



RULES BOOK CORRECTIONS, INTERPRETATIONS AND CLARIFICATIONS

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RULES BOOK CORRECTIONS – The following corrections should be entered in the 2017-18 Rules Book:

1. Rule 2-11.6.f – The present .f becomes 2-11.6.g. It is replaced by a new, “When an intentionally kicked or fisted ball occurs with 19 seconds or less remaining, set the shot clock to 20 seconds”
2. Rule 5-14.2 – Delete “coaching box” and replace with “28-foot line.” This will be consistent with Rule 4-3.2.
3. Rule 10-4.2.g is incorrect. It should read: “After all applicable warnings per Rule 4-10.2, the head coach failing to replace a disqualified player within 15 seconds or an injured player within 20 seconds when a substitute is available or failing to resume play immediately following the second warning indicating that play is to resume following a timeout.” Note: See Rule 4-10.1.d through .g for the specific rule reference requiring either an administrative or Class B technical foul.

CASE BOOK CORRECTIONS

A.R. 95- In the “Ruling” paragraph (not in the AR paragraph), CHANGE A2 to A1 in both places it appears.

A.R. 243 – Add at the end of the Ruling: “Instant replay may not be used to review this play.”

INTERPRETATIONS

1. An exception to the definition of a loose ball is when a foul occurs by an airborne shooter. (Rule 4-24) Per Rule 5-1.15, when a player-control foul occurs after a goal, the goal shall be cancelled.
2. A pass between teammates is considered to be in team control. (Rule 4-9.2.b) However, a pass between teammates (untouched by the defense) which is not caught cleanly by the receiver is considered to be a “loose ball” even though the receiver never had control of the ball. (Rule 4-16.1)

3. The rule permitting an instant replay review of certain restricted area plays (Rule 11-2.1.e.2) permits an appeal by a head coach. If the appeal is unsuccessful, the head coach's team will be charged a time out.
4. The new rule permitting a replaced player to reenter the game before the game clock has been started if the opponents commit a foul or violation applies only to offensive or defensive players who have been replaced. All other players or substitutes may be withdrawn or may enter the game at the next opportunity to substitute. (Rule 3-6.1.j)
5. Instant replay of shot-clock violations requires the official to put time back on the game clock to the time that the shot-clock violation actually occurred. This means that, if the shot-clock went to zeroes with 2 seconds remaining on the game clock, reset the game clock to 2 seconds. (Rule 11-2.1.c.1.e) The rule no longer requires the reset of the time when the official "signaled" the violation. (A.R. 288)

CLARIFICATIONS

1. Shot Clock Resets – (Rule 2-11.6.b Exception)
 - a. Team A is in possession of the ball in the front court. Either a single contact dead-ball technical or a single flagrant 2 technical is assessed to Team B. The ball is inbounded by Team A at the division line with the shot-clock reset to 30 seconds. (Rules 9-12.2, 7-3.2.a Exception, and 2-11.6.b)
 - b. Held ball in front court and arrow favors the offense. No reset of the shot-clock. (Rule 2-11.7.e)
 - c. Inadvertent whistle with the ball in Team A control in the front court – no reset. (Rule 2-11.7.g) If no team control – A. P. arrow with 30 second reset. (Rule 2-11.6.f)
 - d. Double foul with Team A in control in the front court – no reset if Team A retains control. (Rule 2-11.7.f)
 - e. Kicked ball by the defense in Team A's backcourt – 20 second reset or time remaining on the shot-clock whichever is greater. (Rule 2-11.6.f)
 - f. While the ball is in Team A's backcourt, A1 commits a player-control foul or violation or there is a held ball with the arrow in favor of the defense. Team B becomes offense and the throw-in is at the nearest 28- foot line or the 3-foot end line spot with a 30 second reset of the shot-clock. (Rules 2-11.6.b and .c and 7-3.1)
 - g. A1 releases the ball for a try (loose ball - no team control). B3 fouls A3 away from the ball. (Rules 2-11.6.a and .b)
 1. Shot successful – reset the shot-clock to 30 seconds.

2. Shot unsuccessful but hits the rim – reset the shot-clock to 30 seconds.
3. Shot unsuccessful but does not hit the rim – reset the shot-clock to 30 seconds.
4. Shot unsuccessful, no foul, ball hits rim and Team A regains possession – reset to 30 seconds. If a foul occurs by Team B after Team A regains possession, use the new 20 second reset rule.
5. Shot unsuccessful, shot fails to hit rim and Team A regains possession- no reset of shot-clock. If foul occurs by Team B after Team A regains possession, use the new 20 second reset rule.

2. Loose Ball/Loose Ball Fouls

- a. Loose ball followed by a double foul – Still a team-control foul. The offense retains possession. No reset. (Rule 2-11.7.f)
- b. A1 releases the ball for a try, returns to the floor and crashes into B1 while the try is still in the air. This is a loose ball foul and B1 will shoot free throw(s) if in the bonus. (Rules 4-1.1, 4-24 and 10-1 Penalty C)
- c. A loose ball is followed by an inadvertent whistle – still team control. Offense retains possession without a reset. (Rule 2-11.7.g)

3. Throw-ins – (Rule 7-3.2)

- a. The defense causes the ball to be out of bounds outside the line of demarcation in deep corner. Spot throw-in. During the dead ball either the offense or defense calls a timeout. Neither timeout changes the spot of the throw-in.
- b. A1 is about to be tied up in the deep corner outside the line of demarcation and is granted a timeout. The throw-in spot is the nearest 28-foot line.
- c. From breakout sessions throw-in plays – After a score, Team A makes a throw-in at a sharp angle to a teammate who is inbounds in the far corner. A Team B player tips the ball before it crosses the end line. This is not a technical foul on B1 since the throw-in was to a teammate on the court. (A. R. 194)
- d. There is a held ball or injury in the front court and the offense retains possession. Throw-in from the nearest 28-foot line or the nearest spot on the end line 3 feet outside the lane. (Rule 7-3.2.a and 7-3.1.k)

4. Miscellaneous Play Situations

- a. Lost contact lens – The player's substitute shoots the free throws. (Rule 8-3.2)
- b. In the last two minutes of the second period or the last two minutes of any overtime period, a crash occurs in or near the R. A. One official calls a block and the other a player control foul. This play is not reviewable by instant replay. (A. R. 97)

- c. Under Rule 11-2.1.e.2, officials may only use instant replay to review if the defensive player was inside or outside the R.A. It may not be used to determine any other situations such as whether the defender was primary/secondary, or grounded/airborne. See also CCA Mechanics Manual, page 94-95.
- d. When A1 sets a screen which is too wide (Rule 4-35.2.a), a defender is not permitted to run through the torso of the screener to draw a foul unless the screener took a position so close to a moving opponent that the opponent could not avoid contact. (Rule 4-35.3). Running through the torso of a screener could result in a defensive foul rather than an illegal screen.
- e. Cylinder Rule (Rule 4-39) – This year’s rule change now adds “pivoting” to the list of player actions which are considered “normal basketball plays.” (Rule 4-39.1.k) However, the act of pivoting rule is only in effect when a defender “straddles” the leg of the offensive player. When this occurs, a player with the ball may pivot and move the ball from side to side with forearms more vertical than horizontal. If the forearms are more horizontal than vertical, the swinging of the elbows is not considered to be a “normal basketball” move and the resulting contact would be a foul on the offense unless the contact was incidental. (Rule 4-21 and AR 103)

Additional play sequences:

1. B1 straddles A1’s leg and makes non-incidental contact – B1 has invaded A1’s cylinder. Foul on B1.
2. Same play as #1, but before the officials can stop play, A1 contacts B1 while making a normal basketball move with forearms more vertical than horizontal- Penalize the first foul. The elbow foul would be considered incidental.
3. Same play as #1, but A1 swings elbows with forearms more horizontal than vertical and makes non-incidental contact with B1 at the same time – Double foul.

If you have further questions, please email me at art.hyland@comcast.net.