged timeout. Play shall be resumed immediately upon the sounding of the second signal. (*Exception: 4-32.2*)

**Art. 11.** Stop the game clock as prescribed in Rule 5-11.

**Art. 12.** Stop the game clock after a successful field goal with 59.9 seconds or less remaining in the game or any extra period.

**Art. 13.** Sound the game-clock horn when the ball has become dead and any of the following have been brought to the scorer's attention by a head coach or table official (includes an approved standby official):

- a. The possibility of a correctable error situation as in Rule 2-12;
- b. Whether a timing, scoring or alternating-possession mistake needs to be prevented or rectified; or
- c. To determine whether a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul or contact dead ball technical foul occurred.

**Art. 14.** Indicate with the red light or LED lights the expiration of playing time in each period or extra period. This signal shall terminate player activity. When a red light is not present, the indicator that shall terminate players' activity shall be the sounding of the game-clock horn.

**Art. 15.** Enter the playing court or use other means to immediately notify the referee when the timers' red light signal or LED lights fail to operate or be seen or when a game-clock horn fails to sound or is inaudible. When, in the meantime, a goal has been made or a foul has occurred, the referee shall consult the timers.

- a. When the timers agree that time expired before a try for field goal was in flight, the goal shall not count.
- b. When the timers agree that the period ended before a foul occurred as in Rule 5-7.3.c, the foul shall be disregarded unless it was a flagrant 2 technical foul or a contact dead ball technical foul.
- c. When the timers disagree about the expiration of time before a successful try for field goal or foul, the goal shall count or the foul shall be penalized unless the referee has knowledge that alters such a ruling.

## Section 11. Duties of Shot-Clock Operator

The shot-clock operator shall:

**Art. 1.** Use a 30-second shot clock.

**Art. 2.** Use the shot clock for the entire game, including extra periods, except when there is less time remaining on the game clock than on the shot clock, in which case the shot clock shall be turned off.

**Art. 3.** Control a separate timing device with a horn that shall have a sound that is distinct and different from that of the game-clock horn.

**Art. 4.** Have an alternate timing device available.

**Art. 5.** Start the shot clock when:

- a. An inbounds player legally touches the ball after the throw-in has been released;
- b. A team gains initial control following a jump ball or unsuccessful try for goal; or
- c. There is a change in team control.

**Art. 6.** Stop the timing device and reset it:

- a. When team control is re-established after the team loses control of the ball;

*Note: The mere touching of the ball by an opponent does not start a new shot-clock period when the same team remains in control of the ball.*

- b. When any of the following occurs:
  1. A single personal foul;
  2. A single technical foul assessed to the defensive team;
  3. A double personal foul when only one of the fouls is a flagrant foul.
- c. When a held ball occurs (*Exceptions: Rules 2-11.7.e, 2-11.7.i and 2-11.7.j*);



- d. When a try for goal strikes the ring or flange and then control is gained by either team;
- e. When a violation occurs;
- f. When an intentionally kicked or fisted ball occurs with 14 seconds or less remaining, set to 15 seconds;
- g. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

**Art. 7.** Stop the timing device and continue time without a reset when play begins under the following circumstances:

- a. The ball is deflected out of bounds by a defensive player;
- b. When an intentionally kicked or fisted ball occurs with 15 seconds or more remaining;
- c. A player is injured or loses a contact lens;
- d. A charged or electronic-media timeout has concluded;
- e. During team control as defined in Rule 4-10, a defensive player causes a held ball and the alternating-possession arrow favors the team in control;
- f. After any double personal or technical fouls or simultaneous personal or technical fouls when there is team control as defined in Rule 4-10 unless the penalty for the foul results in a change of possession;
- g. After an inadvertent whistle when there is team control as defined in Rule 4-10;
- h. After any technical foul(s) is assessed to the team in control of the ball, or to the team entitled to the ball before it is at the disposal of the thrower-in, or to bench personnel or followers of that team;
- i. After a simultaneous held ball as described in Rule 6-4.2 occurs during a throw-in or after an unsuccessful try that does not contact the ring or flange and the alternating-possession arrow favors the team whose try was unsuccessful; and
- j. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounders or out of bounds or when there is doubt as to who last touched the ball.

*Note: The offensive team, upon regaining possession of the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.*

**Art. 8.** Stop the timing device and set the shot clock to 15 seconds when an intentionally kicked or fisted ball occurs during a throw-in with 14 seconds or less remaining. When an intentionally kicked or fisted ball occurs during a throw-in with 15 seconds or more remaining, the shot clock shall not be reset.

**Art. 9.** Sound the shot-clock horn at the expiration of the shot-clock period. This shot-clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates zeroes but the shot-clock horn has not sounded, the shot-clock time has not expired.

**Art. 10.** Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period.

**Art. 11.** Allow the timing device to continue during a loose-ball situation when the offense retains control or when a field-goal try is attempted at the wrong basket.

**Art. 12.** Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange.

## **Section 12. Correctable Errors**

**Art. 1.** The correctable errors are as follows:

- a. Failing to award a merited free throw.
- b. Awarding an unmerited free throw.
- c. Permitting a wrong player to attempt a free throw.
- d. Permitting a player to attempt a free throw at the wrong basket.
- e. Erroneously counting or canceling a score.

*Note: In order for this to be a correctable error, the official must have erred in counting or canceling a successful try for goal according to a rule (i.e., after basket interference or goaltending, incorrectly counting or failing to cancel a score or counting a three-point goal instead of a two-point goal). A correctable error does not involve an error in judgment.*

**Art. 2.** When the officials' error as in Rule 2-12.1.a through .d is made while the game clock is stopped, such errors must be recognized and corrected by an official during the first dead ball after the game clock has been started properly.

**Art. 3.** When the officials' error as in Rule 2-12.1.e is made while the game clock is running and the ball becomes dead after a successful goal, it must be recognized and corrected by an official before the second live ball. (*Exception: 11-2.1.b.1*)

**Art. 4.** When the error is a free throw by the wrong player, a free throw attempted at the wrong basket or the awarding of an unmerited free throw, the free throw and the activity during it, other than any flagrant or technical foul, shall be canceled.

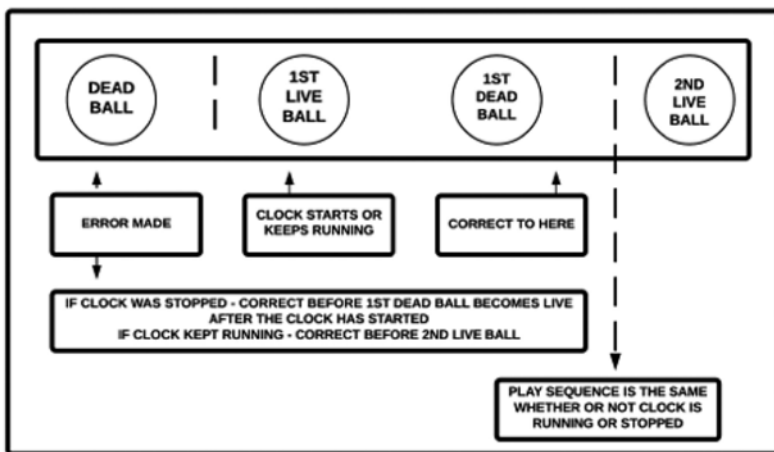
- a. Points scored, time consumed and additional activity that may occur before the recognition of the error shall not be nullified.

**Art. 5.** When an error is corrected, play shall be resumed from the point of interruption to correct the error, unless the correction involves the failure to award a merited free throw(s) and there has been no change of team possession since the error was made. In that case, play shall resume as after any normal free throw.

- a. Points scored, time consumed and additional activity that may occur before the recognition of the error shall not be nullified.

**Art. 6.** An appeal for a correctable error may be made by a head coach, table official (includes an approved standby official) or game official. This appeal must be honored and reviewed by an official.

**CORRECTABLE ERRORS**



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# RULE 3

## Players and Substitutes

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### Section 1. Player

A player is one of five or fewer members of a team's personnel who is legally on the playing court to participate. An individual shall retain player status during a timeout.

### Section 2. The Team

**Art. 1.** At the start of the game, each team shall consist of five players, one of whom shall be the captain.

**Art. 2.** Each team may continue to play with fewer than five players when all other squad members are not eligible or able to play.

**Art. 3.** When there is only one player participating for a team, that team shall forfeit unless the referee believes that both teams have an opportunity to win.

### Section 3. The Captain

**Art. 1.** The captain is a team member who may address an official on matters of interpretation or to obtain essential information, when it is done in a courteous manner. Dialogue between coaches and officials should be kept to a minimum.

**Art. 2.** Any player may address an official to request a timeout or permission to leave the playing court.

### Section 4. Lineup

**Art. 1.** Before the 10-minute mark is reached on the game clock that is counting down the time before the start of the game, each team shall supply the scorers with names and uniform numbers of team members who may participate, and those of the five starting players.

**Art. 2.** After the 10-minute mark is reached on the game clock that is counting down the time before the start of the game and until the end of the game, a team shall not make changes to the scorebook. (Exception: Changes necessitated by obvious injury, illness, blood on the uniform, a replacement of a designated starter to attempt technical-foul free throws, or to correct a scoring or bookkeeping mistake).

### Section 5. Substitute

**Art. 1.** A substitute is a team member who has reported to the scorers' table that she wishes to become a player and is waiting at the scorers' table to be beckoned into the game by an official.

## Section 6. Substitutions

### Art. 1. Procedural requirements.

- a. Each substitute who desires to enter the game shall give the scorers her uniform number.
- b. An entering player is a substitute who has been beckoned onto the playing court by an official.
- c. Any substitute shall remain outside the boundary line until beckoned by an official, whereupon the substitute shall enter immediately. When the ball is about to become live, the official shall withhold the beckoning signal.
- d. A substitute becomes a player when she legally enters the playing court. When the entry is not legal, the substitute becomes a player when the ball becomes live.
- e. Substitutions between halves shall be reported to the official scorer by the substitute(s) or a team representative before the signal that ends the intermission rather than before the warning horn. When the substitute(s) has not reported before the final horn to end the intermission, the five players from the previous period shall begin the next period.
- f. When entry is at any time other than between halves, and a substitute who is entitled and ready to enter reports to the scorers, the timers shall sound the game-clock horn when the ball is dead and time is stopped. (*Exception: Rule 3-6.1.h*)
- g. Substitutes during a timeout or during the intermission following the first or third periods must report to or be in position to report to the official scorer before the warning horn. Substitutions shall not be permitted after the warning horn. (*Exception: Rule 3-6.3.d*)
- h. Substitutions shall not be permitted when the game clock has been stopped after a successful field goal in the last 59.9 seconds of the fourth period or any extra period and before the clock has been properly started, except for:
  1. Those substitutions permitted by rule including, but not limited to, injury, blood, violation, foul, disqualification, timeout, or for a lost, displaced or irritated contact lens or displaced eyeglasses.
  2. There shall be no substitutions during the dead ball period when the clock is stopped for a made field goal to correct a timing or scoring mistake or for an inadvertent whistle.
- i. Substitutions shall not be permitted in the last two minutes of the fourth period and/or the last two minutes of any extra period until the results of an instant replay review have been reported to both head coaches.
- j. A player who has been withdrawn or replaced by a substitute may re-enter the game at the next opportunity to substitute, provided that the game clock has been properly started after the withdrawal or replacement.

- k. A player who legally enters the game during a dead ball may leave the game during that same dead-ball period without penalty.
- l. When three or more substitutes for the same team enter the game, an official may honor a request by the captain of the opposing team to aid it in locating the entering players.

**Art. 2.** Free throws.

- a. An entering player shall not replace a free-thrower. When the substitute desires to replace a player who is to attempt a free throw, the substitute shall remain at the scorers' table until the next opportunity to enter the game.
- b. During multiple free throws for personal fouls, a substitute may enter the game only before the final attempt in the sequence unless otherwise authorized by the rules or after the final attempt has been successfully converted.
  1. Substitutions during a timeout but before the warning horn are permissible before the first free-throw attempt.
- c. On free throws for technical or flagrant fouls, all substitutes are permitted to enter before the first attempt or after the final attempt unless otherwise required by rule. (See Rule 3-6.2.d.)
- d. When a player is required to be replaced, such as for disqualification, injury or blood, or a lost, irritated or displaced contact:
  1. Before the administering of multiple free throws, all substitutes, who had legally reported to the official scorer before the player who had to be replaced, may enter the game; or
  2. When no free throws are awarded, all substitutes, who had legally reported to the official scorer before the player who had to be replaced, may enter the game.

**Art. 3.** Required substitutions.

- a. A bleeding player or a player who has a lost, displaced or irritated contact lens is required to be substituted for if the issue cannot be resolved within 20 seconds. However, a timeout may be requested and granted when this player desires to remain in the game. When the condition is remedied within the granted timeout, the player is permitted to remain in the game.
- b. A player with blood on her uniform shall have the uniform evaluated by medical personnel. When medical personnel determine that the blood has not saturated the uniform, the player may immediately resume play without leaving the game. When medical personnel determine that the blood has saturated the uniform, the affected part of the uniform shall be changed before the player is permitted to return.
- c. When a player is required to be replaced, such as for disqualification, injury or blood, or a lost, irritated or displaced contact, all substitutes who had legally reported to the official scorer before the player who had to be replaced, may enter the game.
- d. An immediate substitute shall be required when the coach or any other bench personnel is beckoned and/or comes onto the playing court to

attend a player(s) who has been injured unless a timeout is requested by and granted to her team in that dead ball period.

- e. An immediate substitute shall be required when a timeout has been granted for a player who is injured or bleeding, has a blood-saturated uniform, or has a lost, irritated or displaced contact lens and that player is not ready to resume play after the final horn that indicates the expiration of the timeout. The opponents shall be permitted to counter with a substitution.

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# RULE 4

## Definitions

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### Section 1. Airborne Shooter

**Art. 1.** An airborne shooter is an airborne player who has released the ball on a try for goal. An airborne shooter retains that status until that player has returned to the floor.

**Art. 2.** An airborne shooter is in the act of shooting.

### Section 2. Ball Handler or Dribbler

A ball handler or dribbler is any player with player control (holding or dribbling) outside the lane area, either facing or with her back to the basket. A player is also a ball handler or dribbler when inside the lane area she has player control of the ball while facing the basket.

### Section 3. Batting the Ball

Batting the ball is intentionally striking the ball or intentionally changing its direction with the hand or arm.

### Section 4. Bench Area

**Art. 1.** The boundaries of the bench area shall be formed from the outer edge of the sideline beginning at the 28-foot line (coaching box line) and extending beyond the end line by an imaginary line. The depth of the bench area extends from the outer edge of the sideline to the back of the team bench.

**Art. 2.** During any timeout, the intermission following the first and third periods, or before any extra period, bench personnel and players shall locate themselves inside an imaginary rectangle formed by the boundaries of the sideline (including the bench), end line and an imaginary line extended from the free-throw lane line nearest the bench area meeting an imaginary line extended from the coaching-box line.

### Section 5. Bench Personnel

Bench personnel includes anyone in the team bench area and any team member before the start of the game, during the game and after the signal to end any period.

### Section 6. Blocking

Blocking is illegal personal contact that impedes the progress of an opponent.

### Section 7. Boundary Lines

Boundary lines of the playing court shall consist of end lines and sidelines. The inside edges of these lines define the inbounds and out-of-bounds areas.



## Section 8. Charging

Charging is illegal personal contact by pushing or moving into an opponent's torso.

## Section 9. Continuous Motion

Continuous motion applies to a try for field goal or free throw, but shall have no significance unless there is a foul by the defense during the interval that begins when the normal throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight.

## Section 10. Control—Player, Team

**Art. 1.** A player shall be in control when:

- a. Holding a live ball; or
- b. Dribbling a live ball while inbounds.

**Art. 2.** A team shall be in control when:

- a. A player of the team is in control;
- b. While a live ball is being passed between teammates;
- c. When a player of that team has disposal of the ball for a throw-in; or
- d. During an interrupted dribble.

**Art. 3.** Team control shall continue until the ball is in flight during a try for goal, an opponent secures control or the ball becomes dead.

**Art. 4.** There shall be no team control during:

- a. A jump ball;
- b. The tapping of a rebound (unless it is a try for goal);
- c. A try for goal after the ball is in flight;
- d. The period that follows any of these acts (a-c) while the ball is being batted (from the vicinity of other players) in an attempt to secure control; or
- e. A dead ball.

**Art. 5.** Team control is re-established in Article 4 of this rule when a player secures control.

**Art. 6.** "Control" for purposes of establishing the alternating-possession procedure occurs when:

- a. A player is in control; or
- b. The ball is handed/bounced to or placed at the disposal of the free-thrower after a common foul or placed at the disposal of a thrower-in.

## Section 11. Delay

**Art. 1.** A delay is any action that impedes the progress or continuity of the game. Such actions include, but are not limited to:

- a. Failure to supply scorers with data per Rule 3-4.1 (See Rule 10-2.2);
- b. Consuming a full minute by not being ready when it is time to start either half or any extra period (See Rule 10-2.5.a);

- c. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as but not limited to, followers or bench personnel entering the playing court before player activity has been terminated. When the delay does not interfere with play, it shall be ignored, and play shall be continued or be resumed at the point of interruption (See Rule 10-2.8.d and Rule 10-4.7);
- d. Repeatedly delaying the game by preventing the ball from being promptly put into play, such as delaying the administration of a throw-in or free throw by engaging in a team huddle anywhere on the playing court (See Rule 10-2.5.b);
- e. Failure to have the court ready for play after the final horn to end any timeout (See Rule 10-2.5.c);
- f. Attempting to gain an advantage by interfering with the ball after a goal or by failing to immediately pass the ball to the nearest official after a whistle is blown (See Rule 10-3.11); or
- g. The opponents of the thrower-in having any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line. (See Rule 10-3.7.)

**Art. 2.** One team warning shall be given for each of the delays in Rule 4-11.1.d through .g. Each warning shall be reported to the official scorer. Thereafter, a technical foul shall be assessed for the delay that has previously received a team warning.

## **Section 12. Disposal of Ball**

**Art. 1.** The ball is at the disposal of a player when it is:

- a. Handed to the thrower-in or free-thrower;
- b. Caught by the thrower-in or the free-thrower after it is bounced to her;
- c. Placed at a spot on the floor; or
- d. Available to a player after a goal and the official begins the throw-in count.

## **Section 13. Disqualified Player**

**Art. 1.** A disqualified player is one who is barred from further participation in a game after receiving a fifth foul, including personal fouls and all technical fouls.

**Art. 2.** A team member who leaves the bench area during a fight shall be disqualified and ejected.

**Art. 3.** The officials shall notify the coach and then the player of any disqualification.

**Art. 4.** When the coach is notified by an official that a player is disqualified, that player becomes bench personnel, except when the disqualified individual is ejected.

**Art. 5.** A disqualified player shall be replaced within a 15-second time limit. A horn shall be sounded both 15 seconds before the expiration of this time limit and at the end of the time limit, with the latter horn indicating that play shall resume immediately.

## Section 14. Dribble

**Art. 1.** A dribble is ball movement caused by a player in control who bats, pushes or taps the ball to the playing court once or several times.

**Art. 2.** The dribble may be started by pushing, throwing, tapping or batting the ball to the playing court.

**Art. 3.** During a dribble, the ball may be batted into the air, provided that it is permitted to strike the playing court one or more times before the ball is touched again with either hand.

**Art. 4.** The dribble ends when:

- a. The dribbler catches or carries/palms the ball by allowing it to come to rest in one or both hands;
- b. The dribbler touches the ball with both hands simultaneously;
- c. An opponent bats the ball; or
- d. The ball becomes dead.

**Art. 5.** An interrupted dribble occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler.

**Art. 6.** During an interrupted dribble, there shall be no player control, and the following cannot occur:

- a. Player-control foul, or
- b. Granting of a timeout request.

## Section 15. Ejection

**Art. 1.** Ejection is the act of immediate dismissal of an individual from participation in a game because of a specific infraction of the rules.

- a. In addition to being disqualified, an individual who is ejected shall leave the playing court and floor area and report to her team's locker room until the game is over.

**Art. 2.** The following shall result in automatic ejection:

- a. Committing a flagrant 2 personal or flagrant 2 technical foul;
- b. Incurring the maximum number or combination of technical fouls;
- c. Participating in a fight;
- d. Leaving the bench area during a fight situation as bench personnel but not participating in the fight; or
- e. Participating after having been disqualified for a reason other than ejection.

## Section 16. Foul

**Art. 1.** A foul is an infraction of the rules that is charged to a player or bench personnel and is penalized in various ways. Following are the types of fouls:

**Art. 2.** Personal foul. A personal foul shall be a foul committed by a player that involves illegal contact with an opponent while the ball is live.

- a. Common foul. A common foul is a personal foul that is neither flagrant nor committed against a player trying for a field goal, nor part of a double, multiple or simultaneous foul.

1. **Player-control foul.** A player-control foul is a common foul committed by a player when she is in control of the ball or by an airborne shooter.
2. **Team-control foul.** A team-control foul is a common foul that is committed by a player of a team that has team control.
- b. **Double personal foul.** A double personal foul occurs when two opponents commit personal fouls against each other at approximately the same time.
- c. **Flagrant 1 personal foul.** A flagrant 1 personal foul is a personal foul that is deemed excessive in nature and/or unnecessary, but is not based solely on the severity of the act. Examples include, but are not limited to:
  1. Causing excessive contact with an opponent;
  2. Contact that is not a legitimate attempt to play the ball or player, specifically designed to stop or keep the clock from starting;
  3. Pushing or holding a player from behind to prevent a score;
  4. Fouling a player clearly away from the ball who is not directly involved with the play, specifically designed to stop or keep the clock from starting;
  5. Contact with a player making a throw-in. This act shall also serve as a team warning for reaching through the boundary (See Rule 4-11.1.g);
  6. Illegal contact caused by swinging of an elbow that is deemed excessive or unnecessary but does not rise to the level of a flagrant 2 personal foul (See Rule 4-19.7).
- d. **Flagrant 2 personal foul.** A flagrant 2 personal foul is a personal foul that involves contact with an opponent that is not only excessive, but also severe or extreme while the ball is live.
- e. **Simultaneous personal foul.** A simultaneous personal foul occurs when opponents commit personal fouls at approximately the same time but not against each other.

### Art. 3. Technical Fouls

- a. **Administrative technical foul.** An administrative technical foul occurs when there is a violation of rules pertaining to, but not limited to, court/equipment requirements, rosters, benches, illegal uniforms/numbers, scorebook, team delays, excessive timeouts, and team followers. (See Rule 10-2)
- b. **Bench technical foul.** A bench technical foul involves unsporting conduct of bench personnel (See Rule 10-4). Unsportsmanlike conduct is behavior or an act that is unbecoming to a fair, ethical and honorable individual.
- c. **Direct and indirect technical foul.** A direct technical foul refers to a technical foul assessed to a head coach for his or her own behaviors. An indirect technical foul refers to a technical foul assessed to a head coach for the actions of only bench personnel.
- d. **Double technical foul.** A double technical foul occurs when opponents commit technical fouls against each other at approximately the same time.

- e. **Flagrant 2 technical foul.** A flagrant 2 technical foul can be either contact or noncontact.
  - 1. A flagrant 2 contact technical foul occurs when the ball is dead and the contact is not only excessive, but also severe or extreme.
    - a. An exception may be a foul committed by an airborne shooter.
  - 2. A flagrant 2 noncontact technical foul occurs when the ball is either live or dead and involves unsportsmanlike conduct that is extreme, sometimes persistent, vulgar or abusive.
- f. **Contact dead ball technical foul.** A contact dead ball technical foul occurs when the ball is dead and involves contact that is unnecessary, unacceptable and excessive, but does not rise to the level of a flagrant 2 contact technical foul.
- g. **Player/Substitute technical foul.** A player/substitute technical foul involves the conduct of a player or a substitute (See Rule 10-3). Unsportsmanlike conduct is behavior or an act that is unbecoming to a fair, ethical and honorable individual.
- h. **Simultaneous technical foul.** A simultaneous technical foul occurs when each team commits a technical foul at approximately the same time, but not by opponents against each other.

**Art. 4.** False double foul. A false double foul occurs when there are fouls by both teams, the second of which occurs before the game clock is started after it is stopped for the first.

**Art. 5.** Multiple foul. A multiple foul occurs when two or more teammates commit personal fouls against the same opponent at approximately the same time.

**Art. 6.** False multiple foul. A false multiple foul occurs when there are two or more fouls by the same team such that the last foul is committed before the game clock is started after it is stopped for the first, and such that at least one of the attributes of a multiple foul is absent.

## Section 17. Fumble

**Art. 1.** A fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player's grasp.

**Art. 2.** A fumble may be legally recovered by any player.

## Section 18. Guarding

**Art. 1.** Guarding is the act of legally placing the body in the path of an offensive opponent. The guarding position shall be initially established and then maintained inbounds on the playing court.

**Art. 2.** There is no minimum distance required between the guard and opponent, but the maximum distance to be considered closely guarded is 6 feet. This distance shall be measured from the forward foot or feet of the defender to the forward foot or feet of the opponent. These distances shall apply only when a player in the frontcourt is holding the ball.

**Art. 3.** Every player shall be entitled to a spot on the playing court, provided that such player gets there first without illegally contacting an opponent. (*Exception: Rule 4-18.7*)

**Art. 4.** To establish an initial legal guarding position on the player with the ball:

- a. The guard shall have both feet touching the playing court. When the guard jumps into position initially, both feet must return to the playing court after the jump, for the guard to establish a legal guarding position.
- b. The guard's torso shall face the opponent.
- c. No time and distance shall be required.
- d. When the opponent with the ball is airborne, the guard shall have established legal guarding position before the opponent left the playing court. (*Exception: Rule 4-18.7*)

**Art. 5.** To establish legal guarding position on a player without the ball:

- a. Time and distance shall be required to establish an initial legal guarding position;
- b. The guard shall give the opponent the time and distance to avoid contact;
- c. The distance given by the opponent of the player without the ball need not be more than two strides; and
- d. When the opponent is airborne, the guard shall have established legal guarding position before the opponent left the playing court.

**Art. 6.** To maintain a legal guarding position after the initial position has been established, the guard:

- a. Is not required to continue having the torso face the opponent;
- b. Cannot have either foot out of bounds;
- c. May raise the hands or may jump within her own vertical plane;
- d. May shift to maintain guarding position in the path of the dribbler, provided that the guard does not charge into the dribbler or otherwise cause contact or move into the path of an airborne player;
- e. May move laterally or obliquely to maintain position provided such a move is not toward the opponent when contact occurs;
- f. Is not required to have the feet on the playing court when shifting in the path of the dribbler or when moving laterally or obliquely; and
- g. May turn or duck to absorb shock when contact by the dribbler is imminent. In such a case, the dribbler shall not be absolved from the responsibility of contact.

**Art. 7.** A secondary defender cannot establish initial legal guarding position in the restricted area for the purposes of drawing a player-control foul/charge on a player who is in control of the ball (i.e., dribbling or shooting) or who has released the ball for a pass or try for goal when the offensive player with the ball is located outside the lower defensive box when she starts her move to the basket. When illegal contact occurs within this restricted area, such contact shall be called a blocking foul, unless the contact is flagrant. (*Exception: When the offensive player leads with a foot or unnatural extended knee or wards off with the arm.*)

This restriction shall not prohibit a defender, located within the restricted area, from attempting to block a shot.

### **Section 19. Hands and Arms, Use of**

**Art. 1.** The arms may be extended vertically above one's shoulder and need not be lowered to avoid contact with an opponent when the action of the opponent causes contact.

- a. This legal use of the arms and hands usually occurs when guarding:
  1. The thrower-in;
  2. The player with the ball who is under defensive pressure; or
  3. A player with the ball who is maneuvering to try for goal by pivoting, jumping or hooking either a pass or try for goal.

**Art. 2.** It shall be legal for a defender to accidentally hit the hand of a ball-handler when reaching to block or slap the ball when there is player control with that player's hand in contact with the ball and when that player is:

- a. A dribbler;
- b. Attempting a try for field goal; or
- c. Holding the ball.

**Art. 3.** A player shall be permitted to hold her hands and arms in front of her face or body for protection in a recoil action rather than a pushing action:

- a. To absorb force from imminent contact by an opponent; or
- b. When that player, who has set a blind screen, is about to be run into by the player being screened.

**Art. 4.** A player shall not use the arms, hands, hips or shoulders:

- a. To force her way through a screen; or
- b. To hold the screener and then push the screener aside in order to maintain a guarding position relative to her opponent.

**Art. 5.** It shall be illegal to extend one's arms fully or partially, other than vertically, so that the freedom of movement of an opponent is hindered when contact with the extended arms occurs.

**Art. 6.** It shall be illegal to extend an elbow(s) and make contact with an opponent when:

- a. Hands are on one's hips;
- b. Hands are held near one's chest; or
- c. Arms are held approximately horizontal to the playing court when not holding the ball.

*Note: These illegal positions are most commonly used when rebounding, screening or in the various aspects of post play.*

**Art. 7.** The following shall be considered not only excessive, but extreme swinging:

- a. When arm(s) and elbow(s) are swung about while using the shoulders as pivots, and the speed of the extended arm(s) and elbow(s) exceeds that of the rest of the body as it rotates on the hips or on the pivot foot; or

- b. When the speed and vigor with which the arm(s) and elbow(s) are swung is such that injury could result if another player were contacted.

### **Section 20. Holding**

Holding is illegal personal contact with an opponent that interferes with the opponent's freedom of movement.

### **Section 21. Inadvertent Whistle**

An inadvertent whistle occurs any time an official blows the whistle as an oversight and does not have a call to make.

### **Section 22. Incidental Contact**

**Art. 1.** All contact shall not constitute a foul. When 10 players move rapidly in a limited area, some contact is certain to occur. Incidental contact shall be contact with an opponent that is permitted and does not constitute a foul.

**Art. 2.** Contact that is incidental to an effort by an opponent to reach a loose ball, or contact that results when opponents are in equally favorable positions to perform normal defensive or offensive movement, should be permitted even though the contact may be severe or excessive.

**Art. 3.** Contact that does not hinder the opponent from participating in normal defensive or offensive movements shall be considered incidental.

**Art. 4.** A player who is screened within her visual field shall be expected to avoid contact with the screener by stopping or avoiding the screener.

**Art. 5.** A player who is screened outside her visual field may make inadvertent contact with the screener. Such contact shall be incidental, provided that the screener is not displaced when she has the ball.

**Art. 6.** When a player approaches an opponent from behind or a position from which the player has no reasonable chance to play the ball without making contact with the opponent, the player in the unfavorable position is responsible for any contact.

### **Section 23. Jump Stop**

**Art. 1.** A jump stop is executed when a player catches the ball while moving or dribbling with:

- a. One foot on the playing court, jumps off that foot and lands simultaneously on both feet (no pivot foot).
- b. Two feet off the playing court, lands on one foot, jumps off that foot and lands simultaneously on both feet (no pivot foot).

**Art. 2.** A jump stop may also be executed when the dribbler has one foot on the playing court, initiates a jump off that foot, ends the dribble with both feet off the playing court and lands simultaneously on both feet (either foot can be established as the pivot foot).

### **Section 24. Location of a Player**

**Art. 1.** The location of a player (or nonplayer) is determined as being:

- a. Where she is touching the floor, as far as being inbounds or out of bounds.



- b. In the frontcourt or backcourt.
- c. Outside the three-point line with at least one foot in contact with the playing floor behind the line before the release of the try and the other foot not contacting the line or the playing floor in front of the line.

**Art. 2.** When a player is in the air from a leap (except during a throw-in) or when a defensive player intercepts a ball while in the air, the player's status with reference to these two situations shall be the same as at the time the player was last in contact with the floor or an extension of the floor, such as a bleacher.

**Art. 3.** When the ball touches an official or a player who is on the playing court, play shall continue as if the ball touched the floor at that individual's location.

### **Section 25. Pass**

A pass is movement of the ball caused by a player who throws, bats or rolls the ball to another player. In order for a pass to be completed, the ball shall touch another player.

### **Section 26. Penalty**

**Art. 1.** A penalty for a foul is the charging of the offender with the foul and/or awarding one or more free throws, and/or awarding the ball to the opponent for a throw-in. For any flagrant 2 foul, the penalty includes ejection of the offender.

**Art. 2.** The penalty for a violation is the awarding of the ball to the opponent for a throw-in, one or more points or a substitute free throw.

### **Section 27. Pivot**

A pivot takes place when a player who is holding the ball steps once or more than once in any direction with the same foot, while the other foot, called the pivot foot, is kept at its point of contact with the playing court.

### **Section 28. Point of Interruption**

**Art. 1.** Point of interruption is the point in a game in which a stoppage in play occurs. The point of interruption is based on both the location of the ball and the team in control and is used to determine where to resume play because of:

- a. An official's inadvertent whistle, as in Rules 4-21 and 7-4.18.
- b. An interrupted game, as in Rule 5-4.
- c. A correctable error, as in Rule 2-12.1.
- d. Any double foul or simultaneous personal foul, as in Rule 4-16 unless only one of the fouls is a flagrant foul.
- e. Any technical foul(s).

### **Section 29. Post Player**

A post player is any offensive or defensive player in the lane area with or without the ball with her back to the basket. The lane area includes the three-second lane (Rule 9-9) and approximately three feet just outside the lane.

### Section 30. Rebound

**Art. 1.** A rebound occurs when a player secures control of the ball after a try for goal. In a rebounding situation, there is no player or team control.

**Art. 2.** To establish or maintain legal rebounding position, a player shall not:

- a. Displace, charge or push an opponent.
- b. Extend either or both shoulders, hips, knees or extend either or both arms or elbows fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with any of these body parts occurs.
- c. Bend her body in an abnormal position to hold or displace an opponent.
- d. Violate the principle of verticality.

**Art. 3.** Every player shall be entitled to a spot on the playing court, provided that such player gets there first without illegally contacting an opponent. (*Exception: Rule 4-18.7*)

### Section 31. Restricted Area

The restricted area is defined as the area bounded by the outer edge of the restricted-area arc, which has a 3-foot radius measured from the center of the basket and extending to the face of the backboard. A secondary defender is considered to be in the restricted area when any part of either foot is in or above this area.

### Section 32. Resumption of Play

**Art. 1.** Resumption of play is the method of putting the ball in play by placing the ball at the disposal of the player. The resumption of play is in effect for the entire game except to start the second half or any extra period.

**Art. 2.** When a team is not ready to resume play following the final horn to end a timeout or the intermission following the first or third periods, the officials shall issue one warning to the head coach and report the warning to the official scorer. When the same team subsequently is not prepared to play following the final horn to end a timeout or the intermission following the first or third periods, the officials shall use the resumption-of-play procedure.

### Section 33. Rule

**Art. 1.** A rule is one of the groups of laws that govern the game.

**Art. 2.** A game law (commonly called a rule) sometimes states or implies that the ball is dead or a foul or violation is involved. When it does not, it shall be assumed that the ball is live and no foul or violation has occurred to affect the given situation.

**Art. 3.** A single infraction shall not be complicated by a second infraction unless so stated or implied.

### Section 34. Scorebook

The scorebook is the book or form in which the official scorer records the statistics of the game. *Note: A standard collegiate scorebook/scoresheet is recommended.*

### Section 35. Screen

**Art. 1.** A legal screen is action by any player, offensive or defensive, with or without the ball, which, without causing contact, delays or prevents an opponent from reaching a desired position.

**Art. 2.** In establishing and maintaining legal screening tactics, the screener shall:

- a. Stay within her vertical plane with a stance no wider than shoulder width apart and shall not lean into the path of an opponent or extend hips into that path, even though the feet are stationary.
- b. Not be required to face in any particular direction at any time.

**Art. 3.** A player shall not:

- a. Cause contact by setting a screen outside the visual field of a stationary opponent that does not allow this opponent a normal step to move.
- b. Make contact with the opponent when setting a screen within the visual field of that opponent.
- c. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction.

**Art. 4.** No player, while moving, shall set a screen that causes contact and delays an opponent from reaching a desired position.

**Art. 5.** When both opponents are moving in exactly the same path and direction and the screener slows down or stops and contact results, the trailing player shall be responsible for such contact.

**Art. 6.** No player shall use arm(s), hand(s), hip(s) or shoulder(s) to force through a screen or to hold or push the screener.

**Art. 7.** Screeners shall not line up next to each other within 6 feet of a boundary line and parallel to it so that contact occurs.

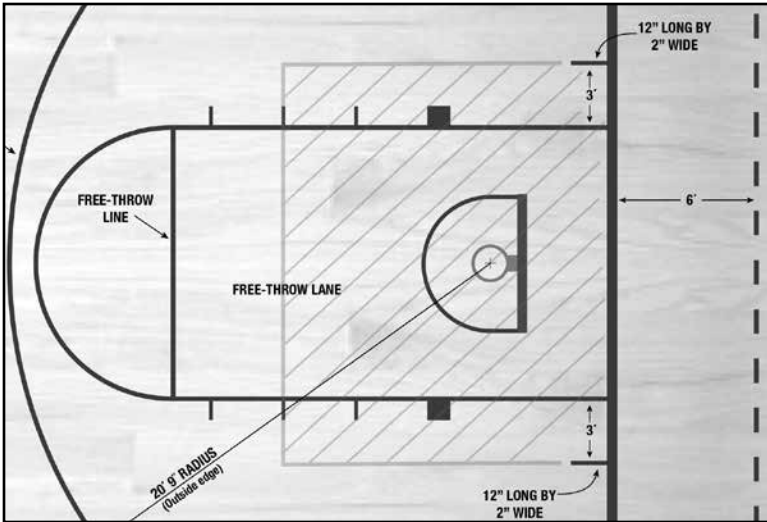
- a. Screeners shall be permitted to line up parallel to a boundary line and next to each other without locking arms or grasping each other, provided that the screen is set at least 6 feet from that boundary line.

### Section 36. Secondary Defender

**Art. 1.** A secondary defender is a teammate who has helped a primary defender after that player has been beaten by an opponent because she failed to establish or maintain a guarding position. A defensive player is beaten when the offensive player's head and shoulders get past the defender. There are no secondary defenders when the offensive player with the ball is within the lower defensive box when she starts her move to the basket.

**Art. 2.** In a fast-break situation, any defensive player(s) initially shall be a secondary defender.

**Art. 3.** The lower defensive box is an imaginary box designated by two tick marks on the end line and the second lane space marks from the free-throw line and distinguishes when the restricted-area rule is or is not in effect.



### Section 37. Shooter

A shooter is a player who attempts a try for a field goal or a free throw.

### Section 38. Team Member

A team member is a member of bench personnel who is in uniform and is eligible to become a player.

### Section 39. Verticality

**Art. 1.** Verticality applies to a legal position. The basic components of the principle of verticality are:

- a. Legal guarding position must be established and attained initially, and movement thereafter must be legal.
- b. From such position, the defender may rise or jump vertically and occupy the space within her vertical plane.
- c. The hands and arms of the defender may be raised within her vertical plane while the defender is on the playing court or in the air.
- d. The defender shall not be penalized for leaving the playing court vertically or having her hands and arms extended within the vertical plane.
- e. The offensive player, whether on the playing court or airborne, shall not “clear out” or cause contact that is not incidental.
- f. The defender may not “belly up” or use the lower part of the body or arms to cause contact outside her vertical plane.
- g. The player with the ball shall be given no more protection or consideration than the defender in the judging of which, if either, player has violated the principle of verticality.

**Section 40. Violation**

A violation is a rules infraction of the type listed in Rule 9.

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# RULE 5

## Scoring and Timing Regulations

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### Section 1. Scoring/Try for Goal

**Art. 1.** A try for field goal is an attempt by a player to score two or three points by throwing or tapping the ball into her basket.

**Art. 2.** A goal is made when:

- a. A live ball that is not a throw-in enters the basket from above and remains in or passes through the basket; or
- b. A free throw enters the basket from above and remains in or passes through the basket.

**Art. 3.** A goal from the field other than from beyond the three-point line shall count two points for the team into whose basket the ball is thrown, tapped or directed.

**Art. 4.** A successful try from beyond the three-point line shall count three points for the team when the ball is thrown or directed into its basket.

- a. When a player scores a field goal in the opponent's basket, it shall count two points for the opponent regardless of the location on the playing court from where it was released. Such a field goal shall not be credited to a player in the scorebook but shall be indicated with a footnote.

**Art. 5.** A three-point try occurs when a try leaves the player's hand when that player last touched the floor outside the three-point line with at least one foot in contact with the playing floor behind the line and the other foot not contacting the line or the playing floor in front of that line.

**Art. 6.** A dunk is a try for goal that occurs when any player gains control of a ball that is neither in the cylinder nor on the ring and then attempts to drive, force or stuff the ball through the basket.

**Art. 7.** A tap is a type of try for field goal whereby a player attempts to score two or three points by directing a live ball into her team's basket with her hand(s) or fingers without the ball coming to rest in her hand(s).

**Art. 8.** A tap starts when the player's hand(s) or finger(s) touches the ball.

**Art. 9.** A tap ends when it is successful, when it is certain that the tap is unsuccessful, when the ball touches the floor or when the ball becomes dead.

**Art. 10.** The try starts when the player begins the motion that normally precedes the release of the ball on a try. The ball does not need to leave the player's hand. The arm might be held so that the player cannot throw; however, she may be making an attempt.

**Art. 11.** The act of shooting begins simultaneously with the start of the try and ends when the ball is clearly in flight, including when the shooter is an airborne shooter.

**Art. 12.** A try ends when the throw is successful, when it is certain the throw is unsuccessful, when the thrown ball touches the floor or when the ball becomes dead.

**Art. 13.** A goal from a free throw shall be credited to the free-thrower and shall count one point for the free-thrower's team.

**Art. 14.** An airborne shooter who is fouled by an opponent while in the air but after the ball is released is considered to be in the act of shooting until that airborne shooter returns to the floor.

**Art. 15.** When a player-control foul occurs after a goal, the goal shall be canceled.

**Art. 16.** Whether the game clock is running or stopped shall have no bearing on the counting of a goal as long as the ball was released before the expiration of time.

**Art. 17.** When there is doubt whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange, any activity before the next live ball shall be canceled, with the exception of any flagrant or technical foul and the correct time shall be added to the game clock.

**Art. 18.** The only infractions for which points are awarded are goaltending or basket interference by the defensive team.

**Art. 19.** In any period, when the game clock displays tenths of seconds and play is to be resumed by a throw-in or a free throw when  $3/10$  (.3) of a second or less remains on the game clock, a player may not gain control of the ball and attempt a try for a field goal. Such player can only score a field goal by means of a tap of a pass or of a missed free throw.

**Art. 20.** When an official or officials discover that they have permitted a team to go in the wrong direction, all activity and time consumed shall count as though each team had gone in the proper direction. Play shall be resumed with each team going in the proper direction.

## **Section 2. Winning Team**

The winning team is the team that has accumulated the greater number of points when the game ends, except in Rule 5-3.6.

## **Section 3. Forfeit/No Contest**

**Art. 1.** A forfeit is the termination of the game by the referee.

**Art. 2.** The referee shall declare a forfeit when:

- a. Any player, team member or bench personnel fails to comply with any technical-foul penalty or makes a travesty of the game.
- b. When conditions warrant.
- c. A team refuses to play after being instructed to do so by an official.

**Art. 3.** The referee shall determine the length of time that shall elapse before a forfeit may be declared.

**Art. 4.** Conference policy may include an established time limit before a forfeit may be declared.

**Art. 5.** When a forfeit is declared, the score shall be recorded as 2-0 and all statistics (other than the teams' and coaches' won-lost records) shall be voided, unless 30 minutes of playing time has been completed on the game clock. In that case, the score at the end of play shall stand and all other statistics shall count.

**Art. 6.** When the team that is behind in the scorebook is to be declared the winning team, that score shall be marked with an asterisk in the official statistics; and it shall be noted that the game was won by forfeit.

**Art. 7.** A "no contest" is when a team does not appear at the game site because of inclement weather, an accident, vehicle breakdown, illness or catastrophic cause. An institution shall not, for statistical purposes, declare a forfeit for non-fulfillment of a contract, but rather shall declare a "no contest." When officials are not present or available to officiate, there cannot be a sanctioned game/contest.

#### **Section 4. Interrupted Game**

When a game is interrupted because of events beyond the control of the responsible administrative authorities, it shall be continued from the point of interruption unless the teams agree otherwise or there are applicable conference, league or association rules.

#### **Section 5. Protests**

The NCAA Women's Basketball Rules Committee does not recognize or allow protests.

#### **Section 6. Periods—Length**

**Art. 1.** Playing time for varsity games shall consist of four 10-minute periods with a halftime intermission of 15 minutes. The intermission between the first and second periods (first half) and third and fourth periods (second half) shall be 75 seconds in a nonmedia game. For games using the electronic-media timeout format, the intermission between periods shall be 75 seconds or the length of the electronic-media timeout. Extra periods shall be five minutes each in length with a one-minute intermission before each.

**Art. 2.** The length of periods for nonvarsity games may be reduced by conference, league or association rules or by mutual agreement of both teams and the referee.

#### **Section 7. Periods—Beginning and End**

**Art. 1.** Each period shall begin when the ball becomes live.

**Art. 2.** Each period shall end when the red light or LED lights have become activated. When the light fails to operate or is not visible or is not present, each period shall end with the sounding of the game-clock horn.

- a. In games with a tenth-of-a-second game clock display and where an official courtside monitor is used, the reading of zeroes on the game clock is to be used to determine whether a try for goal occurred before or after the expiration of time in any period. When the game clock



is not visible, the officials shall verify the original call with the use of the red/LED light(s). When the red/LED light(s) are not visible, the sounding of the game-clock horn shall be used. When definitive information is unattainable with the use of the monitor, the original call stands.

**Art. 3.** Each period shall end when time expires, except that:

- a. When the ball is in flight during a try, the period shall end when the try ends.
- b. When a held ball or violation occurs so near the expiration of time that the game clock is not stopped before time expires, the period shall end with the held ball or violation. (*Exception: Rule 11-3.1.a.2*).
- c. When a foul occurs so near the expiration of time that the official timer cannot stop the game clock before time expires or when the foul occurs after time expires but while the ball is in flight during a try, the period shall end when the free throw(s) and all related activity have been completed. (*Exception: Rule 11-3.1.a.3*)
  1. After the expiration of time, only those free throw(s) necessary to determine a winner or whether an extra period is necessary shall be awarded.

**Art. 4.** Except for disqualification or ejection, no penalty or part of a penalty shall carry over from one period or extra period to another.

**Art. 5.** No correction of a timing mistake shall be carried over from one period or extra period. Such a mistake shall be corrected before the start of the subsequent intermission.

**Art. 6.** When a technical foul occurs after the ball has become dead to end a period that is to be followed by another period, the next period shall be started by administering the free throws. Play shall resume at the point of interruption for a technical foul. When the technical is a single flagrant 2 foul, a contact dead ball technical foul, or an administrative technical foul for an excessive timeout, the ball is awarded to the offended team at the division line on either side of the playing court.

- a. When there is no way to determine whether there will be an extra period until the free throws for a technical foul are administered, the free throws shall be attempted immediately, as if the technical foul had been part of the preceding period.

## Section 8. Intermission

An intermission is the time between all periods and any extra period(s). (See Rule 5-6.)

*Note: For NCAA Division I tournament games, the length of the intermission for halftime may be increased by five minutes.*

## Section 9. Periods—Extra

**Art. 1.** An extra period is the extension of playing time allocated to break a tie score.

**Art. 2.** When the score is tied at the end of the fourth period, play shall continue without change of baskets for one or more extra periods with a one-

minute intermission before each extra period. The game shall end when, at the end of any extra period, the score is not tied.

**Art. 3.** The length of each extra period shall be five minutes. As many such periods as are necessary to break the tie shall be played.

**Art. 4.** Each extra period is an extension of the fourth period.

### **Section 10. Starting Game and Shot Clocks**

**Art. 1.** After time has been out, the game clock shall be started when the official signals time in. When the official neglects to signal, the official timer shall be authorized to start the game clock unless an official specifically signals that time shall continue to be out.

**Art. 2.** The game clock shall be started when:

- a. An inbounds player legally touches the ball after the throw-in has been released;
- b. A tossed ball on a jump ball is legally touched; or
- c. The ball legally touches a player on the playing court when a free throw is not successful and is to remain live.

**Art. 3.** The shot clock shall be started when:

- a. An inbounds player legally touches the ball after the throw-in has been released;
- b. A team gains initial control following a jump ball or unsuccessful try for goal; or
- c. There is a change of team control.

### **Section 11. Stopping Game and Shot Clocks**

The game clock and shot clock, if running, shall be stopped when an official:

**Art. 1.** Signals:

- a. A foul.
- b. A held ball.
- c. A violation.

**Art. 2.** Stops play:

- a. At the expiration of time for each period.
- b. Because of an injury, blood situation or a lost, displaced or irritated contact lens.
- c. To confer with the scorers, timers or shot-clock operator.
- d. Because of unusual delay in a dead ball being made live.
- e. For any emergency.

**Art. 3.** Grants a coach's or player's visual or oral request for a timeout.

**Art. 4.** Recognizes a request by the head coach or a player for a timeout after a goal until the subsequent throw-in begins.

**Art. 5.** Responds to the official timer's signal to grant a head coach's request to address the possibility of a correctable error as in Rule 2-12 or to determine whether a timing, scoring or alternating-possession mistake needs to be prevented or rectified or to determine whether a flagrant personal foul,

flagrant 2 contact technical, or a contact dead ball technical foul occurred. The appeal to the official shall be presented at the scorers' table, where a coach of each team may be present.

**Art. 6.** Suspends play immediately when necessary to protect an injured player.

**Art. 7.** Suspends play after the ball is dead or controlled by the injured player's team or when the opponents complete a play after an opposing player is injured.

- a. A play shall be completed when a team withholds the ball from play by ceasing to attempt to score or advance the ball to a scoring position.

**Art. 8.** Suspends play at the earliest possible time when a player incurs a wound that causes bleeding or has blood on her body caused by blood from another player's wound. The official shall allow 20 seconds to remedy the situation before instructing the player to leave the game.

**Art. 9.** Recognizes each successful field goal in the last 59.9 seconds of the fourth period or any extra period.

## **Section 12. Timing Mistakes and Malfunctions**

The following articles pertain to mistakes and malfunctions in games played without a replay/television equipment. For timing mistakes and malfunctions in games with replay/television equipment, see Rule 11-1.

**Art. 1.** When an obvious timing mistake has occurred because of the failure to start or stop the game clock properly, the mistake shall be corrected by the referee. After the mistake of either failing to start or stop the game clock, such a mistake shall be corrected:

- a. During the first dead ball and before the ball is touched inbounds or out of bounds by a player other than a thrower-in.
- b. When the clock should have been continuously running, before the second live ball is touched inbounds or out of bounds by a player other than a thrower-in.

No timing mistake correction shall be carried over from one period or extra period to another. Such a mistake shall be corrected before the start of an intermission.

**Art. 2.** When the referee blows the whistle to signal for the game clock to be stopped and has definite knowledge that time has elapsed before the game clock stopped, the referee shall instruct the official timer to put the correct time on the game clock.

**Art. 3.** The officials shall make the final decision when there is doubt as to whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange.

**Art. 4.** When an obvious mistake by the shot-clock operator has occurred in failing to start, stop, set or reset the shot clock or when a shot clock has malfunctioned, the mistake or the malfunctioning problem may be corrected in the shot-clock period in which it occurred only when the official has definite information relative to the mistake or malfunctioning problem and the time involved. When a timing mistake or malfunctioning problem occurs

that gives a team more time than that team is entitled to, any activity after the mistake or malfunctioning problem has been committed and until it has been rectified shall be canceled, excluding any flagrant foul or technical foul.

**Art. 5.** When the game clock has malfunctioned, the problem shall be corrected in the period or extra period in which it occurred when the officials have knowledge of the problem.

### Section 13. Timeouts

**Art. 1.** A timeout is a designated allocation of time, varying in length and defined in Rule 5-14, that causes a stoppage in the game.

**Art. 2.** The electronic-media timeout format consists of a series of timeouts provided to ensure designated time allotments for advertising segments.

### Section 14. Timeouts Granted and Charged

**Art. 1.** A timeout shall be granted and charged after a visual or oral request is made by a player or head coach in .a through .c or the conditions in .d and .e exist:

- a. When a player of that team is in control of the ball (this includes throw-ins and free throws) (*Exception: Rule 5-15.1.c*).
- b. When the ball is at the disposal of a player of the team entitled to the ball.
- c. When the ball is dead.
- d. When the appeal for a correctable error or timing, scoring or alternating-possession mistake is reviewed and the official's ruling is not reversed.
- e. When the appeal to review the monitor for a flagrant 2 contact foul, flagrant 1 foul, or contact dead ball technical foul does not result in a flagrant contact foul or contact dead ball technical foul being charged.

When the rulings in 5-14.1.d and .e are not reversed or the time limit for correcting an error, a timing mistake, an alternating-possession mistake or the charging of a flagrant/technical foul has expired, a full timeout or a 30-second timeout when a full timeout is not available shall be charged to the offending team in a game not involving the electronic-media timeout format and either a 30-second or full timeout charged to the offending team in a game involving the electronic-media timeout format. When this timeout is granted at or below the 5-minute mark on the game clock in a game using electronic-media timeouts or the first timeout of the second half, that timeout shall become an electronic-media timeout.

**Art. 2.** If a timeout is charged to the offensive team during the last 59.9 seconds of the fourth period and/or any extra period and:

- a. the ball is out of bounds in the backcourt, except for the correction of a timing or scoring mistake, an inadvertent whistle, a held ball, a technical foul assessed to the team in control, or an injury, blood situation or a lost or displaced lens after the team has advanced the ball,  
or
- b. after securing the ball from a rebound in the backcourt and before any advance of the ball, or

- c. after the offensive team secures control of the ball from a change of possession and before any advance of the ball,

the team granted the timeout shall have the option of putting the ball back into play by a throw-in at the frontcourt 28-foot mark on the same side of the playing court as the scorers' table, or at the designated spot out of bounds. The head coach must inform the officials of his/her intent to exercise the option before the timeout is reported to the scorers.

**Art. 3.** During any timeout, bench personnel and players shall locate themselves inside an imaginary rectangle formed by the boundaries of the sideline (including the bench), end line, and an imaginary line extended from the free-throw lane line nearest the bench area meeting an imaginary line extended from the coaching-box line.

**Art. 4.** During a 30-second timeout, players shall stand inside the boundary lines.

**Art. 5.** A single charged timeout shall not exceed:

- a. 60 seconds for a full timeout.
- b. 30 seconds for a 30-second timeout.

**Art. 6.** A warning horn to alert teams to prepare to resume play shall be sounded 15 seconds before the expiration of any charged or electronic-media timeout.

**Art. 7.** A second game-clock horn shall be sounded at the end of any charged or electronic-media timeout and play shall resume immediately. (*Exception: Rule 4-32.2*)

**Art. 8.** A timeout shall be charged to a team for either length under Rules 5-11.3 and 5-11.4, regardless of the amount of time consumed.

**Art. 9.** In games NOT involving the electronic-media timeout format, the timeout format shall be:

- a. Three 30-second timeouts and two full timeouts for each team per regulation game.
  1. Each team may carry four timeouts into the second half.
  2. A team that uses no timeout in the first half will lose one 30-second timeout.
- b. The two full timeouts may be used at any time.
- c. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.
- d. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

**Art. 10.** In games involving the electronic-media timeout format, the timeout format shall be:

- a. Three 30-second timeouts for each team per regulation game.
- b. One full timeout for each team per regulation game that may be used anytime during the game.
  1. Each team may carry three timeouts into the second half.

2. A team that uses no timeout in the first half will lose one 30-second timeout.
- c. These electronic-media timeouts shall occur at or below the 5-minute mark in each period when the game clock is stopped when there has been no team-called timeout that precedes this dead ball.
- d. The first timeout requested by either team in the second half shall become the length of a timeout called for by the electronic-media agreement:
  1. In any extra period the first timeout granted to either team may become an electronic-media timeout.
- e. When a timeout is granted before the media marks or creates the first dead ball at or below the 5-minute mark in a period, that timeout will become the electronic-media timeout for that period. (Exception: Rule 5-14.10.d.)
- f. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.
- g. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

*Note: For NCAA Division I tournament games, the women's Division I basketball committee may make the first team-called timeout in both halves an electronic-media timeout.*

**Art. 11.** In games involving the electronic-media timeout format, when a foul (personal or technical) is committed that causes the ball to become dead at the specified time mark on the game clock for electronic-media timeouts, that electronic-media timeout shall be taken and then the free throw(s) shall be administered after the timeout.

**Art. 12.** Injury:

- a. A timeout may be requested by and granted to a team when that team has an injured player, a player who is bleeding or has a uniform that is saturated with blood, or a player with a lost, displaced or irritated contact lens and that player desires to remain in the game. When the condition is remedied within a granted timeout, the player is permitted to remain in the game.
- b. When a timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood or a player with a lost, displaced or irritated contact lens, and that timeout:
  1. Is granted at the first dead ball at one of the specified time marks on the game clock for electronic-media timeouts, that timeout shall become an electronic-media timeout.
  2. Is the first 30-second timeout granted during the second half of the game, that timeout shall become an electronic-media timeout.
- c. Either one 30-second or one full timeout shall be charged in Rule 5-12.2.b, regardless of the amount of time consumed when an injured player remains in the game.

**Art. 13.** Successive charged timeouts:

- a. May be requested by a player or a coach from the same team.

- b. Shall not be granted after the expiration of playing time for the fourth period or after the expiration of any extra period.
- c. When granted, players are permitted to sit on their bench only when the request for successive 30-second timeouts has been made in advance of the first timeout.
- d. When granted, a warning horn shall be sounded 15 seconds before the expiration of the final timeout.

**Art. 14.** Shortened timeouts:

- a. The team that requests a timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent. (*Exception: The first team-called timeout of the second half or extra period in a game involving electronic-media timeout format as in Rule 5-14.10.d.*)
- b. When a request is made to shorten any timeout for a substitution(s), the signal for shortening a timeout shall be given and play shall be resumed immediately.
- c. In games involving the electronic-media timeout format, when a timeout has been recognized to be shortened for the sole purpose of making substitutions and the timeout is the first timeout granted in that period before the media mark or creates the first dead ball at or below the 5-minute mark in a period, that timeout shall become an electronic-media timeout.
- d. When a request has been made to shorten any timeout for a purpose other than for substitution(s), a warning horn shall be sounded immediately and 15 seconds later another signal shall be sounded to resume play.

**Art. 15.** In games not involving the electronic-media timeout format, one full timeout or one 30-second timeout, when the full timeouts have been used, and in games involving the electronic-media timeout format either one 30-second or one full timeout shall be charged to the team making the appeal in Rule 5-11.5, when no correction is made or when the time limit for correcting an error under Rule 2-12 has expired.

**Art. 16.** Cheerleaders and mascots are permitted on the playing court only during a full timeout, an electronic-media timeout or an intermission.

**Art. 17.** Bands/amplified music are permitted to play or be played during any dead ball.

## **Section 15. Timeouts Not Granted**

**Art. 1.** No timeouts shall be granted:

- a. To the opponents of the throw-in team after the throw-in starts.
- b. During an interrupted dribble.
- c. To a player or coach when the momentum of an airborne player in control of the ball is carrying her out of bounds or into the backcourt.
- d. Unless there is player control by the requesting team. (*Exception: Rule 5-15.1.c.*)
- e. Until after the jump ball to begin the game ends and either the clock is stopped or a player is in control of the ball.

- f. Until the results of an instant replay review have been reported to both head coaches when there is a review in the last two minutes of the fourth period or the last two minutes of any extra period.

## **Section 16. No Timeout Charged**

**Art. 1.** No timeout shall be charged when:

- a. In Rule 5-11.2.b, an injured player is ready to play immediately or is replaced.
- b. In a blood situation or a situation involving a lost or displaced or irritation from a contact lens, the condition is remedied within a 20-second time period.
- c. In Rule 5-11.5, the timeout is specifically requested for the purpose of preventing or rectifying a correctable error or a timing, scoring or alternating-possession mistake, and such a mistake was prevented or rectified or when the monitor review of the flagrant/technical fouls did result in a foul being charged.

## **Section 17. Excessive Timeout**

**Art. 1.** Timeouts in excess of the allotted number may be requested and shall be granted at the expense of an administrative technical foul charged to the offending team for each taken and loss of possession of the ball.

**Art. 2.** A full timeout in games not involving the electronic-media timeout format or a 30-second timeout in games involving the electronic-media timeout format shall be charged to and may be used by the team requesting the granted excessive timeout.



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# RULE 6

## Live Ball and Dead Ball

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### Section 1. Live Ball

**Art. 1.** The game and each period start when the ball becomes live.

**Art. 2.** The ball shall become live when:

- a. On a jump ball, the ball leaves the official's hand.
- b. On a throw-in, the ball is at the disposal of the thrower-in.
- c. On a free throw, the ball is at the disposal of the free-thrower.

### Section 2. Jump Ball

**Art. 1.** A jump ball is a method of putting the ball into play at the beginning of the game or any extra period by tossing it up between two opponents in the center circle.

**Art. 2.** A jump ball shall begin when the ball leaves the official's hand. The jump ball and all jump ball restrictions shall end when the ball touches a nonjumper, the playing court, basket, backboard, or an official or when the ball becomes dead.

**Art. 3.** Jumpers are the two opposing players vying for the tip during a jump ball.

**Art. 4.** For any jump ball, each jumper shall have both feet inside the half of the center circle that is farther from her team's basket.

**Art. 5.** Each jumper may face in either direction.

**Art. 6.** The referee or designee shall toss the ball upward between the jumpers in a plane at right angles to the sidelines, to a height greater than either of the jumpers can jump and so that the ball will drop between them. The jump ball may be repeated when these provisions are not met.

**Art. 7.** When the ball touches the playing court without being touched by at least one of the jumpers, the official shall toss the ball again.

**Art. 8.** Teammates shall not occupy adjacent positions around the center circle when an opponent indicates a desire for one of these positions before the referee is ready to toss the ball.

**Art. 9.** Players may move around the center circle without breaking the geometrical cylinder that has the center circle as its base after the ball has left the referees hand(s) during the toss.

### Section 3. Alternating-Possession Procedure

**Art. 1.** The alternating-possession procedure is a method of putting the ball in play with a throw-in rather than a jump ball.

**Art. 2.** The alternating-possession procedure starts when an official places the ball at the disposal of a player for a throw-in. The alternating-possession procedure ends and the arrow is reversed immediately when a passed ball legally touches an inbounds player, when a player, who is located on the playing court, touches and causes the ball to be out of bounds or when the throw-in team commits a throw-in violation.

**Art. 3.** The team to be awarded the ball for the alternating-possession throw-in shall be indicated by the alternating-possession arrow.

**Art. 4.** The team that does not obtain control of the initial jump ball shall start the alternating-possession procedure when the next alternating-possession situation occurs by being awarded the ball at a designated spot nearest to where the held ball occurred.

**Art. 5.** After the initial jump ball or a jump ball at the start of an extra period when control is not gained by either team that would establish the alternating-possession procedure, a jump ball shall take place between any two opponents.

**Art. 6.** Before the start of the second half, the direction of the possession arrow shall be changed to account for the teams switching ends of the court. The second, third and fourth periods shall start with the team that controlled the alternating-possession arrow at the end of the previous period being given disposal of the ball at the division line opposite the scorer's table.

**Art. 7.** The opportunity to make an alternating-possession throw-in shall be lost when the throw-in team violates the throw-in provisions. (See Rule 9-4.)

**Art. 8.** A foul by either team during an alternating-possession throw-in shall not cause the throw-in team to lose the alternating-possession arrow.

#### **Section 4. Alternating-Possession Situations**

**Art. 1.** The ball shall be put in play by the team entitled to the alternating-possession throw-in at a designated spot nearest to where:

- a. A held ball occurs. (See Rule 6-4.2)
- b. The ball goes out of bounds as in Rule 6-4.1.h.
- c. A double or simultaneous free-throw violation occurs unless another free throw or a throw-in is to follow.
- d. After both teams commit a free-throw violation, or a technical foul occurs when there is no team control.
- e. A live ball lodges between the backboard and the ring or comes to rest on the flange. (*Exception: Rule 9-4.1.c*)
- f. The ball becomes dead when neither team is in control and no goal or infraction or end of a period is involved.
- g. An inadvertent whistle occurs, and there is no player or team control.
- h. The ball was last touched simultaneously by two opponents, both of whom are inbounds or out of bounds, or when the officials are in doubt as to who last touched the ball.

**Art. 2.** A held ball occurs when an opponent places her hand(s):

- a. So firmly on the ball that control cannot be obtained without undue roughness; or
- b. On the ball to prevent an airborne player from throwing the ball or attempting a try and both players return to the playing court with both hands on the ball or the airborne player returns to the playing court never losing control of the ball.

## **Section 5. Dead Ball**

**Art. 1.** The ball shall become dead or remain dead when:

- a. Any goal is made.
- b. It is apparent that the free throw will not be successful on a free throw for a technical foul or a false double foul or a free throw that is to be followed by another free throw.
- c. A held ball occurs or the ball lodges between the backboard and the ring or comes to rest on the flange.
- d. An official blows the whistle except when the try is in flight.
- e. Time expires for a period or extra period.
- f. An official blows the whistle when a foul is committed by a shooter's teammate before the ball is released for a try for goal.
- g. An official blows the whistle when any floor violation (Rules 9-2 through 9-14) occurs, there is basket interference or goaltending (Rule 9-15) or there is a free-throw violation by the free-thrower's team (Rule 9-1).

**Art. 2.** After a dead ball, play may be resumed in one of the following three ways: jump ball, by placing the ball at the disposal of the thrower-in or by placing the ball at the disposal of a free-thrower.

## **Section 6. Ball Does Not Become Dead**

**Art. 1.** A live ball shall not become dead until the try in flight ends when:

- a. An official's whistle is blown.
- b. Time expires for a period or extra period.
- c. A foul occurs.

**Art. 2.** A live ball shall not become dead when a foul is committed by an opponent of a player who starts a try for goal before a foul occurs, provided that time does not expire before the ball is in flight.

**Art. 3.** A live ball shall not become dead when the ball is in flight on a try for field goal or during a free throw when an opponent swings her arms or elbows excessively without making contact.

**Art. 4.** While a free throw is in flight, the ball shall not become dead when:

- a. An official blows the whistle.
- b. A foul occurs.

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# RULE 7

## Out of Bounds and the Throw-in

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### Section 1. Out of Bounds—Player, Ball

**Art. 1.** A player shall be out of bounds when she touches the floor or any object other than a person on or outside a boundary line. An airborne player's status shall be where she was last in contact with the floor.

**Art. 2.** The ball shall be out of bounds when it touches a player who is out of bounds, any other person, the floor or any object on or outside a boundary, the supports or back of the backboard, or the ceiling or overhead equipment.

**Art. 3.** The ball shall be out of bounds when any part of the ball passes over the backboard from any direction.

### Section 2. Ball Caused To Go Out of Bounds

**Art. 1.** The last player to touch the ball before the ball goes out of bounds caused the ball to go out of bounds, provided that the ball is out of bounds because it touched something other than a player who is out of bounds.

**Art. 2.** When the ball is out of bounds because of touching or being touched by a player who is on or outside a boundary, such player has caused the ball to go out of bounds.

### Section 3. Ball Awarded Out of Bounds

**Art. 1.** The ball shall be awarded out of bounds after:

- a. A violation as in Rule 9 or a simultaneous violation.
- b. The last free throw of a penalty for a technical foul. (*Exception: Rule 8-6.3*)
- c. A field goal or a successful free throw for a personal foul as in Rule 8-6.1.a or an awarded goal as in Rule 9-15.
- d. The ball becomes dead while a team is in control provided that no infraction or the end of a period is involved.
- e. A player-control foul.
- f. A team-control foul.
- g. A common foul before the bonus rule goes into effect.
- h. The last free throw for a flagrant personal foul.
- i. Any double personal or technical fouls, simultaneous personal or technical fouls. (*Exception: Rule 10-1 Penalty e*).
- j. An inadvertent whistle.

k. A held ball as in Rule 6-4.2.

#### **Section 4. Out of Bounds, Ball in Play From**

**Art. 1.** When the ball is out of bounds after any violation as outlined in Rules 9-2 through 9-14, an official shall place the ball at the disposal of an opponent of the player who committed the violation for a throw-in from the designated spot nearest to where the violation occurred.

**Art. 2.** When a throw-in provision is violated, the new throw-in shall be from the same designated spot as that of the original throw-in.

**Art. 3.** After a dead ball, as listed in Rule 7-3.1.d, any player of the team in control shall make the throw-in from a designated spot nearest to where the dead ball occurred.

**Art. 4.** After a common foul before the bonus rule takes effect, any player of the offended team shall make the throw-in from a designated spot nearest to where the foul occurred.

**Art. 5.** Anytime a player-control foul or team-control foul occurs, any player of the offended team shall make the throw-in from the designated spot nearest to where the foul occurred.

**Art. 6.** After a successful goal or goaltending/basket interference violation as listed in Rule 7-3.1.c,

- a. The team not credited with the score shall make the throw-in from the end of the court where the goal was made, and the thrower-in may move along the end line and make the throw-in from any point out of bounds on the end line. The thrower-in may also move along the end line when the following occurs:
  1. A common foul is committed by the defensive team near the end line before the bonus is in effect;
  2. A flagrant 1 or 2 personal or a flagrant 2 technical foul by the defensive team is committed near the end line;
  3. The ball is intentionally kicked by the defensive team along the end line during the throw-in; or
  4. A timeout is granted.
- b. In 7-4.6.a.1 through .4, any player of the throw-in team may make a direct throw-in or may pass the ball along the end line to a teammate(s) who is also out of bounds.

**Art. 7.** After a single technical foul, excluding a contact dead ball technical foul, a flagrant 2 technical foul or an administrative technical foul for an excessive timeout, the ball shall be put back into play at the point of interruption.

**Art. 8.** After a single contact dead ball technical foul, a flagrant 2 technical foul or an administrative technical foul for an excessive timeout:

- a. When the foul is committed before the start of the game or any extra period, the ball shall be awarded to the offended team for a throw-in at a designated spot at the division line on either side of the court.

- b. After the start of the game or any extra period, the ball shall be awarded to the offended team for a throw-in at a designated spot at the point of interruption.

**Art. 9.** After any double personal or technical fouls or any simultaneous personal or technical fouls when there is team control and neither foul is a flagrant foul, play shall resume at the point of interruption.

**Art. 10.** After any double personal or technical fouls or any simultaneous personal or technical fouls when there is team control and only one of the fouls is a flagrant foul, play shall be resumed with a throw-in to the offended team at the point of interruption.

**Art. 11.** After any double personal or technical fouls or any simultaneous personal or technical fouls when there is no team control and neither foul is a flagrant foul nor contact dead ball technical foul, play shall resume at the point of interruption.

**Art. 12.** After any double personal or technical fouls or any simultaneous personal or technical fouls when there is no team control (excluding when a try is in flight) and one of the fouls is a flagrant foul or contact dead ball technical foul, play shall be resumed with a throw-in to the offended team at the point of interruption.

**Art. 13.** After any double personal or technical fouls or any simultaneous personal or technical fouls when one of the fouls is a flagrant foul and is committed while a try is in flight:

- a. When the try is successful, the ball is awarded to the offended team at the end line for a single contact dead ball technical foul or a single flagrant 2 technical foul.
- b. When the try is unsuccessful, the ball is awarded to the offended team at a designated spot nearest to where the try was unsuccessful for a single contact dead ball technical foul or a single flagrant 2 technical foul.

**Art. 14.** After a flagrant 1 or 2 personal foul, a player of the team to which the throw-in has been awarded shall make the throw-in from a designated spot nearest to where the foul occurred. (See Rule 7-4.6.a.2)

**Art. 15.** After the administration of the penalty for a personal foul or a technical foul, the penalty for a single flagrant 2 technical foul, a single contact dead ball technical foul or an administrative technical foul for an excessive timeout shall be administered. The ball shall be put back into play by the team offended by the flagrant 2 technical foul, contact dead ball technical foul or administrative technical foul for an excessive timeout at a designated spot at the point of interruption.

**Art. 16.** After the administration of a technical foul, the penalty for a subsequent technical foul shall be administered. The ball shall be put back into play at the point of interruption, which is where the first technical foul was assessed.

- a. After a single flagrant 2 technical foul or contact dead ball technical foul before the start of the game or any extra period, play shall resume by awarding the ball to the offended team at a designated spot at the division line on either side of the playing court.

- b. After a single flagrant 2 technical foul, a contact dead ball technical foul or an administrative technical foul for an excessive timeout, play shall resume by awarding the ball to the offended team at a designated spot at the point of interruption.
- c. When multiple technical fouls are committed during the same dead ball period, at least one of which is a single contact dead ball technical foul, a single flagrant 2 technical foul or a single administrative technical foul for an excessive timeout, play will resume as if the last committed single contact dead ball technical foul, single flagrant 2 technical foul or single administrative technical foul were the only foul committed.

**Art. 17.** After a free-throw violation by the shooting team as listed in Rule 8-5, any opponent of the shooting team shall make the throw-in from a designated spot nearest to where the violation occurred.

**Art. 18.** After an inadvertent whistle, play shall be resumed at the point of interruption.

### **Section 5. Throw-in—Point of Interruption**

**Art. 1.** Play shall be resumed after any appropriate penalty is administered or for any of the reasons listed in Rules 4-28.1.a through .e by one of the following methods:

- a. A throw-in to the team that was in control at a designated spot nearest to where the ball was located when the stoppage occurred.
  1. A ball that is not in contact with a player or the playing court retains the same status as when it was last in contact with a player or the playing court. This does not apply to a try in flight.
- b. A throw-in to the offended team at a designated spot nearest to where the ball was located when the stoppage occurred for a contact dead ball technical foul, an administrative technical for an excessive timeout or a single flagrant 2 technical foul.
- c. A free throw or a throw-in when the stoppage occurred during this activity or when a team is entitled to such with no reset of the shot clock.
- d. An alternating-possession throw-in at a designated spot with a reset of the shot clock when the point of interruption is such that neither team is in control and no goal, infraction, nor end of period/extra period is involved. When there is no team control due to a try in flight and the try is unsuccessful, the ball is awarded to the team entitled to the alternating-possession arrow at a spot nearest to where the try was unsuccessful. (*Exception: Rule 2-11.7.i.*)

### **Section 6. Throw-in — Requirements**

**Art. 1.** A throw-in is the method of putting the ball in play from out of bounds.

**Art. 2.** A thrower-in is the player attempting the throw-in.

**Art. 3.** The throw-in shall start and the throw-in team shall have team control when the ball is at the disposal of a player entitled to the throw-in.

**Art. 4.** A throw-in and the throw-in count shall begin when the ball is at the disposal of the player entitled to the throw-in.

**Art. 5.** A throw-in shall end when a passed ball legally touches an inbounds player or when a player, who is located on the playing court, touches and causes the ball to be out of bounds or when the throw-in team commits a throw-in violation.

**Art. 6.** The thrower-in shall release the ball no more than five seconds after the throw-in count begins. The pass shall go directly into the playing court, except as provided in Rule 7-4.6.b.

**Art. 7.** The throw-in count shall end when the ball is released by the thrower-in so that the ball goes directly onto the playing court.

**Art. 8.** The following pertain to a designated spot:

- a. The designated spot is the location at which a thrower-in is presented disposal of the ball out of bounds as in Rules 4-12.1.a through .c.
- b. The designated spot shall be 3 feet wide with no depth limitation.
- c. The thrower-in must keep one foot on or over the designated spot until the ball is released. Pivot foot restrictions and the traveling rule are not in effect for a throw-in.
- d. The thrower-in shall not leave the designated spot until she has released the ball and the thrown-in ball crosses the plane of the sideline or end line.

**Art. 9.** Until the throw-in ball crosses the plane of the sideline or end line:

- a. The thrower-in may not touch the ball until it touches another player inbounds.
- b. No opponent of the thrower-in shall have any part of her person over the inside plane of the boundary line.
- c. Teammates shall not line up next to each other within 6 feet of a boundary line and parallel to it when an opponent desires a spot between the positions.
- d. Teammates may occupy adjacent positions near a boundary line when the teammates take adjacent positions that are perpendicular to the boundary line.

**Art. 10.** When the ball is located out of bounds, the thrower-in may pass the ball into the backcourt.

**Art. 11.** During any throw-in, the throw-in team may cause the ball to go into the backcourt regardless of where the throw-in spot is located.

**Art. 12.** After the throw-in ends, an inbounds player in the frontcourt who is not in control of the ball may cause the ball to go into the backcourt.

**Art. 13.** When the ball is awarded to the wrong team, the error must be rectified before the throw-in ends.



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# RULE 8

## Free Throw

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### Section 1. Free Throw

**Art. 1.** A free throw is the privilege given a player to score one point by an unhindered try for goal from within the free-throw semicircle and behind the free-throw line.

**Art. 2.** A multiple free throw is a succession of free throws attempted by the same team.

**Art. 3.** A free throw starts when the ball is placed at the disposal of the free-thrower.

**Art. 4.** A free throw ends when:

- a. The try is successful;
- b. It is certain the try will not be successful;
- c. The try touches the floor or any player; or
- d. The ball becomes dead.

### Section 2. Bonus Free Throws

**Art. 1.** The bonus is the two free throws that are awarded for each common foul (except a player-control or team-control foul) committed by a player of a team, beginning with the fifth team foul in a period.

**Art. 2.** The team-foul total shall consist of a combination of personal fouls (includes player-control fouls) and player/substitute and bench technical fouls.

### Section 3. Who Attempts

**Art. 1.** Personal fouls—The free throw(s) awarded because of a personal foul shall be attempted by the offended player, unless one of the conditions of Article 2 of this section are met.

**Art. 2.** The free throw(s) that were to be attempted by the offended player shall be attempted by that player's substitute unless no substitute is available, in which case any team member shall attempt the free throw(s) under the following conditions:

- a. When the offended player must withdraw because of injury, she is bleeding or has blood on her uniform or person;
- b. When a player is withdrawn because of a lost, displaced or irritated contact lens; or
- c. When the offended player is disqualified.

**Art. 3.** Technical fouls—The free throws awarded because of any technical foul may be attempted by any player or eligible team member on the offended team, who shall be designated by the head coach or captain of the offended team. However, the same player shall shoot both free throws.

#### **Section 4. Positions During Attempt**

**Art. 1.** When a free throw is awarded, an official shall take the ball to the free-throw line of the offended team.

**Art. 2.** After allowing reasonable time for players to take their positions, the official shall put the ball in play by placing it at the disposal of the free-throws.

**Art. 3.** The same procedure shall be followed for each free throw of a multiple free throw.

**Art. 4.** A maximum of six players (four opponents of the free-throws and two teammates of the free-throws) shall be permitted on the lane. All other players shall be behind the free-throw line extended and behind the three-point field-goal line.

- a. The two lane spaces closest to the end line shall remain open.
- b. The first space on each side of the lane that is above and adjacent to the block is designated for an opponent of the free-throws. The second lane space on each side of the lane is designated for a teammate of the free-throws. The third available space on each side of the lane is designated for an opponent of the free-throws.
- c. Players shall be permitted to move along and across the lane to occupy a vacant space within the limitations listed in this rule.

**Art. 5.** An opponent of the free thrower must occupy the first lane space above and adjacent to the block on each free throw lane line, unless the resumption-of-play method of placing the ball at the disposal of the free-throws is in effect.

**Art. 6.** A player shall position one foot near the outer edge of the free-throw lane line. The other foot may be positioned anywhere within the designated 3-foot lane space.

**Art. 7.** Only one player shall occupy any part of a designated lane space.

**Art. 8.** When the ball is to become dead regardless of whether the last free throw for a specific penalty is successful, players shall not take positions along the free-throw lane.

#### **Section 5. Free Throw Requirements**

**Art. 1.** After the ball is placed at the disposal of a free-throws:

- a. The free-throws shall release the try within 10 seconds and in such a way that the ball enters the basket or touches the ring or flange before the free throw ends.
- b. The free-throws shall not purposely fake a try nor shall the free-throws's teammates nor opponents purposely fake a violation.

- c. The free-thrower shall not break the vertical plane of the free-throw line with either foot until the ball strikes the ring, flange or backboard or until the free throw ends.
- d. The free-thrower shall not enter the semicircle once the official has placed the ball at the disposal of the shooter for a free throw. The free-thrower shall not leave the semicircle before the try contacts the ring, flange, or backboard or when the free throw ends.
- e. No player shall enter or leave a marked lane space or contact any part of the court outside the marked lane space until the free-thrower has released the ball.
- f. No opponent shall disconcert (e.g., taunt, bait, gesture or delay) the free-thrower.
- g. Players not in a legal marked lane space shall remain behind the free-throw line extended and behind the three-point field-goal line until the ball strikes the ring, flange or backboard, or until the free throw ends.
- h. Players occupying any of the legal marked lane spaces on each side of the lane may break the vertical plane of a lane-space boundary once the free-thrower has released the ball. (See Rule 8-4.)
- i. Players occupying a legal marked lane space may not have either foot beyond the vertical plane of the outside edge of any legal lane boundary or beyond the vertical plane of any edge of space (2 by 36 inches) designated by a legal lane space mark or beyond the vertical plane of any edge of the lane until the ball is released by the free-thrower.
- j. Neither team shall have more than the maximum number of players permitted on the free-throw lane.
- k. An opponent of the free-thrower shall occupy each lane space above and adjacent to the block.

**Art. 2.** No teammate of the free-thrower may occupy either of the legal lane spaces nearest the basket.

## **Section 6. Free Throw—Next Play**

**Art. 1.** After a free throw that is not followed by another, the ball shall be put in play by a throw-in:

- a. When the try is successful and is for a personal foul as in Rule 7-4.6.a.
- b. At the point of interruption when the free throw is for a technical foul. (*Exceptions: When a single flagrant 2 technical foul, a single contact dead ball technical foul or an administrative technical foul for an excessive timeout, play shall be resumed with a throw-in by the offended team at the point of interruption.*)
- c. By any player of the free-thrower's team from the designated spot for any flagrant personal foul.

**Art. 2.** After the game-clock horn has sounded to end regulation time or an extra period, only the free throw(s) necessary to determine the winner or whether an(other) extra period is necessary shall be awarded. The free throws shall be attempted immediately, as if the foul had been part of the preceding period.

**Art. 3.** Play shall resume with the administration of the penalty for a personal foul after a penalty for any technical foul. (*Exceptions: A single flagrant 2 technical foul, a single contact dead ball technical foul or an administrative technical foul for an excessive timeout.*)

**Art. 4.** After the administration of the penalty for a personal foul or a technical foul, the penalty for a single flagrant 2 technical foul, a single contact dead ball technical foul, or an administrative technical foul for an excessive timeout shall be administered.

**Art. 5.** After the penalty for a technical foul is assessed before the start of a game or before any extra period, play shall resume with a jump ball. (*Exceptions: A single flagrant 2 technical foul, a single contact dead ball technical foul or an administrative technical foul for an excessive timeout.*)

- a. When a technical foul is assessed during the intermission following the first, second or third period, the point of interruption shall be a throw-in for the team with the alternating-possession arrow in its favor. (*Exceptions: A single flagrant 2 technical foul, a single contact dead ball technical foul or an administrative technical foul for an excessive timeout.*)

## Section 7. Free Throw—Unsuccessful

When a free throw for a personal foul is unsuccessful, or when there are multiple free throws for a personal foul and the last free throw is unsuccessful, the ball shall remain live.

## Section 8. Free Throw—False Double Foul

**Art. 1.** After the last free throw for a false double foul (See Rule 4-16.4), the ball shall be put in play as if the penalty for the last foul of the false double foul were the only one administered when the last foul was a single flagrant 2 technical foul, a single contact dead ball technical foul or an administrative technical foul for an excessive timeout.

**Art. 2.** When one of the fouls of a false double foul is a technical foul (single or double), play shall be resumed at the point of interruption unless one of the double fouls is a single flagrant 2 technical foul, single contact dead ball technical foul or an administrative technical foul for an excessive timeout. In such a case apply Rule 8-8.1.

**Art. 3.** When the last foul is any double foul, play shall resume at the point of interruption. (*Exception: Rule 10-1 Penalty e and f*)

## Section 9. Free Throw—False Multiple Foul

**Art. 1.** After the last free throw for a false multiple foul (Rule 4-16.6), the ball shall be put in play as if the penalty for the last foul of the false multiple foul were the only one administered when the last foul was a single flagrant 2 technical foul, single contact dead ball technical foul or an administrative technical foul for an excessive timeout.

**Art. 2.** When one of the fouls of a false multiple foul is a technical foul, play shall be resumed at the point of interruption. (*Exceptions: A single flagrant 2 technical foul, single contact dead ball technical foul or an administrative technical foul for an excessive timeout.*)

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# RULE 9

## Violations and Penalties

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### Section 1. Free-Throw Violations

**Art. 1.** After the ball is placed at the disposal of a free-thrower it is a violation when:

- a. The free-thrower fails to release the try within 10 seconds and in such a way that the ball enters the basket or touches the ring or flange before the free throw ends.
- b. The free-thrower purposely fakes a try or the free-thrower's teammates or opponents purposely fake a violation.
- c. The free-thrower breaks the vertical plane of the free-throw line with either foot before the ball strikes the ring, flange or backboard or before the free throw ends.
- d. The free-thrower enters the semicircle after the ball has been placed at her disposal or leaves before the try contacts the ring, flange, or backboard or before the free throw ends.
- e. A player enters or leaves a marked lane space or contacts any part of the playing court outside the marked lane space before the free-thrower has released the ball.
- f. An opponent disconcerts (e.g., taunts, baits, gestures or delays) the free-thrower.
- g. Any player not located in a legal marked lane space fails to remain behind the free-throw line extended and behind the three-point field-goal line until the ball strikes the ring, flange or backboard, or until the free throw ends.
- h. Any player occupying any of the legal marked lane spaces on each side of the lane breaks the vertical plane of a lane-space boundary before the free-thrower has released the ball.
- i. Any player occupying a legal marked lane space has either foot beyond the vertical plane of the outside edge of any legal lane boundary or beyond the vertical plane of any edge of space (2 by 36 inches) designated by a legal lane space mark or beyond the vertical plane of any edge of the lane before the ball is released by the free-thrower.
- j. A team has more than the maximum number of players permitted on the free-throw lane.
- k. An opponent of the free-thrower fails to occupy each lane space above and adjacent to the block.

1. A teammate of the free-thrower occupies either of the legal lane spaces above and adjacent to the block.

**PENALTY (Section 1):**

- a. **If the first or only violation is by the free thrower or a teammate, the ball becomes dead when the violation occurs and no point can be scored by that throw. The following out-of-bounds provisions apply if no further free throws are to be administered:**
  1. **If the violation occurs during a free throw for a personal foul, other than a flagrant 1 or 2 personal foul, the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.**
  2. **If the violation occurs during a free throw for a flagrant 1 or 2 personal foul, the ball is awarded to the thrower's team for a throw-in at the out-of-bounds spot nearest to where the foul occurred.**
  3. **If the violation occurs during a free throw for a technical foul, excluding a contact dead ball technical foul, a flagrant 2 technical foul or an administrative technical foul for an excessive timeout, play is resumed at the point of interruption.**
  4. **If the violation occurs during a free throw for a contact dead ball technical foul, a flagrant 2 technical foul or an administrative technical foul for an excessive timeout, the ball is awarded to the thrower's team for a throw-in from the designated out-of-bounds spot at the point of interruption.**
- b. **If the violation is by the free-thrower's opponent only:**
  1. **If the try is successful, the goal counts and the violation is disregarded.**
  2. **If the try is not successful, the ball becomes dead when the free throw ends. A substitute throw shall be attempted by the same free thrower under the same conditions as those for the original free throw.**
- c. **If there is a simultaneous violation by each team, the ball becomes dead and no point can be scored. Remaining free throws are administered or play is resumed by the team entitled to the alternating-possession throw-in from the designated out-of-bounds spot nearest to where the simultaneous violation occurred.**
- d. **If there is a violation first by the free-thrower's opponent followed by the free thrower or a teammate:**
  1. **If both offenders are in a marked lane space, the second violation is ignored.**
  2. **If the second violation is by the free thrower or a teammate behind the free-throw line extended and the three-point line, both violations are penalized.**
  3. **If a violation by the free thrower or the free thrower's teammate follows disconcertion by an opponent, a substitute free throw shall be awarded.**

- 4. If a purposeful fake by an opponent causes the free thrower or a teammate of the free thrower to violate, only the fake is penalized.**

## **Section 2. Ball Out of Bounds**

**Art. 1.** A player shall not cause the ball to go out of bounds.

**Art. 2.** The ball is out of bounds when any part of the ball passes over the backboard from any direction.

## **Section 3. Player Out of Bounds**

**Art. 1.** A player who steps out of bounds under her own volition and then becomes the first player to touch the ball after returning to the playing court has committed a violation.

- a. A violation has not been committed when a player, who steps out of bounds as permitted by Rule 7-4.6.b, does not receive the pass along the end line from a teammate and is the first to touch the ball after her return to the playing court.

**Art. 2.** After the throw-in is completed, the thrower-in must touch the playing court inbounds before touching the ball.

## **Section 4. Throw-in**

**Art. 1.** It is a throw-in violation when a thrower-in:

- a. Leaves a designated spot before releasing the ball and that ball crosses the plane of the boundary.
- b. Fails to pass the ball directly into the playing court so that after it crosses the boundary line, it touches an inbounds player or is touched by a player who is on the playing court and causes the ball to be out of bounds.
- c. Executes a throw-in that lodges between the backboard and the ring or comes to rest on the flange.
- d. Consumes five seconds from the time the throw-in starts until the ball is released.
- e. Carries or hands the ball to a teammate who is on the playing court.
- f. Touches the playing court before the throw-in is released or touches the ball in the playing court before it has touched another player.
- g. Throws the ball so that it enters the basket before touching anyone, strikes the back of the backboard or its supports, passes over the backboard, or bounces into the playing court from a balcony or from the floor out of bounds.

**Art. 2.** No player other than the thrower-in shall:

- a. Perform the throw-in or be out of bounds after a designated-spot throw-in begins.
- b. Be out of bounds when she touches the ball after it has crossed the vertical inside plane of the boundary line.

## **Section 5. Traveling**

**Art. 1.** A player shall not travel with the ball.

**Art. 2.** Traveling occurs when a player holding the ball moves a foot or both feet in any direction in excess of prescribed limits described in this section.

**Art. 3.** A player who catches the ball with both feet on the playing court may pivot, using either foot. When one foot is lifted, the other is the pivot foot.

**Art. 4.** A player who catches the ball while moving or ends a dribble may stop and establish a pivot foot as follows:

- a. When both feet are off the playing court and the player lands:
  1. Simultaneously on both feet, either may be the pivot foot;
  2. On one foot followed by the other, the first foot to touch shall be the pivot foot;
  3. On one foot, the player may jump off that foot and simultaneously land on both, in which case neither foot can be the pivot foot.
- b. When one foot is on the playing court:
  1. That foot shall be the pivot foot when the other foot touches in a step;
  2. The player may jump off that foot and simultaneously land on both, in which case neither foot can then be the pivot foot.

**Art. 5.** After coming to a stop and establishing the pivot foot:

- a. The pivot foot may be lifted, but not returned to the playing court, before the ball is released on a pass or try for goal;
- b. The pivot foot shall not be lifted before the ball is released to start a dribble.

**Art. 6.** After coming to a stop when neither foot can be the pivot foot:

- a. One or both feet may be lifted, but may not be returned to the playing court before the ball is released on a pass or try for goal;
- b. Neither foot shall be lifted before the ball is released to start a dribble.

**Art. 7.** It is traveling when a player falls to the playing court while holding the ball without maintaining a pivot foot.

## **Section 6. Kick, Fist, Through Basket From Below**

**Art. 1.** It is a violation when a player intentionally kicks the ball, strikes it with the fist or causes it to pass through the basket and enter the cylinder from below. (See Rule 9-15.2.b).

**Art. 2.** Kicking the ball is striking it intentionally with any part of the leg or the foot. Accidentally striking the ball with the foot or leg shall not be a violation.

## **Section 7. Double Dribble**

**Art. 1.** It is a violation when a player dribbles a second time after the player's first dribble has ended, unless the player subsequently loses control because of:

- a. A try for field goal.
- b. A bat by an opponent.



- c. A pass or fumble that has then touched or been touched by another player.

### **Section 8. Jump Ball**

**Art. 1.** It is a violation when:

- a. The ball is touched by one or both of the jumpers before it reaches its highest point.
- b. Either jumper leaves the center circle before the ball has been touched by a jumper, catches the jump ball, or touches it more than twice.
- c. When after an official is ready to make the toss, a nonjumper moves onto the center circle or changes position around the center circle before the ball has left the official's hand.
- d. A nonjumper has either foot break the plane of the geometrical cylinder that has the center circle as its base, or any player takes a position in any occupied space before the ball has been touched.

**Art. 2.** The toss shall be repeated when both teams simultaneously commit violations during a jump ball.

### **Section 9. Three Seconds in the Lane**

**Art. 1.** The three-second lane is the area in the frontcourt that is bounded by the end line, the free-throw lane lines and the free-throw line, and includes such lines.

**Art. 2.** It is a violation for a player to have any part of her body remain in the three-second lane for more than three consecutive seconds while the ball is in control of that player's team in her frontcourt.

- a. The three-second violation rule is not in effect when a team is in control of the ball for a throw-in.

**Art. 3.** The three-second count is suspended when a player who, having been in the three-second lane for less than three seconds, dribbles or moves in immediately to try for field goal. The player shall not pass the ball instead of trying for goal. In this case, it is a violation when a player exceeds three seconds in the lane and there is no try for goal.

### **Section 10. 10-Second Backcourt**

The 10-second count shall begin when a player legally touches the ball in her team's backcourt except on a rebound or jump ball. In such case, the 10-second count shall start on player control. Once the 10-second count begins, an inbounds player (and her team) shall not be in continuous control of a ball that is in her backcourt for 10 consecutive seconds. The 10-second count shall be reset on all stoppages of the game clock except when the defense causes the ball to be out of bounds, the offense retains possession after a held ball, or there is a technical foul assessed to the offensive team.

### **Section 11. Shot Clock**

**Art. 1.** A shot-clock period is the period of time beginning when the ball is legally touched on a throw-in or when team control is established or re-established after loss of team control and the shot clock is properly started.

The shot-clock period ends when the shot clock is properly started for the next shot-clock period.

**Art. 2.** A shot-clock try for field goal is defined as the ball having left the shooter's hand(s) before the sounding of the shot-clock horn and then striking the ring or flange, or entering the basket.

**Art. 3.** The team in control must attempt a try as in 9-11.2 for field goal within 30 seconds after the shot-clock period begins.

**Art. 4.** It is a violation when a try for field goal does not leave the shooter's hand before the expiration of the allotted shot-clock time (as indicated by the sounding of the shot-clock horn) or when it does leave the shooter's hand before the expiration of the allotted shot-clock time and the try does not subsequently strike the ring or flange or enter the basket.

## **Section 12. Backcourt**

**Art. 1.** A team's frontcourt shall consist of that part of the playing court between its end line and the nearer edge of the division line, including its basket and the inbounds part of its backboard.

**Art. 2.** A team's backcourt consists of the rest of the playing court, including its opponent's basket and inbounds part of the backboard and the division line, excluding the mathematical edge nearest the team's basket.

**Art. 3.** A live ball is in the frontcourt or backcourt of the team in control as follows:

- a. A ball that is in contact with a player or with the playing court shall be in the backcourt when either the ball or the player (either player when the ball is touching more than one) is touching the backcourt. It shall be in the frontcourt when neither the ball nor the player is touching the backcourt.
- b. A ball that is not in contact with a player or the playing court retains the same status as when it was last in contact with a player or the playing court.
- c. During a dribble from backcourt to frontcourt, the ball shall be in the frontcourt when both feet of the dribbler and the ball touch the playing court entirely in the frontcourt.

**Art. 4.** A player shall not be the first to touch the ball in her backcourt (with any part of her body, voluntarily or involuntarily) when the ball came from the frontcourt while that player's team was in team control and that player or her teammate was the last to touch the ball before it went into the backcourt.

**Art. 5.** A pass in the frontcourt that is deflected by a defensive player so that the ball goes into the backcourt may be recovered by either team.

**Art. 6.** Regardless of where the throw-in spot is located, the throw-in team may cause the ball to go into the backcourt before player control has been established by the throw-in team on the playing court.

**Art. 7.** After the throw-in ends, an inbounds player in the frontcourt, who is not in control of the ball, may cause the ball to go into the backcourt.

**Art. 8.** A player who is the first to secure control of the ball in the frontcourt after a jump ball or a throw-in while both feet are off the playing court

shall not be permitted to cause the ball to go into the backcourt, except as permitted in Rule 9-12.10.

**Art. 9.** A defensive player shall be permitted to secure control of the ball while both feet are off the playing court and land with one or both feet in the backcourt. It makes no difference if the first foot down was in the frontcourt or backcourt.

**Art. 10.** After a jump ball or during a throw-in, the player in her frontcourt, who makes the initial touch on the ball while both feet are off the playing court, may be the first to secure control of the ball and land with one or both feet in the backcourt. It makes no difference if the first foot down was in the frontcourt or backcourt.

**PENALTY (Sections 2-12):** The ball shall become dead or remain dead when a violation occurs. When the ball passes through a basket during the dead-ball period immediately after a violation, no point(s) can be scored. The ball shall be awarded to an opponent for a throw-in at a designated spot nearest to where the violation occurred.

### Section 13. Elbow(s)

**Art. 1.** It is a violation when a player excessively swings her arm(s) or elbow(s), even without contacting an opponent.

**Art. 2.** A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.

**Art. 3.** Action of arm(s) and elbow(s) resulting from total body movement as in pivoting or movement of the ball incidental to faking with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

**PENALTY (Section 13):** If the violation occurs while a try is in flight, it does not cause the ball to become dead. The ball is awarded to the opponent at the out-of-bounds spot nearest to where the violation occurred. If the try is successful, the violation is ignored and play will resume at the point of interruption.

### Section 14. Closely Guarded

**Art. 1.** A player in control of the ball in the frontcourt only while holding the ball is closely guarded when her opponent is in a guarding stance at a distance not exceeding 6 feet. This distance shall be measured from the forward foot or feet of the defender to the forward foot or feet of the opponent.

**Art. 2.** Closely guarded violations occur when a closely guarded player anywhere in her frontcourt holds the ball for five seconds.

**Art. 3.** After the start of a five-second closely guarded count, in order for a closely guarded violation to occur, there shall be continuous guarding by the same opponent.

**Art. 4.** When a player is positioned between the player in control of the ball and her opponent, who is within 6 feet, a closely guarded situation does not exist.

**PENALTY (Section 14):** The ball shall become dead or remain dead when a violation occurs. When the ball passes through a basket during the dead-

**ball period immediately after a violation, no point(s) can be scored. The ball shall be awarded to an opponent for a throw-in at a designated spot nearest to where the violation occurred.**

## **Section 15. Basket Interference and Goaltending**

**Art. 1.** It is a violation to commit basket interference or goaltending.

**Art. 2.** Basket interference

- a. Basket interference occurs when a player:
  1. Touches the ball or any part of the basket while the ball is on or within the basket;
  2. Touches the ball while any part of it is within the cylinder that has the ring as its lower base;
  3. Reaches through the basket from below and touches the ball before it enters the cylinder; or
  4. Pulls down a movable ring so that it contacts the ball before the ring returns to its original position.
  5. Causes the basket or backboard to vibrate when the ball is on or within the basket or the backboard and/or is on or in the cylinder.
- b. The cylinder is the imaginary geometric figure that has the ring as its base and is formed by the upward extension of that ring.
- c. The ball shall be considered to be within the basket when any part of the ball is below the cylinder and the level of the ring.
- d. A player may have a hand legally in contact with the ball, when this contact continues after the ball enters the cylinder or when, during such action, the player touches or grabs the basket.

**Art. 3.** Goaltending.

- a. Goaltending occurs when a defensive player touches the ball during a field-goal try and each of the following conditions is met: (*Exception: Rule 10-3.6*)
  1. The ball is on its downward flight; and
  2. The entire ball is above the level of the ring and has the possibility, while in flight, of entering the basket and is not touching the cylinder

**Art. 4.** It is goaltending to touch the ball outside the cylinder during a free throw, regardless of whether the free throw is on its upward or downward flight.

**Art. 5.** When the entire ball is above the level of the ring during a field-goal try and contacts the backboard, it is considered to be on its downward flight. In such a case, it is goaltending when a player touches the ball.

**PENALTY (Section 15):**

- a. **When the violation is at the basket of the opponent of the offending player, the offended team shall be awarded:**
  1. **One point for basket interference or one point and a player/substitute technical foul for goaltending when, during a free throw, the ball is on its upward or downward flight.**

2. Two points when it occurs during a two-point field goal try.
  3. Three points when it occurs during a three-point field goal try.
- b. The crediting of the score resulting from basket interference or goaltending and subsequent throw-in procedure shall be the same as when the awarded score results from the ball going through the basket, except that the official shall hand/bounce the ball to a player of the team entitled to the throw-in.
  - c. When the violation is at a team's own basket, no points shall be scored and the ball shall be awarded to the offended team at a designated spot nearest to where the violation occurred.
  - d. When the violation results from touching the ball while it is in the basket after entering from below, no points shall be scored and the ball shall be awarded to the opponent at a designated spot nearest to where the violation occurred.
  - e. When there is a violation by both teams, play shall be resumed by awarding the ball to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violation occurred.

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# RULE 10

## Fouls and Penalties

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### Section 1. Personal Fouls

**Art. 1.** A player shall not hold, displace, push, charge, trip or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s) or knee(s) or by bending her own body into other than a normal position or by using any unreasonably rough tactics.

**Art. 2.** A player shall not contact an opponent with her hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball.

**Art. 3.** A player shall not use her hand(s) on an opponent to inhibit the freedom of movement of the opponent in any way.

**Art. 4.** It is a foul when a defender contacts the ball handler/dribbler:

- a. Anytime with two hands.
- b. By placing a hand (front or back of the hand) on the ball handler/dribbler and keeping it on the ball handler/dribbler.
- c. More than once with the same hand or with alternating hands; or
- d. With an arm bar.

**Art. 5.** A player shall not extend the arm(s) fully or partially other than vertically so that freedom of movement of an opponent is hindered when contact with the arm(s) occurs.

**Art. 6.** A player shall not use the forearm and/or hand to prevent an opponent from attacking the ball during a dribble or when trying for goal.

**Art. 7.** A player may hold her hand(s) and arm(s) in front of her own face or body for protection and to absorb force from an imminent charge by an opponent.

**Art. 8.** Contact caused by a defensive player approaching a player with the ball from behind is pushing; contact caused by the momentum of a player who has tried for goal is charging.

**Art. 9.** A dribbler shall neither charge into nor contact an opponent in the dribbler's path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is sufficient to provide a reasonable chance for the dribbler to pass through without contact.

**Art. 10.** When a dribbler passes an opponent sufficiently to have head and shoulders beyond the front of the opponent's torso, the greater responsibility for subsequent contact shall be that of the opponent.

**Art. 11.** When a dribbler has obtained a straight-line path, the dribbler may not be bumped, pushed or otherwise crowded out of that path. When

an opponent is able to legally establish a guarding position in that path, the dribbler shall avoid contact by changing direction or ending the dribble.

**Art. 12.** The player intending to become the dribbler shall not be permitted additional rights to start a dribble or to execute a jump try for goal, pivot or fake.

**Art. 13.** A secondary defender as defined in Rule 4-36 cannot establish initial legal guarding position in the restricted area for the purpose of drawing a player control foul/charge when defending a player who is in control of the ball (i.e., dribbling or shooting) or who has released the ball for a pass or try when that player was located outside the lower defensive box when she started her movement to the basket. In such case, when illegal contact occurs within this restricted area, such contact shall be called a blocking foul, unless the contact is a flagrant foul.

- a. When illegal contact occurs by the offensive player leading with a foot or unnatural, extended knee, or warding off with the arm, such contact shall be called a player-control foul.
- b. When a player in control of the ball stops continuous movement toward the basket and then initiates illegal contact with a secondary defender in the restricted area, this is a player control foul.

**Art. 14.** Illegal contact caused by the swinging of the elbow(s) that:

- a. Results from total body movement is a common or flagrant 1 personal foul.
- b. Is excessive per Rule 4-19.7 is a flagrant 2 foul.
- c. Occurs above or below the shoulders of an opponent is a common, flagrant 1 or flagrant 2 personal foul.

**Art. 15.** Illegal contact with an elbow that does not involve the swinging of the elbow shall be considered a foul.

**Art. 16.** A player shall adhere to the rules pertaining to illegal contact, including but not limited to, guarding as in Rule 4-18, rebounding as in Rule 4-30, screening as in Rule 4-35 and verticality as in Rule 4-39.

**Art. 17.** A player shall not contact an opponent in a flagrant, excessive, severe or extreme manner while the ball is live (includes fighting).

**PENALTY—(Section 1) Personal fouls apply toward the team-foul total and toward an individual's five personal fouls for disqualification. The ball shall be put back in play by the offended player/team as follows:**

- a. **A throw-in (no free throws) nearest to where the foul occurred for:**
  1. Each common foul before the bonus rule takes effect.
  2. A player-control personal foul.
  3. A team-control foul.
- b. **One free throw for:**
  1. A personal foul against a player who attempts a field goal and whose try is successful.

2. Each foul that is a part of a multiple personal foul, but is not a flagrant personal foul, player-control foul or team-control foul, regardless of whether the offended team is in the bonus.
  3. Each foul of a multiple foul, when a two-point try is successful or unsuccessful.
  4. Each foul of a multiple foul when the three-point try is successful.
- c. Two free throws for:
1. Each common foul committed by a team, beginning with that team's fifth foul in each period.
  2. A personal foul against a player who attempts a two-point field goal and whose try is unsuccessful.
  3. A flagrant 1 or flagrant 2 personal foul and the ball is awarded to the offended team for a throw-in at a designated spot nearest to where the foul occurred.
    - (a) Any flagrant 2 personal foul shall also result in ejection of the offender.
  4. A blocking personal foul against the airborne shooter when the try is unsuccessful.
  5. Each common foul committed by a team, beginning with that team's 10th foul of the half.
  6. Each flagrant 2 personal foul of a multiple personal foul and the ball is awarded to the offended team for a throw-in at a designated spot nearest to where the foul occurred.
  7. When either personal foul of a multiple foul is a flagrant 1 or flagrant 2 personal foul, after which the ball shall be awarded to the offended team for a throw-in at a designated spot nearest to where the foul occurred.
  8. When each foul of a multiple foul when a three-point try is unsuccessful.
- d. Three free throws for:
- A personal foul against a player who attempts a three-point field goal and whose try is unsuccessful. When the personal foul is a flagrant 1 or flagrant 2 personal foul, the ball also shall be awarded to the offended team for a throw-in at a designated spot nearest to where the foul occurred.
- e. There shall be no free throws for any double personal or simultaneous personal fouls and the ball shall be put into play at the point of interruption unless only one of the fouls is a flagrant foul. In such case, when a common foul penalty requires free throws, the free throws for the common foul will be administered with no players in the marked lane spaces followed by the free throws for the flagrant personal foul with no players in the marked lane spaces. Play will be resumed at the point of interruption with a throw-in awarded to the team offended by the flagrant personal foul.



- f. **In the case of a false double foul or a false multiple foul, each foul shall carry its own penalty. When one of the fouls is a technical foul (single or double), play shall be resumed at the point of interruption.** *(Exception: A single flagrant 2 technical foul, a single contact dead ball technical foul or an administrative technical foul for an excessive timeout.)*
1. **After the last free throw for a false double/multiple foul (Rule 4-16.4 and .6), the ball shall be put in play as if the penalty for the last foul of the false double/multiple foul were the only one administered when the last foul was a single flagrant 2 technical foul, a single contact dead ball technical foul or an administrative technical foul for an excessive timeout.**
- g. **Personal-foul penalty exception: After the game-clock horn sounds to end the fourth period or extra period, only those free throw(s) necessary to determine a winner or whether an(other) extra period is necessary shall be attempted.**

## **Section 2. Administrative Technical Fouls**

**Art. 1.** The home team shall comply with the following court/equipment requirements:

- a. Have a properly marked division line and center circle as in Rules 1-4 and 1-5.
- b. Have the proper game-clock display, red/LED light and mounted shot clock as in Rules 1-18.2, 1-18.4 and 1-19.2.

**Art. 2.** A team shall comply with lineup and roster requirements as follows:

- a. Before the 10-minute mark is reached on the game clock that is counting down the time before the start of the game, each team shall supply the scorers with names and uniform numbers of team members who may participate, and those of the five starting players.
- b. After the 10-minute mark is reached on the game clock that is counting down the time before the start of the game and until the end of the game, a team shall not make lineup or roster changes to the scorebook except those changes necessitated by obvious injury, illness, blood on the uniform, a replacement of a designated starter to shoot a technical-foul free throw, or to correct a scoring or bookkeeping mistake.

**PENALTY—Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.**

**(Art. 1) One administrative technical foul only for all requirements regardless of the number of infractions. Penalized before the start of the game.**

**(Art. 2.a) One administrative technical foul only for all requirements regardless of the number of infractions that occur and regardless of when they occur.**

**When there are administrative technical fouls by both teams for violating 10-2.2.a, the fouls shall offset with no free throws awarded to either team.**

**(Art. 2.b) One administrative technical foul only for all requirements regardless of the number of infractions that occur and regardless of when they occur.**

**Art. 3.** A team or team member shall not wear:

- a. A number that is identical to that of a teammate.
- b. An illegal number. (See Rule 1-22.7.b.2.)
- c. An illegal game jersey. (See Rule 1-22.)

**PENALTY—Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.**

**(Art. 3.a) Penalized when discovered after the 10-minute time limit in 3-4.1.**

**(Art. 3.b, 3.c) Penalized when discovered before the ball becomes live when the individual is a player.**

**(Art. 3.c) When more than one team member violates, only one administrative technical foul shall be assessed.**

**Art. 4.** The official scorer shall not remove the scorebook and take it to the home team's locker room.

**Art. 5.** A team shall not delay the game, when the game clock is not running, by:

- a. Consuming a full minute by not being ready when it is time to start either half or any extra period.
- b. After a team warning has been issued, repeatedly delaying the game by preventing the ball from being promptly put in play, such as delaying the administration of a throw-in or free throw by engaging in a team huddle anyplace on the playing court.
- c. After a team warning has been issued, failing to have the court ready for play after the final horn to end any timeout.

**PENALTY—(Art. 4 and 5) Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.**

**Art. 6.** A team shall not have more than five players legally on the playing court to participate after the ball becomes live.

**PENALTY—(Art. 6) Penalized when the violation occurs after the ball becomes live. Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.**

**Art. 7.** A team shall not be granted excessive timeouts without penalty.

**PENALTY—(Art. 7) Penalized when discovered before the ball becomes live. The ball shall be put back in play at the point of interruption to the offended team. Two free throws awarded to the offended team.**

**Art. 8.** Team followers (fans, bands, cheerleaders and mascots associated with either team) shall not commit an unsportsmanlike act, including, but not limited to, the following:

- a. Using artificial noisemakers while the game is in progress, except timeouts and intermissions (See Rule 5-14.17).
- b. Using laser pointers.

- c. Throwing debris on the court after officials' jurisdiction has begun.
- d. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as but not limited to, followers entering the playing court before the player activity has been terminated. When the delay does not interfere with play, it shall be ignored.
- e. Using profanity or language that is abusive, vulgar or obscene.

*Note 1: Before penalizing a follower(s) of a team for violating Rule 10-2.8, the officials shall have knowledge as to which team's follower(s) committed the act.*

*Note 2: When the misconduct of the follower(s) is extreme or excessive, such behavior may be penalized by the official requesting home/contest management to eject from the premises the team follower(s) involved in the misbehavior. In such a case, a technical foul shall not be assessed.*

**PENALTY—(Art. 8) Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.**

**PENALTY—Section 2 Administrative Technical Fouls:**

**The administrative technical fouls in this section do not apply toward the team-foul total or toward disqualification or ejection.**

**Section 3. Player/Substitute Technical Fouls**

**Art. 1.** Committing an unsportsmanlike act, including, but not limited to, the following:

- a. Disrespectfully addressing an official or gesturing in such a manner as to indicate resentment.
- b. Using profanity or vulgarity; taunting, baiting or ridiculing another player or bench personnel; or pointing a finger at or making obscene gestures toward another player or bench personnel.
- c. Committing contact that is unnecessary, unacceptable and excessive, but does not rise to the level of a flagrant 2 contact technical foul. This foul is called a contact dead ball technical foul.
- d. Purposely obstructing an opponent's vision by waving or placing hand(s) near her eyes.
- e. Climbing on or lifting a teammate to secure greater height.
- f. Knowingly attempting a free throw to which she is not entitled.
- g. Inciting undesirable crowd reaction.
- h. Using tobacco.

**Art. 2.** A team member dunking or attempting to dunk a dead ball during the game.

**Art. 3.** Grasping either basket in an excessive, emphatic manner during the officials' jurisdiction when the player is not, in the judgment of an official, trying to prevent an obvious injury to self or others.

**Art. 4.** Intentionally slapping or striking the backboard.

**Art. 5.** Placing a hand(s) on the backboard or ring to gain an advantage.

**Art. 6.** Touching a ball outside the cylinder (goaltending) during a free throw.

**Art. 7.** After a team warning has been issued, the opponents of the thrower-in having any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line.

**Art. 8.** Reaching through the throw-in boundary-line plane and touching or dislodging the ball while it is in possession of the thrower-in or being passed to a teammate outside the boundary line as in Rule 7-4.6.b. This act shall also serve as a team warning for reaching through the boundary. (See Rule 4-11.1.g.)

**Art. 9.** Deceptively leaving the playing court for an unauthorized reason and returning at a more advantageous position.

**Art. 10.** Purposely delaying her return to the playing court after being legally out of bounds.

**Art. 11.** After a team warning has been issued, attempting to gain an advantage by interfering with the ball after a goal or by failing to immediately pass the ball to the nearest official after the whistle has blown.

**Art. 12.** A team member entering the playing court without reporting to the official scorers or a substitute entering the playing court without being beckoned by an official (unless during an intermission).

**PENALTY—(Arts. 1 through 12, excluding 1.c) Two free throws awarded to the offended team for a single player/substitute technical foul and play is resumed at the point of interruption. For double player/substitute technical fouls, no free throws are awarded and play is resumed at the point of interruption unless one of the fouls includes 10-3.1.c (contact dead ball technical foul). When one of the fouls includes 10-3.1.c, each offended team is awarded two free throws and play is resumed at the point of interruption with a throw-in to the offended team for the contact dead ball technical foul. A player/substitute technical foul shall apply toward an individual's five personal fouls toward disqualification, two technical fouls toward ejection and the team-foul total.**

**(Art. 1.c) Two free throws awarded to the offended team for a single player/substitute technical foul and play is resumed at the point of interruption with a throw-in to the offended team.**

**Art. 13.** Participating after changing her uniform number without reporting the change to the official scorer and an official.

**Art. 14.** Participating after having been disqualified.

**Art. 15.** Leaving the playing court and going into the stands when a fight may break out or has broken out.

**Art. 16.** A player flagrantly or excessively contacting an opponent while the ball is dead.

**Art. 17.** Fighting as in Rule 10-5.

**Art. 18.** Disrespectfully contacting an official.

**PENALTY—(Arts. 13 through 18) Flagrant 2 technical fouls. Two free throws shall be awarded to any player on the offended team, unless double flagrant 2 technical fouls are assessed. For double flagrant 2**

**technical fouls, no free throws are awarded and play is resumed at the point of interruption. For any single flagrant 2 technical foul, the ball shall be awarded to the offended team at the point of interruption. When a single flagrant 2 technical foul occurs during intermission for the second or any extra period, play shall resume with a throw-in to the offended team at the division line on either side of the playing court. These flagrant 2 technical fouls apply toward the team-foul total and the offender(s) is ejected. Any player(s) who actively participates in a fight shall be ejected and subject to suspension. (See Rule 10-5.)**

**EJECTION—(Section 3): A single flagrant 2 technical foul or a second technical foul charged to a player/substitute shall result in ejection.**

#### **Section 4. Bench Technical Fouls**

The head coach is responsible for the conduct and behavior of all bench personnel.

**Art. 1.** Committing an unsportsmanlike act, including, but not limited to, the following:

- a. Disrespectfully addressing an official.
- b. Attempting to influence an official's decision.
- c. Using profanity or language that is abusive, vulgar or obscene.
- d. Taunting or baiting an opponent.
- e. Objecting to an official's decision by rising from the bench or using gestures.
- f. Inciting undesirable crowd reactions.
- g. Entering the playing court to attend an injured player unless done with the permission of an official.
- h. Using tobacco.
- i. Refusing to occupy the team bench to which the team was assigned or to occupy the location for a timeout or before any extra period as described in Rule 4-4.2.

**Art. 2.** Using electronic transmission (including but not limited to headsets, telephones, television, radio, audio or video Internet broadcast, heart monitor devices, computers), or knowledge gained resulting from thereof, for coaching purposes, to communicate to and/or from the bench area or using replay equipment at courtside for coaching purposes.

**Art. 3.** When there is evidence that the head coach or bench personnel instructed that the scorebook be removed from the scorer's table.

**Art. 4.** All bench personnel shall remain seated on the bench while the ball is live, except as follows:

- a. The head coach may stand and shall remain in the team's coaching box.
- b. To spontaneously react to an outstanding play, immediately sitting down on the bench afterward.
- c. A team member reporting to the scorers' table.
- d. A head coach may leave the bench area at any time to point out a scoring or timing mistake, to request a timeout to ascertain whether a

correctable error needs to be rectified or to request a monitor review of a flagrant 1 personal foul, a contact dead ball technical foul, or a flagrant 2 contact technical foul (Rule 2-12, 11-2.1.d.4 and 5-11.5).

- e. A coach or team attendant may leave the bench area to seek information from the official scorer or official timer during a timeout or an intermission.

**Art. 5.** The head coach shall replace a disqualified player within 15 seconds or an injured player within 20 seconds when a substitute is available.

**Art. 6.** Using a laser pointer.

**Art. 7.** Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as bench personnel entering the playing court before player activity has been terminated. When the delay does not interfere with play, it shall be ignored.

**PENALTY—(Arts. 1 through 7)** Two free throws shall be awarded to the offended team unless double fouls are assessed. For double fouls, no free throws are awarded. In either case, play shall resume at the point of interruption. These bench technical fouls shall count toward an individual's five personal fouls for disqualification (if a team member), two technical fouls for ejection and the team-foul total. The foul is charged to the offender (if not the head coach) and also charged indirectly to the head coach. If the head coach is the offender, the foul is charged directly to him/her.

(Arts. 1, 4 and 7) When there is more than one offender (excluding the head coach) or a single offender who cannot be identified, one bench technical foul shall be assessed regardless of the number of offenders. This technical foul is also charged indirectly to the head coach.

*Note: An assistant coach who replaces the ejected head coach shall not inherit any technical fouls the head coach has accumulated. However, the assistant coach shall be responsible for technical fouls previously assessed to him/her.*

**Art. 8.** Bench personnel leaving the bench area when a fight may break out or has broken out. The head coach and one assistant may leave the bench area in this case to prevent the situation from escalating.

**PENALTY—(Art. 8)** Flagrant 2 technical fouls. Two free throws shall be awarded to any player on the offended team, unless double fouls are assessed. For double flagrant fouls, no free throws are awarded. For any flagrant 2 technical foul, the ball shall be awarded to the offended team at the point of interruption.

When anyone other than the head coach and one assistant coach leaves the bench and enters the playing court for reasons not permitted by rule but does not participate in the fight, only one technical foul shall be assessed regardless of the number of offenders. This one foul is charged indirectly to the head coach. For any single flagrant 2 technical foul, the ball shall be awarded to the offended team at the point of interruption. When a single flagrant 2 technical foul occurs during the intermission before any period or extra period, play shall resume with a throw-in to the offended team at the division line on either side of the playing court.

**This flagrant 2 technical foul applies toward the team-foul total, and the offender(s) shall be ejected but not subjected to suspension.**

**Art. 9.** Fighting by bench personnel as in Rule 10-5.

**Art. 10.** Disrespectfully contacting an official.

**Art. 11.** Causing contact that is unnecessary, unacceptable, excessive or extreme during a live or dead ball.

**PENALTY—(Arts. 9 through 11) Flagrant 2 technical fouls. Two free throws shall be awarded to any player on the offended team, unless double fouls are assessed. For double flagrant fouls, no free throws are awarded. For any flagrant 2 technical foul, the ball shall be awarded to the offended team at the point of interruption. When a single flagrant 2 technical foul occurs during the intermission before any period or extra period, play shall resume with a throw-in to the offended team at the division line on either side of the playing court. These flagrant 2 technical fouls apply toward the team-foul total and the offender(s) is ejected. Any bench personnel who actively participates in a fight shall be ejected and subject to suspension. (See Rule 10-5.) The head coach shall be assessed one indirect technical foul for each member of bench personnel who participates in a fight.**

**EJECTION—(Section 4): A single flagrant 2 technical foul, the second direct technical foul, the third indirect technical or a combination of one direct technical and two indirect technical fouls charged to the head coach results in ejection. A single flagrant 2 technical foul or a second technical foul charged to a member of bench personnel results in that individual's ejection.**

## **Section 5. Suspensions for Fighting**

**Art. 1.** A fight is a flagrant 2 foul.

**Art. 2.** A fight is a confrontation involving one or more players, coaches or other team personnel wherein (but not limited to) a fist, hand, arm, foot, knee or leg is used to combatively strike the other individual.

**Art. 3.** When, during a confrontation, an individual attempts to strike another individual with any of the actions defined in Art. 2, whether there is contact is irrelevant. The perpetrator shall be deemed to have been involved in a fight.

**Art. 4.** When, during a confrontation, an individual uses unsportsmanlike acts or comments that, in the opinion of the official, provoke the other individual to retaliate by fighting, it shall be ruled that both individuals have been involved in the fight.

**Art. 5.** When a physical confrontation has occurred, the officials shall determine the individuals who were involved in the fight or left the bench area to participate.

**Art. 6.** A combative confrontation may occur when the ball is live, in which case, it is a flagrant 2 personal foul; or when the ball is dead, in which case a flagrant 2 technical foul shall be assessed.

**Art. 7.** When, during the course of play (live ball), an individual strikes an opponent with the hand, elbow, arm, foot, knee or leg in a nonconfrontational

manner and the act is not only excessive, but also severe or extreme, it shall be ruled as a flagrant 2 personal foul and not a fighting action. When a defined body part is used to strike an opponent, but the contact is not severe or extreme, a judgment shall be made by the official as to whether the contact is a flagrant 1 personal foul.

**Art. 8.** Anytime an individual uses a closed fist in an unsportsmanlike manner, it shall be deemed that the individual has initiated a fighting act and shall be penalized accordingly.

**Art. 9.** When any flagrant 2 foul is ruled to be a fight, the fighting penalty shall be invoked.

**Art. 10.** Any team member or bench personnel who participates in a fight (regardless of whether she is a player at the time) shall be assessed a flagrant 2 technical foul. No free throws shall be attempted by either team when there are double flagrant fouls that are offsetting.

**Art. 11.** The first time an individual participates in a fight during the season (including exhibition games), the individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest), including tournament competition.

**Art. 12.** When an individual participates in a second fight during the same season, that individual shall be suspended for the remainder of the season, including tournament competition.

**Art. 13.** When an individual participates in a fight during her team's final game of the season, that individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest) for which that team member or team personnel would be eligible.

**Art. 14.** When an individual with eligibility for the next season participates in a fight during her final game of the season and that fight is the individual's second fight of the season, that individual shall be suspended for the first three regular-season games (not exhibitions) of the next season.

**Art. 15.** Any team member or other bench personnel under suspension for fighting shall not be in the team's bench area.

**Art. 16.** The referee may declare a forfeit when any individual fails to comply with any part of the penalties of this rule.

**Art. 17.** After a game, conference offices or the assigning authority may correct an error about who was involved in a fight, but cannot change an official's ruling that a fight took place or lessen the severity of the penalty. The conference office or assigning authority may make those penalties more severe.



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# RULE 11

## Instant Replay

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### Section 1. Games With Replay/Television Equipment

**Art. 1.** Courtside replay equipment, videotape or television monitoring must be located on a designated courtside table (i.e., within approximately 3 to 12 feet of the playing court), in order to be used by game officials. An on-screen game clock display on the monitor may be used only when the display is synchronized with the official game clock. In order for an official to change or reverse a call made on the floor, the official must first find that the monitor review reveals by indisputable evidence that the call on the floor was incorrect.

**Art. 2.** In games with a tenth-of-a-second game clock display and where an official courtside monitor is used, the reading of zeroes on the game clock is to be used to determine whether a try for goal, a shot-clock violation or a foul occurred before or after the expiration of time in any period. When the game clock is not visible, the officials shall verify the original call with the use of the red/LED light(s). When the red/LED light(s) are not visible, the sounding of the game-clock horn shall be utilized. When definitive information is unattainable with the use of the monitor, the original call stands.

**Art. 3.** In games when an official uses instant replay to review whether a shot-clock violation occurred as in Rule 11-2.1.e.1, the official shall determine whether a violation occurred by the sounding of the shot-clock horn. If the shot-clock horn is not audible, the official shall use the reading of zeroes on the shot clock to determine whether a violation occurred. When definitive information is unattainable with the use of the monitor, the original call stands.

**Art. 4.** The officials shall not use such available equipment for judgment calls such as:

- a. Determine whether a foul occurred. (*Exceptions: A flagrant 2 foul and a flagrant 1 or a contact dead ball technical foul.*)
- b. Determine whether basket interference or goaltending occurred.
- c. Determine whether a violation occurred except in 11-2.1.e and 11-3.1.a.2.

### Section 2. Instant Replay—Voluntary Use (Except Where Noted)

**Art 1.** Officials may use such available equipment only in the following situations:

- a. Free Throws.
  1. Determine who shall attempt a free throw(s) when there is uncertainty.

2. Determine whether a player who was fouled on her unsuccessful field-goal try, at or near the three-point line, shall attempt either two or three free throws.
  3. Determine whether the wrong player was permitted to attempt a free throw as per 2-12.1.c.
  4. Determine whether a player was permitted to attempt a free throw at the wrong basket as per 2-12.1.d.
- b. Scoring.
1. Determine whether a try for goal was a two- or three-point attempt. Before the expiration of the statute of limitations prescribed by Rule 2-12.3, the officials must recognize a potential correctable error and signal to the scorer that an instant replay review is required. This review shall take place at the next electronic-media timeout, except after the last electronic-media timeout of the fourth period or the entire extra period during which time the correctable error time frame in Rule 2-12.3 must be used. After the last electronic-media timeout of the first, second and third periods, officials shall conduct the review as soon as the period ends.
  2. Prevent or rectify a scoring mistake by the scorer.
  3. Determine whether a score was erroneously counted or canceled as per 2-12.1.e.
- c. Timing.
1. Determine whether the game clock malfunctioned or whether a timing mistake occurred in starting or stopping the game clock.
    - a. After the malfunction or mistake, such a mistake shall be corrected:
      1. During the first dead ball and before the ball is touched inbounds or out of bounds by a player other than a thrower-in.
      2. When the clock should have been continuously running, the mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player other than a thrower-in.
    - b. No timing mistake correction shall be carried over from one period or extra period to another. Such a mistake shall be corrected before the start of intermission.
    - c. Determine the correct time to be placed back on the game clock when the referee blows the whistle, signals for the game clock to be stopped, and in her judgment time has elapsed before the game clock stopped. On an out-of-bounds violation, the official shall determine the elapsed time before the game clock stopped from the time the ball actually hit out of bounds.
  2. Determine whether the shot clock malfunctioned or a timing mistake occurred in failing to properly start, stop, set or reset the shot clock. The malfunction or mistake may only be corrected in the shot clock period in which it occurred. Any activity after the mistake or malfunction has been committed and until it has been rectified shall be canceled, excluding a flagrant 1 or 2 personal foul or any technical foul.

d. Fouls.

1. After a call has been made, determine if a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul, or a contact dead ball technical foul occurred. When it is determined that a flagrant 2 personal or flagrant 2 contact technical foul did not occur but a flagrant 1 personal foul or contact dead ball technical foul or common foul did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized. When the review discloses, by indisputable evidence, that there was no contact, the foul call shall be reversed with no foul charged.
    - a. When there is a foul called for contact, the officials, with a plausible reason, may review the severity of that foul during the dead ball period following the call. When the ball becomes live, there shall be no review of the made call.
  2. When officials err and fail to observe the fouls according to 11-2.1.d.1 (this shall not include a common foul) or a fight, they are permitted to correct and penalize these infraction(s), with the use of a monitor review, when the act occurs:
    - a. When the game clock was stopped, it must be corrected:
      1. During the first dead ball after the clock was properly started.
    - b. When the game clock was running, it must be corrected:
      1. During the first dead ball after the clock was properly stopped; or
      2. Before the second live ball when the ball became dead after a successful goal but the clock continued to run.
  3. When it is determined that a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul, a contact dead ball technical foul or a fight did occur within the prescribed time frame, the infraction(s) should be penalized and play shall be resumed by awarding the ball to the offended team where the stoppage of play occurred to review the flagrant act. Any previous activity before the monitor review shall not be canceled or nullified. When it is determined that a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul, a contact dead ball technical foul or a fight did not occur within the prescribed time frame, play shall be resumed where the stoppage of play occurred to review the act.
  4. A coach may request a monitor review to determine if any flagrant foul involving contact or a contact dead ball technical foul occurred. When a flagrant 1 or 2 contact foul or contact dead ball technical foul is not assessed, a timeout shall be charged to that team.
  5. After a foul has been called, to determine on whom a foul is to be charged when there is uncertainty.
- e. Violations.
- In the last two minutes of the fourth period and last two minutes of any extra period, to determine the following:
1. Whether a shot-clock violation occurred.

2. Which team caused the ball to go out of bounds when there is a deflection involving two or more players.

### **Section 3. Instant Replay—Mandatory Use**

**Art. 1.** Officials shall use such available equipment in the following situations:

- a. When there is a reading of zeroes on the game clock at the end of any period, after making a call on the playing court, and when necessary to determine the outcome of the game in the following situations:
  1. Determine whether a try for field goal entering the basket was released before the reading of zeroes on the game clock. When it is determined that the try for goal was successful, the official is permitted to put the exact time back on the game clock as to when the ball passed through the net.
  2. Determine whether a shot-clock violation occurred before the reading of zeroes on the game clock.
  3. Determine whether a foul occurred before the reading of zeroes on the game clock. When it is determined that the foul occurred before the reading of zeroes on the game clock, the official is permitted to put the exact time back on the game clock as to when the foul was committed.
- b. To determine whether a fight occurred and the individuals who participated or left the bench area.

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# Appendix I

## Fight-Reporting Procedures

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**The following apply to situations in which a fight has been reported by an official during his/her jurisdiction. When a fight is not reported by an official, the conference or assigning authority may invoke its own penalty. For the rules on suspensions for fighting see Rule 10-5.**

1. The official shall inform the offender(s), the head coach and the official scorer that an ejection for fighting has occurred (the official scorer shall note this in the scorebook).
2. After the game, the referee shall contact the coordinator of officials/assignor for the game and report all ejection(s) for fighting.
3. The coordinator of officials/assignor shall report the ejection(s) for fighting to the conference commissioner or, if the offender is from an independent institution, to that team's athletics director.
4. The conference commissioner shall call and follow up in writing to the following people:
  - a. The athletics director of the team whose individual(s) was involved; and
  - b. When the opponent's individual(s) was ejected for fighting, that team's conference commissioner or, when that school is an independent institution, that team's athletics director.
5. Fight-reporting procedures should be handled quickly since the long-term participation of the offender(s) shall be affected by a second fight.
6. Related considerations:
  - a. The head coach should withhold the offender(s) from the next scheduled game even if the conference or athletics director has not contacted him or her.
  - b. Institutional and conference policy dictates whether a suspended individual shall be permitted to attend a game from which he or she is suspended. If the individual(s) attends the game, he or she shall not be in the team's bench area.
  - c. After a game, conference offices or the assigning authority may correct an error about who was involved in a fight but can neither change an official's ruling that a fight took place nor lessen the severity of the penalty. However, the conference office/assigning authority may make the penalty more severe.

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# Appendix II

## NCAA Tobacco Policy

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In accordance with NCAA bylaws, the use of tobacco by student-athletes, or team or game personnel (e.g., coaches, athletic trainers, managers and game officials) is prohibited in all sports during practice and competition.

Any student-athlete, or team or game personnel who uses tobacco during practice or competition shall be disqualified for the remainder of that practice or competition.

During regular-season play, each institution shall be responsible for enforcing this rule for its own student-athletes, team personnel and game personnel. During postseason play, which includes conference tournaments, play-ins and NCAA tournament games, the governing sports authority or the games committee shall enforce this rule.

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# Appendix III

## Officiating Guidelines

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### Section 1. Bench Decorum

- a. **Coaching box.** The rules committee wants the coaching box rule enforced and technical fouls called for infractions. Coaches are expected to remain in the coaching box. To do otherwise results in a distinct advantage that is not within the spirit and intent of the rules. Roaming coaches also negatively influence play by being out on the court. The rule is clear and concise. Some coaches blatantly disregard the coaching box and many officials refuse to enforce the rule. Head coaches have the responsibility to remain in the box and behave in a sportsmanlike manner. Institution and conference administrators must demand that their coaches adhere to the rules and must support officials who properly enforce the rules. The following guidelines have been established to assist in adjudicating this situation.
  1. **Out of the coaching box.** The rules prohibit the head coach from being outside the prescribed coaching box. After a warning, a technical foul shall be assessed when a coach is clearly and completely outside the box.
  2. **Unsportsmanlike conduct.** Coaches engaging in minor conduct infractions should receive a warning from officials. Any subsequent violation results in a technical foul. Any egregious (blatant) conduct violation, while inside or outside the coaching box shall be properly penalized without warning, with a technical foul.
- b. **Assistant coaches and other bench personnel.** All bench personnel, with the exception of the head coach, are required to be seated on the bench while the ball is live except to react spontaneously to an outstanding play and then to immediately return to sitting on the bench. Violations by players, and especially assistant coaches, should not be tolerated by officials. When assistant coaches or bench personnel are violating bench decorum rules in a minor way, the official shall inform the head coach and request that he/she handle the situation. This is an official warning. Any further violation by bench personnel shall result in a technical foul assessed to the offender. Egregious (blatant) conduct violations by assistant coaches or bench personnel need no warning and shall immediately result in a technical foul. A technical foul assessed to bench personnel is also assessed as an indirect technical foul.

### Section 2. Screening

A screen is legal action by any player with or without the ball, which, without causing contact, delays or prevents an opponent from reaching a desired position.

A screener must maintain a normal stance with feet no wider than shoulder width apart. If a player is engaged in illegal screening tactics and there is no contact with the opponent, no foul has occurred. Players must adhere to the screening rules outlined in Rule 4-35.

A foul shall be called when:

1. A defensive player is held or pushed off of her intended path around a screen by use of the arms, legs or body.
2. A defensive player holds or pushes through the screen using the arms, legs or body.
3. The screener extends the hips or buttocks to displace the defender who is attempting to move around the screen.
4. The screener extends the legs beyond legal width and trips a defender who is attempting to move around the screen.
5. The screener sets a screen (outside the visual field) of a stationary defender ("blind" screen) that doesn't allow the defender a normal step to move.
6. The screener sets a screen on a moving defender and doesn't allow the defender ample time to stop or change directions - usually one to two strides.

### Section 3. Displacement

The following guidelines have been established to help coaches, players and officials achieve a level of play that will allow freedom of movement for all players on the court and make the game a free-flowing, exciting game to watch. Officials must enforce these guidelines to ensure that freedom of movement is permitted in the game.

#### Post Play

- a. **Definition.** A post player is defined in Rule 4-29 as any offensive or defensive player in the lane area with or without the ball with her back to the basket. The lane area includes the three-second lane (See Rule 9-9) and approximately three feet just outside the lane. An offensive post player becomes a ball handler when, while in the lane area, she turns and faces the basket with the ball or moves completely outside the lane area with the ball.
- b. **Legal activity.** Before the offensive post player has control of the ball, it is legal for a defensive player to place one or two body parts (hands or arms) on the offensive post player provided no holding, displacing or illegal contact occurs. Legal contact occurs when offensive and defensive players are touching and both are maintaining a legally established position. However, when any legal contact occurs between post players to maintain a position, an official's awareness should be heightened and he/she should be prepared to make a foul call when the contact becomes illegal. When the offensive post player, with her back to the basket, is in control of the ball (holding or dribbling), the defensive post player may place a forearm or *one* hand on the offensive player. When the defensive post player places one hand on the offensive post player, the defensive post player must have a bend in the elbow.



c. **Illegal contact.** A foul shall be called when:

1. A legally established arm-bar is extended and displaces an opponent.
2. Displacement occurs from a locked and/or extended elbow.
3. A leg or knee is used in the rear of an opponent to hold or displace the offensive post player without the ball.
4. With her body, leg or knee, a defensive post player contacts an offensive post player in control of the ball with her back to the basket.
5. An offensive post player “backs-down” and displaces the defender once that defender has established a legal guarding position.
6. The offensive post player holds, hooks or displaces the leg or body of the defender.
7. An opponent is displaced from a legally established or obtained position.

### **Ball Handler or Dribbler**

a. **Definition.** A ball handler or dribbler is any player with player control (holding or dribbling) outside the lane area, either facing or with her back to the basket. An arm-bar is contact with the forearm that is away from the body.

b. **Legal activity.** The following are examples of legal activity:

1. A one hand “measure up” by the defense. This means, one hand (front or back of the hand) contacting the ball-handler/dribbler and immediately removing that hand. Also known as a “hot stove” touch. This is the ONLY hand contact that is legal by the defense and is considered incidental.
2. When a dribbler makes a move past a defender, and the defender’s arm, which is against her own body, makes incidental contact with the dribbler. Bodies may momentarily touch as long as there is no displacement.

c. **Illegal contact.** A foul shall be called when:

1. The defender contacts the ball-handler/dribbler ANYTIME with two hands.
2. The defender places a hand (front or back of the hand) on the ball-handler/dribbler and keeps it on.
3. The defender contacts the ball-handler/dribbler more than once with the same hand or with alternating hands.
4. The defender contacts the ball-handler/dribbler with an arm-bar.
5. Any displacement, holding or pushing occurs by either the offense or defense.

### **Cutting**

a. **Legal activity.** If the defender beats the cutter to the spot, the defender’s position is legal and the cutter is responsible for contact.

b. **Illegal contact.** A foul shall be called when:

1. The cutter is held with the hands, body or arm-bar.
2. The cutter is pushed with the hands, body or arm-bar off her intended path.
3. The cutter initiates contact and pushes or holds the defender in any way.
4. Holding, pushing or displacement occurs by either the offense or defense.

### Rebounding

a. **Definition.** A rebound is an attempt by any player to secure control of the ball after a try for goal. There is no player or team control on a rebound. The act of “blocking out” an opponent on a rebound is an attempt by any player to prevent an opponent from getting a rebound without displacing that opponent. Backing out an opponent is displacement and should not be confused with blocking out.

b. **Legal activity.** Players must remain in their established vertical plane when rebounding and adhere to the rebounding principles in Rule 4-30.

c. **Illegal contact.** A foul shall be called when:

1. The offensive or defensive player uses her body to “back out” or push an opponent from her legally established position. A player may not be pushed farther away from the basket.
2. A player is held to prevent her from getting closer to the basket.
3. The arm(s) of the opponent are “hooked” so she is unable to extend her arms to get the ball.
4. A player behind an established opponent uses her hands, arms, body or legs to displace in any way.
5. An airborne rebounder is undercut and displaced; taking away her landing space.

# Appendix IV

## Foul/Penalty Chart

FOUL/PENALTY CHART (APPENDIX IV)								
Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
Personal	Live	Committed by player, illegal contact with an opponent.	Free throw(s) to offended player when shooting or when in bonus, except for player-control foul or team-control foul.	Offending player	Throw-in at a designated spot to an offended team when not shooting or not in bonus or when a player-control or team-control foul. When there are free throws, play resumes with throw-in by opposing team (if last free throw is successful) or ball remains live (if last free throw is unsuccessful).	Yes	Yes	No
Common	Live (a subset of personal fouls)	Personal when not shooting, not flagrant, or not part of a multiple, double or simultaneous foul.	Free throw(s) to offended team when in bonus, except for player-control or team-control foul.	Offending player	Throw-in at designated spot to offended team when not in bonus or when team-control or player-control foul. When there are free throws, play resumes with throw-in by opposing team (if last free throw is successful) or ball remains live (if last free throw is unsuccessful).	Yes	Yes	No
Player Control	Live	Common foul committed by a player when she is in control of the ball or is an airborne shooter..	No free throw(s).	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
Team Control	Live	Common foul committed by player on team with team control.	No free throw(s).	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No

FOUL/PENALTY CHART (APPENDIX IV)							
Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count toward ejection?
Flagrant 1 Personal	Live	A personal foul that is excessive, but not based on the severity of the act	Two free throws to offended player.	Offending player	Throw-in to offended team at designated spot nearest to where the foul occurred.	Yes	No
Flagrant 2 Personal	Live	Severe or extreme contact with an opponent while the ball is live.	Ejection of offender, two free throws to offended player.	Offending player	Throw-in to offended team at designated spot nearest to where foul occurred.	No	Automatic
Flagrant 2 Technical	Dead or live	Extreme unsporting conduct (non-contact) or severe/ extreme contact with an opponent during a dead ball.	Ejection of offender, two free throws.	Offending player, bench personnel or follower	Throw-in to offended team at point of interruption.	No	Automatic
Contact Dead Ball Technical	Dead	Contact with opponent that is excessive but does not rise to the level of a Flagrant 2 foul.	Two free throws	Offending player	Throw-in to the offended team at the point of interruption.	Yes	Yes, one of two player/substitute technicals
Indirect Technical	Live or Dead	Unsporting conduct by bench personnel.	Two free throws	Head coach	Point of interruption	No	Yes, after three indirect technicals or a combination of two indirects and one direct.
Direct Technical Foul	Live or Dead	Unsporting conduct of head coach.	Two free throws	Head coach	Point of interruption	No	Automatic after two or a combination of two indirects and one direct.

FOUL/PENALTY CHART (APPENDIX IV)								
Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count toward bonus	Count toward ejection?
Administrative Technical	Live or Dead	Not specific to an individual's conduct.	Two free throws		Point of interruption	No	No	No
Bench Technical	Live or Dead	Unsporting conduct by bench personnel.	Two free throws	Squad member, coach, bench personnel.	Point of interruption	Yes	Yes	Yes after two direct or three indirect technicals or a combination of one direct and two indirects for head coach only. For others, automatic after two.
Player/Substitute	Live or Dead	Unsporting conduct.	Two free throws	Player or substitute	Point of interruption	Yes	Yes	Yes, automatic after two.
Double Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws unless one of the fouls is a flagrant foul.	Players	Point of interruption unless one of the fouls is a flagrant foul.	Yes	Yes	No
Double Flagrant 2 Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption	No	Yes	Yes
Double Flagrant 1 Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption	Yes	Yes	No

FOUL/PENALTY CHART (APPENDIX IV)								
Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
Simultaneous Personal	Live	Committed by each team at approximately the same time but not by opponents against each other.	No free throws unless one of the fouls is a flagrant foul.	Player	Point of interruption unless one of the fouls is a flagrant foul.	Yes	Yes	No
Double Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws unless one of the technical fouls is a contact dead ball or flagrant 2 contact technical foul.	Players, bench personnel or follower	Point of interruption unless one of the technical fouls is a contact dead ball or flagrant 2 technical foul.	Yes	Yes	Yes
Double Flagrant 2 Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players, bench personnel or follower	Point of interruption	No	Yes	Yes
Double Contact Dead Ball Technical	Dead	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players and bench personnel	Point of interruption	Yes	Yes	Yes
Simultaneous Technical	Live or dead	Occurs when there is a technical foul committed by each team at approximately the same time, not by opponents against each other.	No free throws unless one of the technical fouls is a contact dead ball or flagrant 2 technical foul.	Player, bench personnel or follower	Point of interruption unless one of the technical fouls is a contact dead ball or flagrant 2 technical foul.	Yes	Yes	Yes

FOUL/PENALTY CHART (APPENDIX IV)							
Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count toward ejection?
Multiple	Live	Two or more opponents commit personal fouls against the same opponent at approximately the same time.	<p>One free throw for each foul:</p> <ol style="list-style-type: none"> <li>1. No try involved</li> <li>2. Successful or unsuccessful 2-point try</li> <li>3. Successful 3-point try.</li> </ol> <p>Two free throws for each foul:</p> <ol style="list-style-type: none"> <li>1. Flagrant 1 or flagrant 2 foul</li> <li>2. Unsuccessful 3-point try</li> </ol>	Player	Administer free throw penalty. For team-control fouls or flagrant fouls, throw-in from designated spot.	Yes	No

FOUL/PENALTY CHART (APPENDIX IV)								
Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
False Multiple	Live or dead	Two or more fouls by the same team such that the last foul is committed before the game clock is started after it is stopped for the first and such that at least one of the attributes of a multiple foul is absent.	Each foul carries its own penalty.	Player, bench personnel or follower	When the last foul is a single flagrant 2 technical, technical, or administrative foul for excessive timeouts, the ball shall be put into play as though the last foul were the only one administered.  When one of the fouls is a single or double technical (not flagrant) or any double personal or simultaneous personal foul, point of interruption.	Yes	Yes	No
False Double	Live or dead	Fouls by both teams, the second occurring before the game clock is started after it is stopped for the first but an aspect of double fouls is missing	Each foul carries its own penalty.	Player, bench personnel or follower	When the last foul is a single flagrant 2 technical, technical, or administrative foul for excessive timeouts, the ball shall be put into play as though the last foul were the only one administered.  When one of the fouls is a single or double technical (not flagrant) or any double personal or simultaneous personal foul, point of interruption.	Yes	Yes	No



# Appendix V

## Major Rules Differences

### 2015-16 MAJOR BASKETBALL RULES DIFFERENCES

#### (Men's and Women's)

ITEM	NFHS	NCAA
28-foot line throw-in	No rule	<b>Men</b> – Same as NFHS <b>Women</b> – Upon a timeout under 59.9 seconds in fourth or extra period when the ball in the backcourt is out of bounds, after a made basket, or after a change of possession (no dribble or pass), offense may choose to advance to frontcourt 28-foot line tableside for ensuing throw-in
Bonus Free Throws One-and-One Double Bonus Team Fouls Reset	On the seventh team foul On the 10 <sup>th</sup> team foul End of the first half	<b>Men</b> – Same as NFHS <b>Women</b> – No one-and-one bonus <b>Men</b> – Same as NFHS <b>Women</b> – On fifth team foul <b>Men</b> – Same as NFHS <b>Women</b> – End of first, second and third period
Blood/Contacts	Player with blood directed to leave game (may remain with charged timeout); player with lost/irritated contacts may remain in the game with reasonable time to correct	<b>Men</b> – Player with blood or lost/irritated contact may remain in game if remedied within a reasonable time <b>Women</b> – Same as men, except 20 seconds or charged timeout to correct contacts
Coaching Box Size Loss of Use	State option, 14-foot box maximum If coach is charged with any technical foul	Extends from 28-foot mark to end line No rule
Delay-of-Game Warnings	One warning for any of four delay-of-game situations; subsequent delay for any of four – technical foul	One warning for each delay-of-game situation; subsequent delay for that situation – technical foul

ITEM	NFHS	NCAA
<p>Disqualification/Ejection</p> <p>Players/Bench Personnel</p> <p>Player Participates after DQ</p> <p>Replacement Interval</p>	<p>Disqualification – Fifth foul (personal and technical) Ejection – Single flagrant; second technical</p> <p>Direct technical foul charged to head coach</p> <p>20 seconds</p>	<p><b>Men</b> – Same as NFHS, except ejection on 2<sup>nd</sup> Class A or 3<sup>rd</sup> Class B technical foul <b>Women</b> – Single Flagrant 2; ejection on second technical</p> <p><b>Men</b> – Flagrant 1 technical foul charged to head coach <b>Women</b> – Flagrant 2 technical to offender <b>Both</b> – 15 seconds</p>
<p>Double Foul</p>	<p>Point of interruption for all double fouls</p>	<p>If differing in severity, both penalties assessed with most severe last</p>
<p>Fighting</p>	<p>Ejection The head coach may enter court to stop fight or prevent escalation.</p>	<p>Ejection. One game suspension followed by season suspension – team and coaches <b>Men</b> – Only the head coach may enter court <b>Women</b> – Head coach and one assistant may enter court in a fight situation</p>
<p>Free-Throw</p> <p>Free-Thrower Injured</p>	<p>Normal substitution permitted</p>	<p><b>Men</b> – If unable to attempt FT's, opposing coach selects from four remaining players unless flagrant foul or bleeding player <b>Women</b> – Same as NFHS</p>
<p>Goaltending</p>	<p>Player touches the ball during a try/tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight</p>	<p><b>Men</b> – Same as NFHS and includes a ball that is touched after it contacts the backboard when any part of the ball is above the ring level – considered to be on its downward flight <b>Women</b> – Same as men, except ball must be entirely above the ring level</p>
<p>Guarding</p> <p>Airborne Defender Exception</p> <p>Closely Guarded Legal Position</p> <p>Maintaining Legal Position</p>	<p>No exception</p> <p>Holding or dribbling</p> <p>May be established anywhere on the court</p> <p>May move laterally or obliquely to maintain position, as long as not toward opponent when contact occurs and may turn or duck to absorb imminent contact</p>	<p><b>Men</b> – Allowed to move forward when clearly will not make contact on shooter <b>Women</b> – Same as NFHS</p> <p><b>Both</b> – Holding only</p> <p><b>Men</b> – Secondary defender may not establish initial legal guarding position in four-foot restricted area under the basket to draw a charge on player with the ball or who released it on pass or a try <b>Women</b> – Same as men except when the play starts outside the lower defensive box and using a three-foot restricted area</p> <p><b>Men</b> – Same as NFHS except secondary defenders cannot move sideways to maintain on an airborne shooter or passer <b>Women</b> – Same as NFHS</p>

ITEM	NFHS	NCAA
Jump Ball	Re-jump must be by players involved before team control is established	Re-jump may be by any two players
Length of Quarter/Period/Half	Four eight-minute quarters	<b>Men</b> – 20-minute halves <b>Women</b> – Four 10-minute periods
Officials on Court – Jurisdiction Begins	15 minutes before start and remain for duration of pregame	<b>Men</b> – 20 minutes before start; <b>Women</b> – 15 minutes before start <b>Both</b> – At least one official must remain on the court when team members are present
Player Out of Bounds	Violation called as soon as player leaves the court for an unauthorized reason	Violation called when player returns and is first to touch ball inbounds unless his/her momentum carried the player out of bounds
Post play	An extended arm bar is not allowed	<b>Men</b> – Equal pressure on back allowed <b>Women</b> – A forearm or one hand is allowed
Shot Clock	No rule	30 seconds
Stop Clock	No rule	After made basket with less than one minute in (men) second half or (women) fourth period
Technical Fouls		
Types	Direct & Indirect – Only applies to the head coach; direct for his/her behavior, indirect for penalty to bench personnel – includes pregame or dead-ball dunking	<b>Men</b> – Class A, Class B and Administrative technical fouls, no penalty for pregame or dead-ball dunking <b>Women</b> – Same as NFHS plus Player/Substitute and Bench Technicals
One-shot Technical	No rule	<b>Men</b> – Administrative and Class B and technicals <b>Women</b> – no rule Administrative technical fouls do not count toward team-foul total
Count Toward Team Foul Total	Team-foul total Disqualification – five personal fouls (all team members) Ejection – two technical fouls (all team personnel)	<b>Men</b> – Class A count toward team-foul total, disqualification and ejection, Class B count toward ejection; Administratives do not count toward team-foul totals <b>Women</b> – Same as NFHS, except administratives do not count towards team-foul total
Resuming Play	Throw-in to offended team at division line opposite table	Point of interruption, except: <b>Men</b> – Single flagrant 2 and contact dead-ball technical fouls – throw-in at either side of division line <b>Women</b> – Excessive timeout, contact dead ball and flagrant foul – point of interruption to offended team

ITEM	NFHS	NCAA
<p>Ten-second Rule</p> <p>Reset</p>	<p>Must advance from backcourt. Count starts on player control.</p> <p>Reset on new throw-in.</p>	<p>Must advance from backcourt. Count starts on the legal touch on a throw-in and on control on rebound and jump ball</p> <p>Count is not reset when defense causes out-of-bounds violation, team in control retains possession after a held ball, technical foul assessed to the team in control</p>
<p>Throw-in – Opponent Crosses Plane</p>	<p>May not cross boundary plane until ball has been released by thrower – violation and team warning, followed by technical foul</p>	<p><b>Men</b> – May not cross boundary plane until ball has crossed boundary plane – violation  <b>Women</b> – Same as men except team warning followed by technical foul</p>
<p>Timeout(s)</p> <p>Excessive</p> <p>Number &amp; Length</p> <p>Reduction</p> <p>Request</p> <p>Resuming Play</p>	<p>Technical foul</p> <p>Three 60- and two 30-second timeouts</p> <p>Reduced if both teams are ready</p> <p>Recognized when a player is in control</p> <p>Player or coach can request</p> <p>Resumption-of-play procedure</p>	<p><b>Men</b> – Two shots and point of interruption  <b>Women</b> – Two shots and loss of ball</p> <p><b>Men Media</b> – Three 30- and one 60-second team timeouts, a team called timeout within 30 seconds of media mark becomes the media timeout or when it created the first stoppage at or below the media mark  <b>Men Nonmedia</b> – Four 75- and two 30-second  <b>Women Media</b> – Three 30-second and one 60-second, a team timeout at any time above the media mark goes to media and the first team-called timeout of second half goes to media  <b>Women Nonmedia</b> – Three 30- and two 60-second</p> <p>Reduced if calling team notifies official, unless timeout becomes an electronic-media timeout</p> <p>Shall not be recognized when an airborne player's momentum carries him/her out-of-bounds or into backcourt  <b>Men</b> – No live ball, coach's request granted  <b>Women</b> – Same as NFHS</p> <p>Team warning, followed by resumption-of-play procedure</p>

ITEM	NFHS	NCAA
Uniforms		
Jersey Color	Home shall wear white and visitor contrasting dark	Home shall wear light and visitor contrasting dark, except altered by mutual consent
Jersey Design	Torso defined by area from base of neckline to bottom of jersey and from side insert to side insert; no design restrictions outside torso A single visible manufacturer's logo/trademark/reference is permitted on the team jersey	Neutral zone measured 5 inches from top of shoulder to bottom of jersey and 12 inches in width from center of neckline (front and back); only name/number and 15% tonal color shift permitted in neutral zone; no design restrictions outside neutral zone
Worn	Jerseys designed to be worn outside the pants permitted; jerseys/pants may not be removed within visual confines of playing area	Jerseys worn outside the game pants prohibited; no rule regarding removal
Penalty for illegal jersey/ number	Direct technical foul charged to head coach	Administrative technical foul
Pants/Shorts	No rule	The perceptible majority of shorts must be the same color as the neutral zone
Undershirt	Individual player must have same length sleeves	<b>Men</b> – May not extend below the elbow <b>Women</b> – Compression long sleeves permitted. Similar color as jersey
Arm, leg, lower leg sleeves and tights	White, black, beige or the predominant color of the jersey	Arm sleeve – Solid color – white, black, beige or any color in jersey Leg/Knee sleeve – White, black, beige or color of the game shorts
Headband/Wristbands	White, black, beige or the predominant color of the jersey	White, black, beige or jersey color
Matching	Headbands, wristbands and sleeves worn by the same team must all be the same color	Headband and wristbands must match, separately arm sleeves do not have to match leg/knee sleeves
Videotape	Legal to use during the game or intermission for coaching	Illegal to use at courtside

**NOTE:** These differences do not include court markings; equipment; game and overtime; officials' signals and mechanics, etc. Revised July 1, 2015.

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# Appendix VI

## Concussions

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*In July 2014, the NCAA, in partnership with numerous medical and sport organizations, announced “InterAssociation Guidelines” ([www.NCAA.org/ssi](http://www.NCAA.org/ssi)) that addressed diagnosis and management of sport-related concussion. The section in teal that follows is taken directly from these guidelines.*

### **BACKGROUND**

There are more than 42 consensus-based definitions of concussion. A recently published, evidence-based definition of concussion follows.<sup>1</sup>

Concussion is:

- a change in brain function,
- following a force to the head, which
- may be accompanied by temporary loss of consciousness, but is
- identified in awake individuals, with
- measures of neurologic and cognitive dysfunction.

Diagnosis and management of sport-related concussion is a clinical diagnosis based on the judgment of the student-athlete’s health care providers.<sup>2</sup> The diagnosis and management of sport-related concussion is challenging for many reasons:

- The physical and cognitive examinations are often normal, and additional tests such as brain computerized tomography (CT), brain MRI, electroencephalogram and blood tests are also commonly normal. Although comprehensive neuropsychological tests may be a useful adjunctive tool supporting the diagnosis of sport-related concussion, there remains controversy regarding interpretation and utility as a clinical tool.
- The clinical effects of sport-related concussion are often subtle and difficult to detect with existing sport-related concussion assessment tools.
- The symptoms of sport-related concussion are not specific to concussion and it is challenging to evaluate a student-athlete who presents non-specific symptoms that may be related to other conditions.
- Sport-related concussion may manifest with immediate or delayed-onset symptoms. Symptom manifestation can vary between individuals and in the same individual who has suffered a repeat concussion.

- Modifying factors and co-morbidities — such as attention deficit hyperactivity disorder, migraine and other headache disorders, learning disabilities and mood disorders — should be considered in making the diagnosis, in providing a management plan, and in making both return-to-play and return-to-learn recommendations.<sup>3-7</sup>
- “Signal detection” on clinical measures (e.g., cognitive and balance testing) often quickly diminishes in the acute setting of early recovery. Although cognitive function and balance assessed within 24 hours with various sideline tests (Standardized Assessment of Concussion [SAC] and Balance Error Scoring System, respectively) have been shown to be useful in diagnosing concussion, these tests often normalize within a few days and cannot be used to make a definitive diagnosis.
- Student-athletes may underreport symptoms and inflate their level of recovery in hopes of being rapidly cleared for return to competition.
- Clinical assessment of sport-related concussion is a surrogate index of recovery and not a direct measure of brain structure and functional integrity after concussion.

In summary, the natural history of concussion remains poorly defined, diagnosis can be difficult, there are often few objective findings for diagnosis or physiological recovery that exist for clinical use, and there often remains a significant reliance on self-report of symptoms from the student-athlete.

The NCAA Concussion Policy and Legislation mandates that institutions implement the following:

1. An annual process that ensures student-athletes are educated about the signs and symptoms of concussion;
2. A process that ensures a student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion shall be removed from athletics activities and evaluated by a medical staff member with experience in the evaluation and management of concussion;
3. A policy that precludes a student-athlete diagnosed with a concussion from returning to athletic activity for at least the remainder of that calendar day; and
4. A policy that requires medical clearance for a student-athlete diagnosed with a concussion to return to athletics activity as determined by a physician or the physician’s designee.

## **GUIDELINES**

The goals of developing guidelines for the diagnosis and management of sport-related concussion are: (1) helping athletic health care providers to diagnose and manage sport-related concussion; (2) developing prevention strategies for sport-related concussions and repeat sport-related concussion; (3) promoting sport-related concussion injury resolution; (4) minimizing factors that contribute to prolonged or recurrent symptoms of sport-related

concussion; and (5) preventing or minimizing complications of other co-morbidities that may accompany sport-related concussion (e.g., ADHD, migraine and other headache disorders, learning disabilities and mood disorders).

## CONCUSSION MANAGEMENT PLAN

Institutions should make their concussion management plan publically available, either through printed material, their website, or both. Guideline components of a concussion management plan are:

1. **Education:** Institutions should provide applicable NCAA concussion fact sheets or other applicable educational material annually to student-athletes, coaches, team physicians, athletic trainers, and athletics directors. There should be a signed acknowledgement that all parties have read and understand these concussion facts and their institution's concussion management plan.

2. **Pre-participation assessment:** A onetime, pre-participation baseline concussion assessment for all varsity student-athletes should include, but not necessarily be limited to:

- A brain injury/concussion history;
- Symptom evaluation;
- Cognitive assessment; and
- Balance evaluation. The team physician should determine pre-participation clearance and/or the need for additional consultation or testing.<sup>11</sup>

3. **Recognition and diagnosis of concussion:** All student-athletes who are experiencing signs, symptoms or behaviors consistent with a sport-related concussion, at rest or with exertion, must be removed from practice or competition and referred to an athletic trainer or team physician with experience in concussion management. A student-athlete's health care provider experienced in the diagnosis and management of concussion should conduct and document serial clinical evaluation inclusive of symptom inventory and evaluation of cognition and balance. A student-athlete diagnosed with sport-related concussion should not be allowed to return to play in the current game or practice and should be withheld from athletic activity for the remainder of the day. Disposition decisions for more serious injuries such as cervical spine trauma, skull fracture or intracranial bleed, should be made at the time of presentation.

4. **Post-concussion management:** The foundation of sport-related concussion management is initial physical and relative cognitive rest as part of an individualized treatment plan.<sup>2</sup> Initial management of sport-related concussion is based on individual serial clinical assessments, taking a concussion history, modifying factors, and taking specific needs of the student-athlete into consideration. Such management includes, but is not limited to:

- Clinical evaluation at the time of injury. When the rapid assessment of concussion is necessary (e.g., during competition), symptom assessment, physical and neurological exam, and balance exam



should be performed. Brief concussion evaluation tools such as the Standardized Concussion Assessment Tool 3 (SCAT3), which includes the Standardized Assessment of Concussion (SAC), provide standardized methods and can be compared to a baseline evaluation.<sup>12</sup>

- Assessment for head and cervical spine injury at time of injury and implementation of the emergency action plan, as warranted.
- Transportation to the nearest hospital if any of following signs and symptoms are present: Glasgow Coma score less than 13; prolonged period of loss of consciousness (longer than one minute); focal neurological deficit; repetitive vomiting; persistently diminished or worsening mental status or other neurological signs or symptoms; and potential spine injury.
- Serial evaluation and monitoring for deterioration following injury. Upon discharge from medical care, both oral and written instructions for home care should be given to the student-athlete and to a responsible adult (e.g., parent or roommate) who should continue to monitor and supervise the student-athlete during the acute phase of sport-related concussion.<sup>12</sup>

## **RETURN TO ACTIVITY**

Sport-related concussion is a challenging injury for student-athletes and, unlike other injuries, the timeline for return to full activity (including return-to-play and return-to-learn) is often difficult to project. The psychological response to injury is also unpredictable. Sometimes, student-athletes who are kept out of their sport for a prolonged period of time experience emotional distress related to being unable to participate in sport.<sup>13</sup> It is important that health care providers remain alert to the signs and symptoms of depression and other emotional responses to injury that can be particularly challenging following concussive injury.<sup>13</sup> A student-athlete's health care providers should verify the diagnosis instead of assuming that the student-athlete has prolonged concussion symptoms. These symptoms may represent post-concussion syndrome, sleep dysfunction, migraine or other headache disorders, or co-morbid mood disorders such as anxiety and depression.<sup>7</sup> Passive management, such as prolonged physical and cognitive rest, may be counter-productive in these scenarios.

## **RETURN-TO-PLAY**

Once a student-athlete has returned to his/her baseline, the return-to-play decision is based on a protocol of a stepwise increase in physical activity that includes both an incremental increase in physical demands and contact risk supervised by a physician or physician designee.<sup>12</sup> Most return-to-play protocols are similar to those in the Consensus Statement on Concussion in Sport guidelines,<sup>2</sup> which outline a progressive increase in physical activity if the individual is at baseline before starting the protocol and remains at baseline throughout each step of the protocol. It is noteworthy that all return-to-play guidelines are consensus-based and have not been validated by evidence-based studies.<sup>14-15</sup> McCrea and colleagues<sup>16</sup> have reported that a symptom-free waiting period is not predictive of either clinical recovery or risk of a repeat

concussion. Further, student-athletes have variable understanding of the importance of reporting possible concussion symptoms.<sup>8-9</sup> In summary, it should be recognized that current return-to-play guidelines are based on expert consensus.

There is emerging evidence that focused exercise or recovery techniques may be utilized before full recovery has occurred, but more study is needed. Given the paucity of scientific evidence regarding return-to-play and expert consensus documents that have been published, adherence to consensus guidelines is recommended. However, it is important to stress an individualized approach for return-to-play. Some student-athletes may have minimal concussive symptomatology with minimal symptom duration and no modifiers (conditions that may prolong recovery such as prior concussion, migraine, ADHD, depression/anxiety). In scenarios of this nature, and with experienced clinicians in a highly select setting, the return-to-play protocol may be modified.<sup>17</sup> In contrast, if a student-athlete has a concussion history, increased symptom burden or duration, or has symptoms for three to four weeks with other concussion modifiers, then the return-to-play progression should proceed more cautiously and each stage may take more than a day.<sup>12</sup>

Distinctive neurological deficits, such as vestibular or oculo-motor dysfunction, should be specifically addressed to avoid prolonged return-to-play. For example, if a student-athlete suffers from vestibular dysfunction as a manifestation of sport-related concussion, and is unable to progress in the return-to-play protocol, it is important to address the specific vestibular dysfunction rather than to simply return the student-athlete to the previous level of return-to-play progression.<sup>7</sup> In other words, 'rest' can sometimes lead to adverse outcomes if an accurate diagnosis based on neurological dysfunction is not made. The guidelines presented herein serve as a general guide and are not meant to be prescriptive.

## **STEPWISE PROGRESSION**

The initial management of sport-related concussion is relative physical and cognitive rest. Athletes diagnosed with sport-related concussion must be removed from play and must not return to sport-related activity for at least one calendar day and are to be evaluated by a health care provider with expertise in sport-related concussion. Once a concussed student-athlete has returned to baseline level of symptoms, cognitive function and balance, then the return-to-play progression can be initiated, as follows in this general outline:

1. Light aerobic exercise such as walking, swimming or riding a stationary bike. No resistance training. If asymptomatic with light aerobic exercise, then;
2. Mode, duration and intensity-dependent exercise based upon sport. If asymptomatic with such exertion, then;
3. Sport-specific activity with no head impact. If asymptomatic with sport-specific activity, then;
4. Non-contact sport drills and resumption of progressive resistance training. If asymptomatic with non-contact drills and resistance training, then;

5. Full-contact practice. If asymptomatic with full-contact practice, then;
6. Return-to-play. Medical clearance will be determined by the team physician/physician designee, or athletic trainer in consultation with a team physician.

At any point, if the student-athlete becomes symptomatic (i.e., more symptomatic than baseline), or scores on clinical/cognitive measures decline, the team physician should be notified and the student-athlete should be returned to the previous level of activity. Final determination of return-to-play ultimately resides with the team physician/physician designee.

## RETURN TO ACADEMICS

Return to academics (return-to-learn) is a parallel concept to return-to-play,<sup>6,18-20</sup> but has received less scientific evaluation. Return-to-learn guidelines assume that both physical and cognitive activities require brain energy utilization, and that after a sport-related concussion, brain energy may not be available for physical and cognitive exertion because of a brain energy crisis.<sup>3</sup> Return-to-learn should be managed in a stepwise program that fits the needs of the individual, within the context of a multi-disciplinary team that includes physicians, athletic trainers, coaches, psychologists/counselors, neuropsychologists, administrators as well as academic (e.g. professors, deans, academic advisors) and office of disability services representatives. The return-to-learn recommendations outlined below are based on expert consensus. Like return-to-play, it is difficult to provide prescriptive recommendations for return-to-learn. The student-athlete may appear physically normal but may be unable to perform as expected due to concussive symptomatology.

## STEPWISE PROGRESSION

As with return-to-play, the first step of return-to-learn is relative physical and cognitive rest. Relative cognitive rest involves minimizing potential cognitive stressors, such as school work, video games, reading, texting and watching television. Data from small studies suggest a beneficial effect of cognitive rest on concussion recovery.<sup>20</sup> For the college student-athlete, consideration should be given to avoiding the classroom for at least the same day as the sport-related concussion. The period of time needed to avoid class or homework should be individualized. The gradual return to academics should be based on the absence of concussion symptoms following cognitive exposure. The consensus to date includes:<sup>3,19</sup>

1. If the student-athlete cannot tolerate light cognitive activity, he or she should remain at home or in the residence hall.
2. Once the student-athlete can tolerate cognitive activity without return of symptoms, he/she should return to the classroom, often in graduated increments.

At any point, if the student-athlete becomes symptomatic (i.e., more symptomatic than baseline), or scores on clinical/cognitive measures decline, the team physician should be notified and the student-athlete's cognitive activity reassessed.

The extent of academic adjustments needed should be decided by a multi-disciplinary team that may include the team physician, athletic trainer, faculty athletics representative or other faculty representative, coach, individual teachers, neuropsychologist and psychologist/counselor. The level of multi-disciplinary involvement will vary on a case-by-case basis. The majority of student-athletes who are concussed will not need a detailed return-to-learn program because full recovery typically occurs within two weeks. For the student-athlete whose academic schedule requires some minor modification in the first one to two weeks following a sport-related concussion, adjustments can often be made without requiring meaningful curriculum or testing alterations.

For those student-athletes whose symptoms persist for longer than two weeks, there are differing ways to access academic adjustment or accommodations. The student-athlete may need a change in his or her class schedule; special arrangements may be required for extended absences, tests, term papers and projects. Many institutions offer “provisional or temporary” accommodations for individuals who have impairments that are short-term in nature – six months or less (such as a broken arm or concussion). Such accommodations are often accessed through the disability services office.

A more difficult scenario occurs when the student-athlete experiences prolonged cognitive difficulties. In this case, considerations should include neuropsychological evaluation to: (a) determine the nature and severity of cognitive impairment, and (b) identify the extent to which psychological issues may be present and may be interacting with the cognitive processes. Institutions can develop a detailed academic plan that specifies the support services available for that student-athlete. The student-athlete can also choose to disclose the documentation to the disability office in order to seek long-term accommodations or academic adjustments. The disability office will verify if the impairment is limiting a major life activity per the Americans with Disabilities Act. Accommodations or academic adjustments are often provided in order to “level the playing field” for the student-athlete with prolonged cognitive difficulties resulting from a concussion. A detailed academic plan coupled with accommodations can provide the needed support for a student-athlete as he or she returns to learning after a concussion.

The successful implementation of return-to-learn depends on several variables:

- Recognition that concussion symptoms vary widely among student-athletes, and even within the same individual who may be suffering a repeat concussion.
- Identification of a point person or case manager for the student-athlete who can navigate the dual obligations of academics and athletics.
- Identification of co-morbid conditions that may impair recovery, such as migraine or other headache conditions, attention-deficit hyperactivity disorder, anxiety and depression, or other mood disorders.
- Identification of campus resources that can help assure that student-athletes are provided their full rights during this transition period.

Campus resources vary, and may include the following:

- Learning specialists. Many college campuses have certified learning specialists who have specialized knowledge of medical conditions such as concussion and post-concussion syndrome. They usually work directly with the disability office.
- Office of disability services. Most campuses have a disability office that is responsible for verifying each student's impairment under the Americans with Disabilities Act Amendments Act (ADAAA). Sometimes there is a separate disability office and ADAAA office. In this case the first resource is the campus disability office. Concussion and mild traumatic brain injury are covered under ADAAA.

It is advisable for the concussed student-athlete's medical team to identify an academic point person and to be certain this academician is interwoven into the medical management plan. Because return-to-learn is often under-managed and under-recognized, there should also be broad discussions of this important paradigm with athletics departments across the country, engaging organizations such as the National Association of Academic Advisors for Athletics, the American College Personnel Association, NASPA, Student Affairs Administrators in Higher Education, the Coalition on Intercollegiate Athletics, National Athletic Trainers Association, College Athletic Trainers Society, American Medical Society for Sports Medicine and other allied organizations. Student-athletes are more likely to return successfully to full classroom activity in the setting of a proactive and well-integrated management plan.

## **SPORTS PARTICIPATION DEFINITIONS AND CONCUSSION EPIDEMIOLOGY**

Concussion incidence varies among sports. The American Academy of Pediatrics published a classification of sports by contact in 2001. Then in 2013, the American Academy of Neurology's statement described contact and collision sports as those in which athletes purposely hit other athletes or inanimate objects. The purposeful collisions put athletes participating in this class of sports at greater risk for concussions. Limited contact sports were described as those in which the force and the frequency of collisions, whether with other athletes or inanimate objects, are decreased. Noncontact sports were described as those in which players do not come in contact with athletes or inanimate objects by force.

The rate of concussion in NCAA sports can be assessed in various ways. Figure 1 demonstrates the rate of competition concussion per 1,000 student-athlete exposures. It is noteworthy that the higher rates occur in contact/collision sports. All meaningfully measurable rates occur in either contact/collision or limited contact/impact sports. It is also noteworthy that women have a higher rate of concussion than men for soccer and basketball. Another way to look at concussion is through annual estimates of the actual number of concussions within the sport, combining both practice and competition sessions. Figure 2 depicts the percentage of concussions from each sport given the total number of concussion in 14 NCAA sports.

Because of the large size of football teams and the higher rate of concussion relative to other sports, concussion incidence is highest in football. In assessing the available data, anticipating concussion risk can be made based on the sport; anticipating concussion risk can also be guided by impact expectation. For each sport, it is important to follow the institution's concussion management plan.

The NCAA reviewed various concussion guidelines in addition to the injury data across sports to classify sports by an expectation for impacts and collisions. Unlike the previous two classifications, this classification (Figure 3) lists lower-tier sports as limited contact because athletes are still at risk of a concussion both in sports and daily life.

## POST-CONCUSSION RAMIFICATIONS

There is considerable controversy with regard to longterm implications of concussion. On one end of the spectrum, some claim that repeated concussions cause a neurodegenerative brain disease called chronic traumatic encephalopathy or CTE. On the other end of the spectrum, some claim that there are no significant long-term sequelae of concussion. The murky evidence lies somewhere in between.

**Post-Concussion Syndrome.** Post-concussion syndrome refers to prolonged concussion symptoms following concussion. It is not truly a “syndrome” because there is no core of consistent symptoms and there is no clear correlation with type or severity of concussion, biomarkers, or genetic/personality predisposition. Symptoms may be neurologic (e.g., dizziness, light sensitivity), cognitive (memory, attention deficits) and emotional (depression, anxiety). Post-concussion syndrome is best considered a neuropsychiatric disorder, and it is important to recognize that it has no bearing on the extent of, or expected recovery from, concussion. Postconcussion syndrome is best managed in a multidisciplinary manner that includes gradual increase in physical and cognitive activity. Management is distinctly different from acute concussion management, and individuals should not simply be relegated to prolonged rest, which may perpetuate the symptomatology.

**Chronic Neurobehavioral Impairment.** Cognitive and executive dysfunction has been described following multiple concussions. However, only two Class I studies exist, and these are for jockeys and rugby players. There are seven Class II studies that include boxers, NFL players and soccer players, which demonstrate long-term cognitive impairment. Two studies show an association with apoE4 genotype, suggesting a genetic predisposition, and one study shows an association with a prior history of learning disability. There is one Class III study of NFL players. There is some correlation with magnitude of exposure and chronic neurobehavioral impairment in professional athletes, but the relationship between exposure and chronic neurobehavioral impairment in amateur athletes is uncertain. This may be from a combination of underpowered studies and possible brain adaptations that are different in younger individuals.

**Depression.** Depression also has been reported as a possible long-term manifestation of repeated concussion. Two Class II studies of retired NFL players note

**Chronic Traumatic Encephalopathy (CTE).** CTE is a progressive neurodegenerative disease whose pathologic hallmark is abnormal tau deposition, with clinical manifestations of mood disorder, neuromuscular incoordination, dementia and death. There are not agreed-upon pathological and clinical criteria for CTE, although it seems clear that CTE is a distinct clinical entity from Alzheimer's disease. In a 2012 publication of CTE case series (Brain), CTE is described as a "progressive tauopathy that occurs as a consequence of repetitive mild traumatic brain injury." In the Zurich 2012 consensus paper, it is noted that "it is not possible to determine the causality or risk factors [of CTE] with any certainty. As such, the speculation that repeated concussion or subconcussive impacts cause CTE remains unproven." The universal consensus in the NCAA Concussion Task Force was that we need to better understand CTE with regard to genetic predispositions and biomarkers. No task force member noted a clear cause-and-effect relationship between concussion and CTE.

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### **NCAA CONCUSSION POLICY AND LEGISLATION**

The NCAA Executive Committee adopted (April 2010) the following policy for institutions in all three divisions: “Institutions shall have a concussion management plan on file such that a student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion shall be removed from practice or competition and evaluated by an athletics health care provider with experience in the evaluation and management of concussions. Student-athletes diagnosed with a concussion shall not return to activity for the remainder of that day. Medical clearance shall be determined by the team physician or his or her designee according to the concussion management plan. “In addition, student-athletes must sign a statement in which they accept the responsibility for reporting their injuries and illnesses to the institutional medical staff, including signs and symptoms of concussions. During the review and signing process, student-athletes should be presented with educational material on concussions.”

### **NCAA adopted concussion management plan legislation**

An active member institution shall have a concussion management plan for its student-athletes. The plan shall include, but is not limited to, the following:

- a) An annual process that ensures student-athletes are educated about the signs and symptoms of concussions. Student-athletes must acknowledge that they have received information about the signs and symptoms of concussions and that they have a responsibility to report concussion-related injuries and illnesses to a medical staff member;
- b) A process that ensures a student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion shall be removed from athletics activities (e.g., competition, practice, conditioning sessions) and evaluated by a medical staff member (e.g., sports medicine staff, team physician) with experience in the evaluation and management of concussions;
- c) A policy that precludes a student-athlete diagnosed with a concussion from returning to athletic activity (e.g., competition, practice, conditioning sessions) for at least the remainder of that calendar day; and
- d) A policy that requires medical clearance for a student-athlete diagnosed with a concussion to return to athletics activity (for example, competition, practice, conditioning sessions) as determined by a physician (e.g., team physician) or the physician’s designee.



**Effect of violation.**

A violation of Constitution 3.2.4.17 shall be considered an institutional violation per Constitution 2.8.1; however, the violation shall not affect the student-athlete's eligibility.

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# Appendix VII

## Accommodations for Student-Athletes with Disabilities

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The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or his/her designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

- a. The playing rule from which relief is sought;
- b. The nature of the proposed modification or accommodation;
- c. The nature of the student-athlete's disability and basis for modification or accommodation; and
- d. The proposed duration of the requested modification or accommodation.

Additionally, each request should be accompanied by documentation evidencing the student-athlete's disability (e.g., a medical professional's letter). Upon receipt of a complete waiver request, the secretary-rules editor will consult with NCAA staff, the applicable sport/rules committee, other sport governing bodies, and/or outside experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The secretary-rules editor will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member institution should be prepared to provide the written decision to the officiating staff, opposing coach(es), and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 2P of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with impairment.

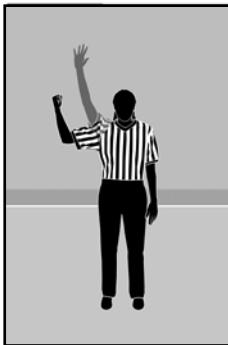
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# Appendix VIII

## Official Women's Basketball Signals

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### Starting and Stopping Clock



Start Clock



Stop Clock



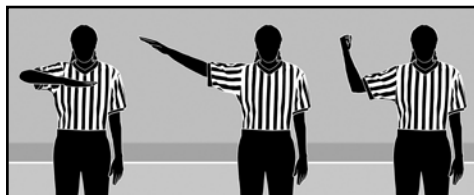
Stop Clock for Jump Ball



Stop Clock for Foul



Stop Clock for Foul:  
Going Other Direction

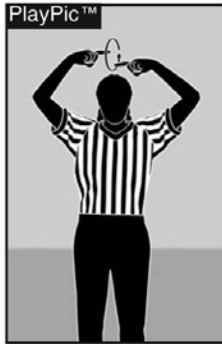


Count and Chop

### Timeouts



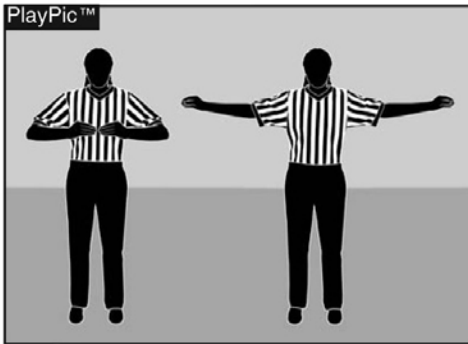
30-Second Timeout



30-Second Timeout for Substitution



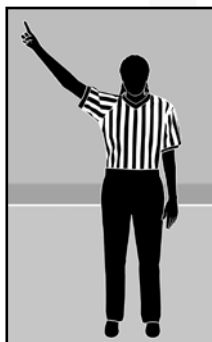
Two Consecutive 30-Second Timeouts



Full Timeout



Media Timeout:  
Point Toward Table



First Horn

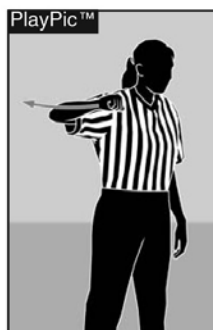
**Violations**



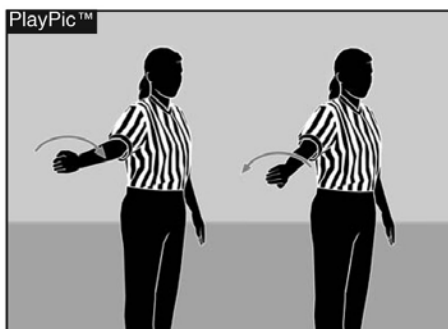
**Traveling Violation**



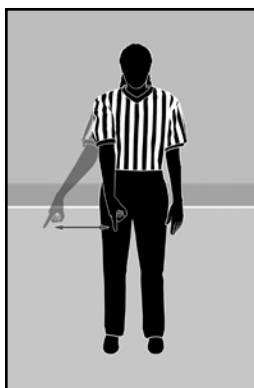
**Illegal Dribble Violation**



**Excessive Swinging of Elbows Violation**



**Over and Back or Palming/Carrying Violation**



**Free Throw, Designated Spot or Other Violation**

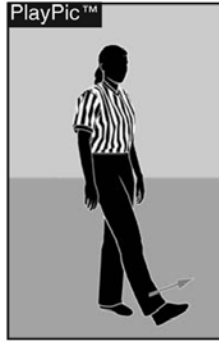
### Violations



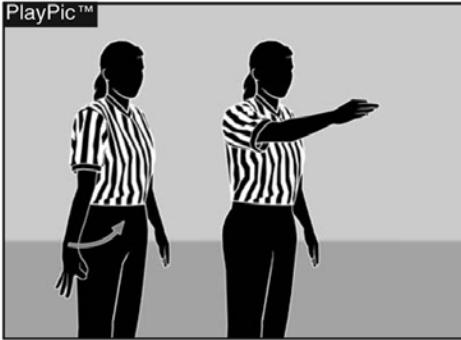
Shot Clock Violation



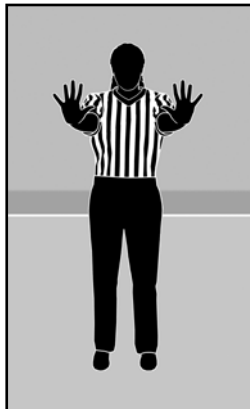
Five-Second Violation



Kicking Violation



Three-Second Violation



10-Second Violation

### Fouls



Hack/Hit on Arm Foul



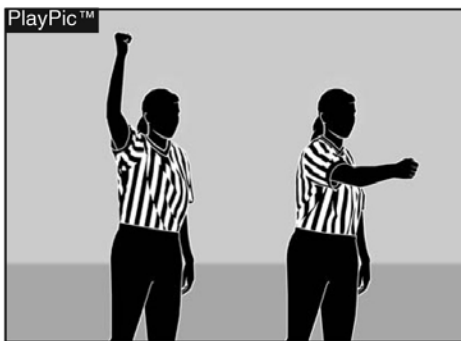
Blocking Foul



Holding Foul



Pushing Foul

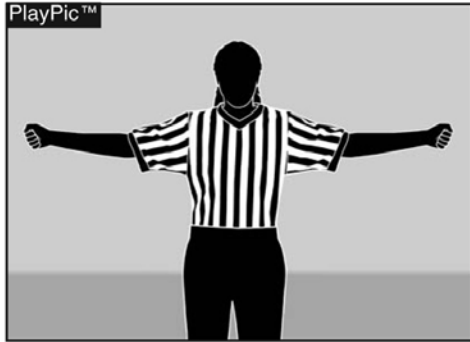


Punch: Team Control Foul

### Fouls



Hand-checking Foul



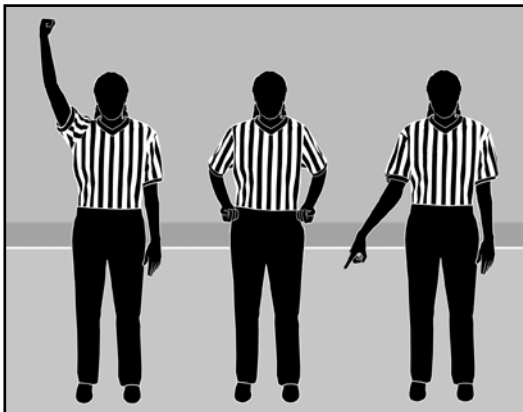
Double Foul



Flagrant 1 Personal Foul



Technical Foul



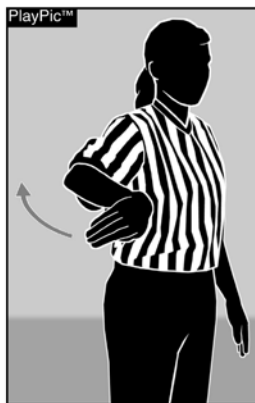
Blocking Foul in Restricted Area



Fouls



Hit to the Head



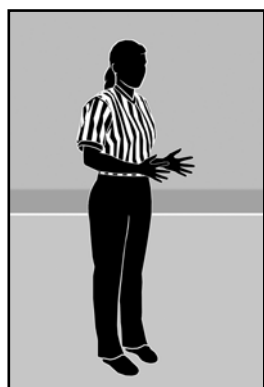
Hook/Wrap



Kick/Trip



Knee

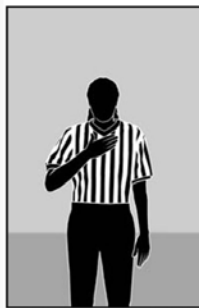


Two Hands on the Ball Handler/  
Dribbler

Information



Shot Clock Reset to 30 Seconds



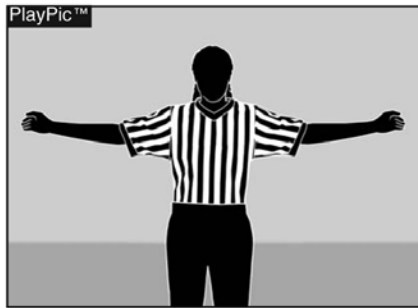
Last-Second Shot/Lock Down Near 5 Seconds - No Rotation



Set Shot Clock to 15 Seconds



Beckon Substitute



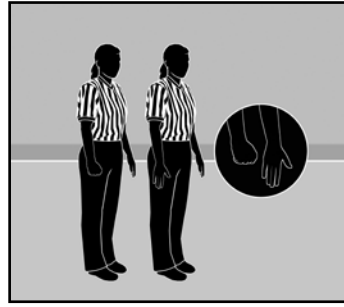
Not Closely Guarded



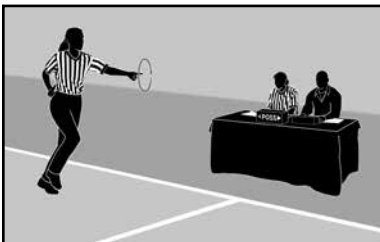
Throw-in or Designated Spot



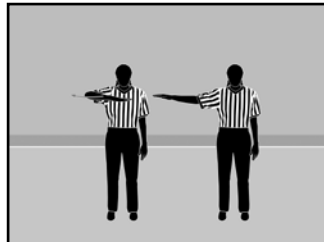
Directional Signal



10-Second Visible Free Throw Count



Record the Game Time

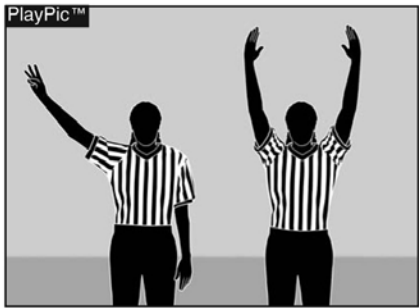


10-Second Visible Backcourt Count

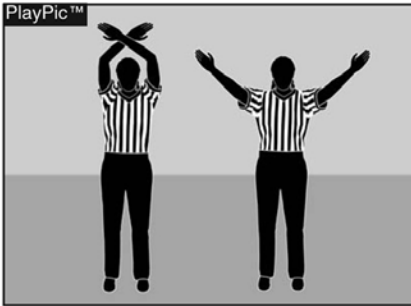
**Scoring/Shooting**



**Delayed-Dead Ball:  
Withheld Whistle**



**Three-Point Field Goal Attempt and Successful**



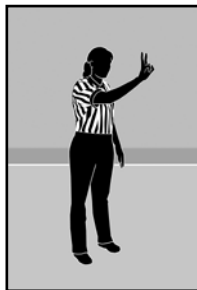
**No Score/End of Period**



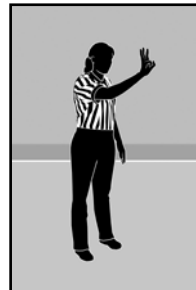
**Number of Free Throws/  
One Minute at End  
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**Goal Counts or  
is Awarded**



**Bonus Free Throws:  
Two Free Throws**



**Three Free Throws**

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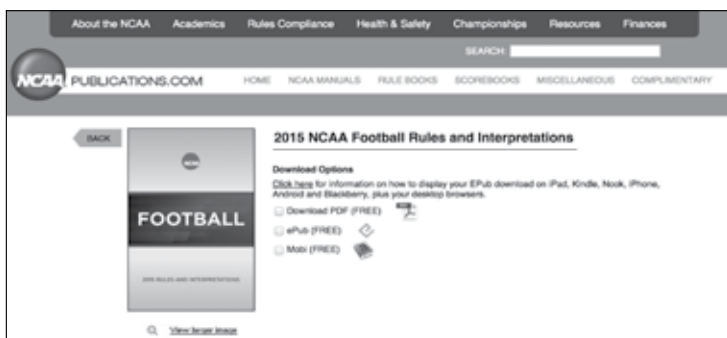
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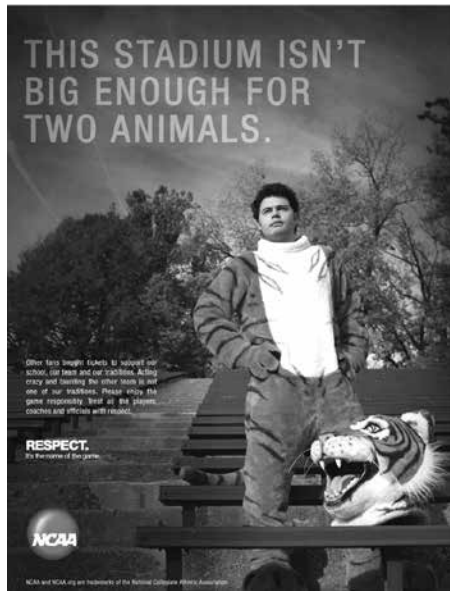
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Sportsmanship is a core value of the NCAA. The NCAA Committee on Sportsmanship and Ethical Conduct has identified **respect** and **integrity** as two critical elements of sportsmanship and launched an awareness and action campaign at the NCAA Convention in January 2009.

Athletics administrators may download materials and view best practices ideas at the website below: [www.NCAA.org](http://www.NCAA.org), then click on "Student-Athlete Programs," then "Sportsmanship" and select the "Resources/Best Practices" tab.



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