



**2007** MEN'S & WOMEN'S  
**BASKETBALL**  
RULES AND INTERPRETATIONS

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# **2007 NCAA MEN'S AND WOMEN'S BASKETBALL RULES AND INTERPRETATIONS**

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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.

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**Manuscript Prepared By:** Ed Bilik, *Secretary-Rules Editor, NCAA Men's Basketball Rules Committee.*

**Edited By:** Heather Perry, *Associate Director of Playing Rules Administration.*

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# NCAA Men's Basketball Rules Committee



Larry Keating



Ed Bilik



Charlie Brock



Dale Clayton



Joe Dean, Jr.



Dick Hack



Bobby Lutz



Brad Jackson

*Div.*

		<i>Term Expires</i>
I	<b>Chair:</b> Larry Keating .....	9-1-07*
	University of Kansas, Lawrence, Kansas 66045	
	<b>Secretary-Rules Editor:</b> Ed Bilik .....	9-1-07
III	Charlie Brock .....	9-1-07*
	Springfield College, Springfield, Massachusetts 01109	
II	Dale Clayton .....	9-1-07*
	Carson-Newman College, Jefferson City, Tennessee 37760	
I	Joe Dean, Jr. ....	9-1-07*
	Birmingham-Southern College, Birmingham, Alabama 35254	
III	Dick Hack .....	9-1-09*
	Medaille College, Buffalo, New York 14214	
II	Brad Jackson .....	9-1-08*
	Western Washington University, Bellingham, Washington 98225	
I	Bobby Lutz .....	9-1-10*
	University of North Carolina, Charlotte, Charlotte, North Carolina 28223	

*\*Not eligible for re-appointment.*



Steve Moore



Lonnie Porter



Skip Prosser



Robert Thomason

Phillip  
Witherspoon

<i>Div.</i>		<i>Term Expires</i>
III	Steve Moore..... College of Wooster, Wooster, Ohio 44691	9-1-10*
II	Lonnie Porter ..... Regis University (Colorado), Denver, Colorado 80221	9-1-08*
I	Skip Prosser ..... Wake Forest University, Winston-Salem, North Carolina 27109	9-1-08*
I	Robert Thomason ..... University of the Pacific, Stockton, California 95211	9-1-08*
I	Phillip Witherspoon..... University at Buffalo, the State University of New York, Buffalo, New York 14260	9-1-09*

**\*Not eligible for re-appointment.**

*Members who attended annual meeting but whose terms expired September 1, 2006, or otherwise left the committee:*

- I Fran Dunphy, University of Pennsylvania
- III Kevin Vande Streek, Calvin College

---

# NCAA Women's Basketball Rules Committee

---



Ronda Seagraves



Debbie Williamson



Brenda Alexander



Amy Backus



Betsy Blose



Jim Foster



Lynn Griffin



Greg Harden

<i>Div.</i>		<i>Term Expires</i>
III	<b>Chair:</b> Ronda Seagraves.....	9-1-06*
	Southwestern University, Georgetown, Texas 78627	
	<b>Secretary-Rules Editor:</b> Debbie Williamson .....	9-1-10
III	Brenda Alexander .....	9-1-10*
	New York City College of Technology, New York, New York 10031	
I	Amy Backus .....	9-1-10*
	Yale University, New Haven, Connecticut 06520	
I	Betsy Blose .....	9-1-07*
	University of North Carolina, Asheville, Asheville, North Carolina 28804	

*\*Not eligible for re-appointment.*



David Marsh



Cathy Roberts



Kathy Olivier



Carolyn Peck

*Div. Term Expires*

I	Jim Foster.....	9-1-07*
	Ohio State University, Columbus, Ohio 43210	
II	Lynn Griffin.....	9-1-10*
	University of Indianapolis, Indianapolis, Indiana 46227	
II	Greg Harden.....	9-1-07*
	Harding University, Searcy, Arkansas 72143	
II	David Marsh.....	9-1-10*
	Northwood University, Midland, Michigan 48640	
I	Cathy Roberts.....	9-1-10*
	University of North Carolina, Greensboro, Greensboro, North Carolina 27402	
I	Kathy Olivier.....	9-1-09*
	University of California, Los Angeles, Los Angeles, California 90095	
I	Carolyn Peck.....	9-1-08*
	University of Florida, Gainesville, Florida 32611	

*\*Not eligible for re-appointment.*

*Members who attended annual meeting but whose terms expired September 1, 2006, or have otherwise left the committee:*

- Barbara Jacobs, secretary-rules editor
- I Kristen Foley, Temple University
- III Kathy Hagerstrom, Wellesley College
- II Jim Middleton, Southwest Baptist University
- I Bill Nephel, University of San Francisco
- II Linda Raunig, Regis University (Colorado)
- III Julie Soriero, Colorado College

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# Men's and Women's Committee Actions for 2006-07

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## Men's Report

Discussions at the 2006 Men's Basketball Rules Committee's annual meeting centered on the future of the court markings yet again and no changes were recommended based on the lengthy discourse. The most significant change that will be noticed on this front is that the committee is no longer collecting data related to extending the three-point line or widening the lane because the committee has years of data from which to draw. This is not an indication that the issue has been dismissed from the minds or the agenda of the committee. While the issue will continue to be debated among the membership and the rules committee, it should be noted that the earliest a recommendation could go into affect would be the 2008-09 season because a one-year implementation period is required for rules changes with significant financial implications. In the meantime, it is not necessary to make changes to the current court markings.

Teams will be asked to experiment with eliminating the first lane space nearest the basket on each side of the lane and using the present, second, third and fourth lane spaces on each side of the lane during free-throw attempts. This format eliminates the use of the first lane space and the 1 foot by 8 inches neutral zone (block) and brings the defensive player farther from the basket. This addresses the common concern that the defensive player is located too far underneath the basket to effectively rebound the ball.

The most significant rules change in the book this year will not be effective until the 2010 season when all Division II and Division III institutions will be required to have 10th of a second game clock displays, red lights or LED lights, and shot clocks mounted and recessed behind the backboard. These have been requirements in Division I since 2002-03 but were not required in Divisions II and III because of financial concerns. (Financial hardship is the only reason playing rules can be federated.)

On the court this season, a timeout shall not be recognized when a player is airborne and momentum is carrying him/her either out-of-bounds or into the backcourt.

When a player must be replaced because of disqualification, injury or blood before the administration of multiple free throws, all substitutes who have legally reported into the game before that player had been replaced shall be allowed to enter. This change was initiated because it will not cause delay to the game.

During games that do not have media present, a 75-second timeout is charged when an appeal for a correctable error is not correctable. When a 75-second timeout is not available, a 30-second timeout shall be used. This change provides consistent application of the use of timeouts for non-electronic and electronic media games.

In an effort to maintain the look of uniformity amongst players on the team, the committee has specified that compression pants or undergarments shall not extend below the game pants. Undershirts shall not extend below the elbow. Only sleeves worn for medical purposes will be allowed. Wristbands and headbands may be white or the dominant color of the game jersey.

Last season, a rule change was implemented for an intentionally kicked ball that did not require the reset of the shot clock when it showed more than 15 seconds remaining. When 15 or fewer seconds remained, the shot clock was set to 15. To improve its application, the rule now states that when 14 or fewer seconds remain on the shot clock, it will be set to 15 seconds. Furthermore, when the intentional kick occurs with 15 or more seconds, there shall be no reset of the shot clock.

A long-accepted interpretation about screening will be added to the rules book this year. The definition of screening will include the concept that the normal stance of a screener shall be approximately shoulder width.

Finally, for institutions that have new shot clocks that are equipped with LED lights on the shot clock itself, these lights may be used but should only be activated for a shot-clock violation. Shot clocks with LED lights are newly available to the market and were not previously addressed in the rules. The LED lights have the capability to activate at 0:00 on the game clock, but the committee does not want to create confusion in the situation

when the expiration of the shot clock and the expiration of the game clock are in close proximity.

### **Men's Changes for 2006-07**

*Each change or altered segment is identified in the text by a gray shaded background. The "old" section reference is from last year's book. The "new page" reference is this book's page number.*

**Old Rule 1-17, new page 39.** Starting with the 2010 season, Division II and III institutions will be required to have a game clock with a 10th-of-a-second display, a red light or LED lights and shot clocks mounted and recessed behind the backboard.

**Old Rule 1-18, new page 39.** LED lights may be used on the shot clock, but the lights shall only be activated for a shot-clock violation.

**Old Rule 2-14.6.f, 2-14.7.b, new pages 60 and 61.** When an intentionally kicked ball occurs with 14 seconds or less, set the shot clock to 15 seconds. When an intentionally kicked ball occurs with 15 seconds or more, the clock shall remain as is.

**Old Rule 3-4.11, new page 67.** When a player is required to be replaced for disqualification, injury or blood before the administration of multiple free throws, all substitutes who have legally reported into the game before that player had been replaced shall be allowed to enter.

**Old Rule 3-5.13 and .14, new page 72.** Shirt sleeves may not extend below the elbow. Compression pants may not extend below the game pants.

**Old Rule 3-5.13, new page 72.** Arm sleeves are illegal unless worn for medical purposes.

**Old Rule 3-5.15, 3-5.16, new page 72.** Wristbands and headbands must be either the dominant color of the game jersey or white. The color shall be uniform for the entire team.

**Old Rule 4-51.1.a, 7-5.13, .15 and .16, new pages 97 and 135.** Play shall resume at the point of interruption after double fouls and simultaneous personal fouls.

**Old Rule 4-57, new page 100.** The normal stance of a screener shall be approximately shoulder width.

**Old Rule 5-9.3.a, 5-10.1.a, new pages 113 and 115.** A timeout shall not be recognized when an airborne player's momentum carries him either out-of-bounds or into the backcourt.

**Old Rule 5-10.22, new page 121.** During games that do not have media present, a 75-second timeout shall be charged when an appeal for a correctable error is not correctable. When a 75-second timeout is not available, a 30-second timeout shall be used.

### **Men's Approved Experimentation**

The committee will collect data on the elimination of the first lane space nearest the basket on each side of the lane, thus the defensive player shall line up above the neutral zone (block). The present second, third and fourth lane spaces on each side of the lane shall be used during free-throw attempts. Besides feedback from coaches, officials and coordinators of officials, the committee will be looking at the frequency distribution of defensive and offensive rebounding after a missed free throw and the number of fouls and violations that occur during experimental games.

This experimental rule is required to be used in certified games. In addition, the rule should be used during exhibition games in all three divisions. Because the experiment is only required for certified games, which applies to Division I only, feedback from Divisions II and III is particularly important during these preseason games.

### **Women's Report**

Extending the three-point line and using the 10-second backcourt rule will once again be experimental rules for the women's game this year. While feedback the committee has collected indicates that there is not overwhelming support for the three-point line moving to 20 feet, 6 inches, it is important to continue to experiment and collect data. In analyzing the data collected to this point, the committee has determined that the current line is serving our game well. However, it is important for the committee to monitor the game's progress and growth so that it knows when it is time to make a change to the playing rules. Your participation in the experimental rule this year is an important part of the data collection process.

The boundaries of the coaching box were designed to provide an area where coaches could communicate with their teams but not interfere with what was occurring on the court. The committee has seen a disturbing

trend, as some coaches are extending farther and farther outside of the boundaries of the coaching box to express themselves. As teachers and mentors of our student-athletes, it is important that we all be committed to the rules of the game. Student-athletes look to their coach as to how to respond during the game, and we want to assure that we are providing a good example by exhibiting appropriate decorum.

The committee has seen improvement in some areas of displacement, including during a rebound and on screens, but it will remain a point of emphasis this year. Concentrating on creating a game environment in which players have freedom of movement on the court remains a priority and makes our game more fun to play and watch.

The most significant rules change in the book this year will not be effective until the 2010 season when all Division II and Division III institutions will be required to have 10th of a second game clock displays, red lights or LED lights, and shot clocks mounted on the backboard. These have been requirements in Division I since 2002-03 but were not required in Divisions II and III because of financial concerns. (Financial hardship is the only reason playing rules can be federated.) Also, a penalty will be added for the first time for Division I institutions that do not have this equipment. An indirect technical foul will be assessed to the Division I home team at the beginning of each game when the game clock with a 10th-of-a-second display, a red light or LED lights and shot clocks mounted on the backboard are not available.

On the court this season, a timeout will not be recognized when a player is airborne and momentum is carrying her either out-of-bounds or into the backcourt.

A bleeding player or a player who has a lost or irritated contact lens is required to be substituted for if the issue cannot be resolved within 20 seconds. This allows for both situations to be handled in the same way.

The ball will be returned to play now at the point of interruption after double fouls and simultaneous personal fouls. This is meant to create consistency among the various foul situations.

During games that do not have media present, a 75-second timeout is charged when an appeal for a correctable error is not correctable. When a 75-second timeout is not available, a 30-second timeout shall be used.

Although this situation does not happen frequently, it was not previously covered in the book.

In an effort to maintain the look of uniformity among players on the team, the committees will specify that compression pants or undergarments shall not extend below the game pants. Undershirts shall not extend below the elbow. Only sleeves worn for medical purposes will be allowed. Wristbands and headbands may be white or the dominant color of the game jersey.

Last season, a rule change was implemented that did not require the reset of the shot clock if it showed 15 or more seconds remaining. If 15 or fewer seconds remained, the shot clock was set to 15. To avoid confusion, the rule will now state that if 14 or fewer seconds remain on the shot clock, it will be set to 15 seconds.

A long-accepted interpretation about screening will be added to the rules book this year. The definition of screening will include the concept that the normal stance of a screener shall be approximately shoulder width.

Finally, for institutions that have new shot clocks that are equipped with LED lights on the shot clock itself, these lights may be used but should only be activated for a shot-clock violation. Shot clocks with LED lights are newly available to the market and were not previously addressed in the rules. The LED lights have the capability to activate at 0:00 on the game clock, but the committee does not want to create confusion in the situation when the expiration of the shot clock and the expiration of the game clock are in close proximity.

### **Women's Changes for 2006-07**

*Each change or altered segment is identified in the text by a gray shaded background. The "old" section reference is from last year's book. The "new page" reference is this book's page number.*

**Old Rule 1-17, new page 39.** Starting with the 2010 season, Division II and III institutions will be required to have a game clock with a 10th-of-a-second display, a red light or LED lights and shot clocks mounted and recessed behind the backboard.

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**Old Rule 5-10.22, new page 121.** During games that do not have media present, a 75-second timeout is charged when an appeal for a correctable error is not correctable. When a 75-second timeout is not available, a 30-second timeout shall be used.

**Old Rule 5-10.23.a, new page 122.** A bleeding player or a player who has a lost or an irritated contact lens is required to be substituted for if the issue cannot be resolved within 20 seconds.

### **Women's Approved Experimentation**

The committee will experiment again with the three-point line extended to 20 feet, 6 inches and the 10-second backcourt rule. It is not necessary to repaint your court to use the extended three-point line. The use of tape

on the court for the experimental games at the beginning of the season is perfectly acceptable.

This experimental rule is required to be used in certified games. In addition, the rule should be used during exhibition games in all three divisions. Because the experiment is only required for certified games, which applies to Division I only, feedback from Divisions II and III is particularly important during these preseason games.

## **Points of Emphasis**

In each edition of the NCAA Men's and Women's Basketball Rules and Interpretations, there are several areas that are given special attention. These are identified as points of emphasis. While they may not represent any rules changes, their importance must not be overlooked. In some cases, the points of emphasis are more important than some of the rules changes. When a topic is included in the points of emphasis, there has been evidence during the previous year(s) that there has been inconsistency in administering these areas.

### **Points of Emphasis for Men**

#### **Rough Physical Play and Illegal Contact**

For the 10th consecutive year, an aspect of rough play is a point of emphasis. This length of time demonstrates the rules committee's consistent and persistent concern that rough play must be properly addressed. Furthermore, it highlights the need for improvement in the officiating of rough physical play and illegal contact in the collegiate game. Motivated by the basic premise that the collegiate game of basketball is a game of skill, it was the committee's contention that the officials' focus of attention shall be directed toward eliminating rough play and illegal contact in the low post, off the ball, in cutting and screening situations and during hand-checking anywhere on the playing court.

When illegal physical contact, with or without the ball in the low post, results in a player attaining an unequal favorable position, an advantage to perform has been gained by that player. It is consequential to observe the offensive and defensive play in the low post from the beginning since rough play and illegal maneuvers may cause and affect subsequent physicality.

Of special concern is the play, without the ball, in the low post by the offensive and defensive players. An offensive low post player, dislodging a defensive player from an established position by pushing or backing in, shall be called for a personal foul. A post player who uses his hands, forearms or elbows to prevent a defensive player from attaining or maintaining a legal guarding position shall be charged with a personal foul. The player using the “swim stroke” movement to lower the arm of an opponent shall be assessed with a personal foul.

Likewise, a defensive low post player who uses his hands, forearms or elbows to prevent an opponent from attaining or maintaining a legal offensive position, shall be charged with a personal foul. Furthermore, it shall be a personal foul when a defensive player pushes with his leg or knee into the rear of the offensive player.

### **Palming (Illegal Dribble)**

Although steps were taken to control palming in the 2005-06 basketball season, additional attention needs to be directed in eliminating the illegal maneuver of “palming the ball” from our game. “Palming” or “carrying” the ball places the defensive player at a distinct disadvantage while according the dribbler a sizeable advantage inconsistent with the spirit and intent of the rules. The dribbler, who during a high or hesitation dribble, causes the ball to come to rest and then pushes or pulls the ball either to the side or in front of him commits an indefensible violation which must be called.

“Palming” is an illegal maneuver. When the ball comes to rest in the dribblers’ hand, by rule, the dribble has ended. Continuing to dribble after the ball has come to rest in the hand is a violation and should be called.

### **Loose ball recovery**

During the course of play, many situations occur in which a player goes to the playing floor, recovers the ball and attempts to request a timeout. Of major concern is the physical contact of another player(s) after the recovery of a loose ball. The player on the floor needs to be protected since he is in a vulnerable position and, as a result, may be injured. Any non-incident contact by another player(s) shall be called as a personal foul by the officials. In addition, an official shall not grant a timeout until there is certainty that the player on the floor has gained control of the ball.

## **Major Concern for Men**

**Airborne Player/Excessive or Severe Contact.** When a player is airborne attempting a lay-up, any excessive contact by an opponent shall be an intentional personal foul, even when the opponent is legitimately attempting to play either the ball or the player. When the contact is severe, a flagrant personal foul shall be assessed.

The airborne player is in a position of vulnerability and any contact that is excessive or severe shall be penalized.

## **Points of Emphasis for Women**

### **Displacement**

Of the five displacement areas contained in this point of emphasis, two (post play and ball handler/dribbler) remain areas of concern. Illegal activity in the other three areas (cutting, screening and rebounding) has improved; but officials and coaches must remain diligent in these areas to maintain the successes gained.

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**

Post play is still too rough. Players are gaining too much of an advantage by holding and displacing their opponents. Coaches must teach players legal tactics while playing the post, and officials must penalize illegal tactics when they are observed.

- a. **Definition.** A post player is defined in Rule 4-52 as any offensive or defensive player in the lane area with or without the ball with his or her back to the basket. The lane area includes the three-second lane (4-64) 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.** It is legal for a defensive player to place one or two body parts (hands or arm-bars) 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.
- 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.
  4. An offensive post player "backs-down" and displaces the defender once that defender has established a legal guarding position.
  5. The offensive post player holds, hooks or displaces the leg or body of the defender.
  6. An opponent is displaced from a legally established or obtained position.

### **Ball Handler or Dribbler**

Last season, this call was made early in November and December and then tapered during conference play and postseason tournaments. In some cases, players made the adjustment and stopped using illegal arm-bars, resulting in fewer calls. In other cases, officials stopped making the call, even though the illegal contact persisted. In order for a free-flowing game to occur and national scoring statistics to increase, this point of emphasis must be called consistently from the beginning of the game to the final horn and from November to April.

- 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.** Incidental contact with the hand shall not be called a foul. Incidental contact also occurs when the extended arm collapses

(is no longer away from the body but is against it). Players may attain a position where their bodies are touching momentarily, providing there is no displacement.

c. **Illegal contact.** A foul shall be called when:

1. The defender contacts the ball-handler/dribbler with an arm-bar.
2. Holding, pushing or displacement occurs.
3. Contact occurs by the defender with a straight arm (no bend in the elbow).
4. The defender continually or continuously uses the hand.
5. A dribbler “backs-down” and displaces a defender once that defender has established a legal guarding position.
6. Any body or hand displacement by either the defense or the offense occurs.

### **Cutting**

a. **Legal activity.** If the defender beats the cutter to the spot, an arm-bar (forearm that is away from the body) may be used to absorb the 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. The offense or defense displaces.

### **Rebounding**

a. **Legal activity.** Players must remain in their established vertical plane when rebounding and adhere to the rebounding principles in Rules 4-53 and 4-70.

b. **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.

### **Screening**

- a. **Legal activity.** A screener must maintain a normal stance with feet approximately 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 Rules 4-57 and 10-22.
- b. **Illegal contact.** 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 with her arms, legs or body.
  3. The screener extends the hips or buttocks to displace the defender as she moves around the screen.
  4. The screener extends her legs beyond legal width and trips her defender as she moves around the screen.
  5. The screener sets a “blind” screen (outside the visual field) on a stationary defender that doesn’t allow her a normal step to move.
  6. The screener sets a “blind” screen (outside the visual field) on a moving defender and doesn’t allow her ample time to stop or change directions; usually one to two strides.

### **Bench Decorum**

The rules committee continues to be concerned about violations of the bench decorum rule by players, coaches and bench personnel. Acceptable forms of behavior for coaches, bench personnel, players and followers can only be established by the enforcement of the rules as written. The head coach should set an example to be emulated by other bench personnel, players and

followers in an effort to establish proper standards of behavior in all areas of the game. The following areas must be enforced by the officials:

### **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, but it has not been dealt with properly. Many 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.

- a. **“Coaching” out of box.** If during the act of coaching, a coach steps outside the coaching box, the coach will receive one warning from the official in reference to her/his violation. Any subsequent violation shall be appropriately administered with a direct technical foul.
- b. **Unsportsmanlike conduct.** Coaches engaging in minor conduct infractions should receive a warning from officials. Any subsequent violation results in a technical foul. Any egregious conduct violation, while inside or outside the coaching box shall be properly penalized without warning, with a direct technical foul.

### **Assistant Coaches and 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. If assistant coaches or bench personnel are in any way violating bench decorum rules, 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 will result in a direct technical foul assessed to the offender. Egregious conduct violations by assistant coaches or bench personnel need no warning and shall immediately result in a direct

technical foul. A direct technical foul assessed to bench personnel is also assessed as a bench direct technical foul to the head coach.

## **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 reference is to this edition unless otherwise indicated. There have been many minor editorial changes to clean up language and eliminate wordiness.*

**2-5-f-1, A.R. 6: Clarified.**

**2-5-g: Clarified.**

**2-6-2: Clarified.**

**2-6-2, A.R. 11: Corrected.**

**2-12-12, A.R. 28: Corrected.**

**2-14-6-c: Added reference.**

**3-5.5c: Clarified.**

**3-5.10d: Clarified.**

**4-4.1, A.R. 4: Clarified.**

**4-23: Clarified.**

**4-34.6: Clarified.**

**4-46: Clarified.**

**5-10-11-12: Reorganized.**

**6-3.1d: Clarified.**

**6-3.1f. A.R. 4: Updated and re-located.**

**6-3.1f. A.R. 5: Moved from 10-24**

**6-3.3, A.R. 7: Moved from 6-3.5.**

**6-3.4, A.R. 9: Moved from 6-3.5.**

**9-2, A.R. 5: Clarified.**

**9-2.4.b, A.R. 10: Clarified.**

**10-9.12: Clarified.**

**10-10.4: Clarified.**

**10-11.1, A.R. 15: Clarified.**

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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 Men's and Women's Basketball Rules and Interpretations 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 2006 Men's and Women's Basketball Rules and Interpretations, the administrative rules that may be altered by mutual consent of the competing institutions are **Rule 1, Sections 2, 3, 17, 19 and 20**. 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/apparel rules that are of concern primarily to manufacturers are contained in the rules supplements, which follow this section. All court measurements are included on the expanded court diagram.

Those desiring interpretations of rules or play situations will receive prompt replies if they send their requests in duplicate, number their questions, leave space after each for the reply and enclose a self-addressed, stamped envelope or send via e-mail.

**Ed Bilik, Men's Secretary-Rules Editor, One Prickly Pear, Savannah, Georgia 31411; edbilik@aol.com**

**Note: Officials may find updates and interpretations on the World Wide Web at [ncaa.org/champadmin/basketball/officiating\\_bulletins/](http://ncaa.org/champadmin/basketball/officiating_bulletins/).**

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# Rules Supplements

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## 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 committees recommend 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 Street, 17th Floor, New York, New York 10005; telephone 212/248-5000.
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 non-movable ring. The pressure-release mechanism should maximize these characteristics, as well as protect both the ring and backboard.
9. **Ring Testing.** For Division I men, all competitive rings shall be tested for rebound/elasticity once before the season (July 15-October 15) and once before the postseason. This should be done with a non-mechanical, tamper-proof, computational testing device that determines the amount of energy absorption as a calibration. It is recommended that movable rings be field adjustable. The rebound elasticity requirement for Division I men shall be 35 to 50 percent energy absorption and be within a five percent differential between baskets on the same court.

This season, it is *recommended* that all competitive rings for **men** be tested for rebound/elasticity once before the season and once before the postseason. It is *recommended* for **women** in all divisions that such testing be done three times during the season. It is recommended further *for both men and women 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.** Division I schools shall have a game clock that shows a 10th-of-a-second display when less than 59.9 seconds remains in a period. It is highly recommended (but not required) that Division II schools have a game clock that shows a 10th-of-a-second display when 59.9 seconds or less remains in a period.

*Note: Division III schools are exempt from this requirement and recommendation but are permitted to have such equipment.*

Division I 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. It is highly recommended (but not required) that Division II schools have either the red light or LED lights.

*Note: Division III schools are exempt from this requirement and recommendation but are permitted to have such equipment.*

It is recommended that all **men's** Division I arenas provide a timing mechanism that enables the officials to start and stop the game clock automatically.

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 does not interfere with a live ball nor does it affect the visibility of the shot clock.

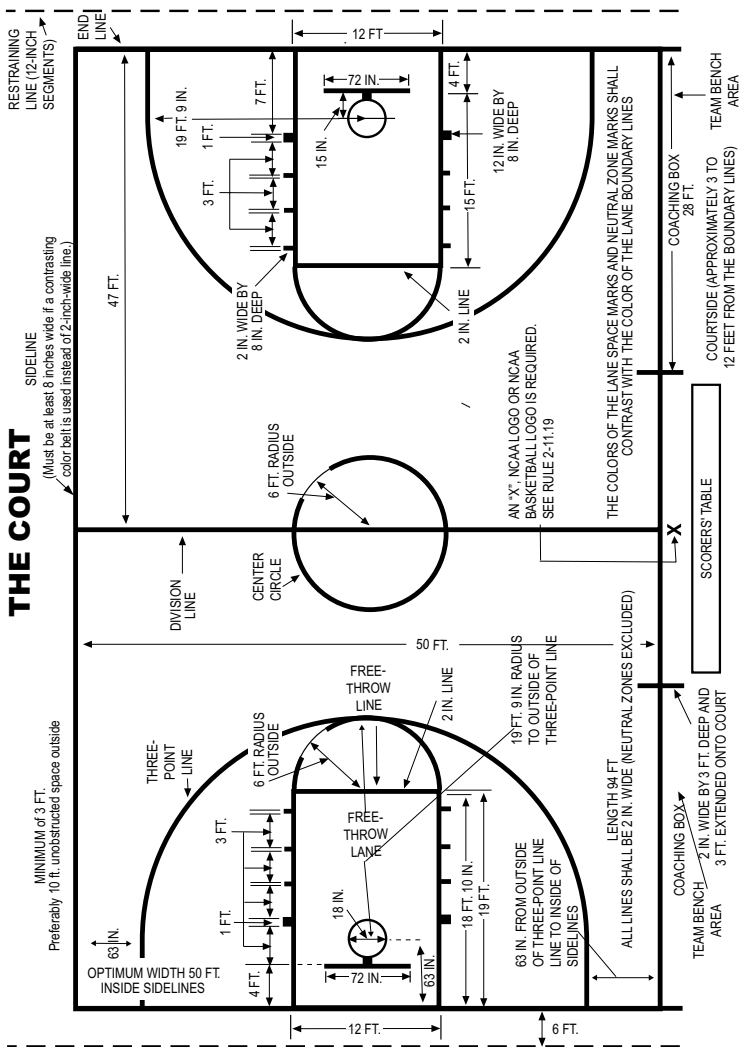
### **Important Information for Manufacturers of New Equipment/Apparel**

The NCAA Men's and Women's Basketball Rules Committees are responsible for formulating the official playing rules for the sport. The committees are not responsible for testing or approving playing equipment for use in intercollegiate men's and 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 committees. The NCAA urges manufacturers to work with the various independent testing agencies to maximize the safety of products. Neither the NCAA nor the NCAA Men's and Women's Basketball Rules Committees certify the safety of any basketball equipment. Only equipment that meets the dimensions specified in the NCAA Men's and Women's Basketball Rules shall be used in intercollegiate competition. Similarly, only uniforms that meet the rules specifications shall be used.

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

The NCAA Men's and Women's Basketball Rules Committees suggest that manufacturers planning innovative changes in basketball equipment submit the equipment to the NCAA Men's and Women's Basketball Rules Committees for review before production.



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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.** The ball may be thrown, batted, rolled or dribbled in any direction, subject to the restrictions that follow.

### Section 2. The Playing Court—Dimensions

**Art. 1.** 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. 2.** The court dimensions shall be marked as shown on the court diagram.

### Section 3. Lines and Other Markings

**Art. 1.** The court shall be marked with boundary lines (sidelines and end lines) and other lines and markings as shown on the court diagram.

**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 color that is different from that of the end lines. Non-playing 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 1/4-inch wide, which shall lie within the 2-inch width.

**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.

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

**Art. 1.** When a logo distracts from the players' and the officials' visibility of the 2-inch center-circle line as shown on the court diagram, one of 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 (1/4-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 non-jumpers 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 (1/4-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, but not lane-space marks and blocks, are part of the lane.

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

**Art. 3.** The area of the free-throw lane inside the boundary lines shall be one color.

**Art. 4.** The lane-space marks and blocks shall identify 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 lines may be the same color as or a different color from the free-throw lane boundary lines and the semicircles.

### **Section 8. Coaching Box**

**Art. 1.** The coaching boxes shall extend from the sideline to the back of the team benches.

**Art. 2.** The coaching-box lines shall contrast or be of the same color with that of the sidelines and end lines.

**Art. 3.** A 3-foot line shall be extended onto the playing court so that the coaching-box restriction is evident.

### **Section 9. Backboards—Dimensions, Materials**

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

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

- a. 6 feet horizontal and 3-1/2 feet vertical; or
- b. 6 feet horizontal and 4 feet vertical.

*Note: The 6 feet horizontal and 3-1/2 feet vertical dimensions 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 10. Backboards—Padding**

**Art. 1.** 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 material shall be 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 3/4-inch from the bottom of each backboard.

### **Section 11. 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 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 12. Backboards—Positions**

**Art. 1.** Each backboard shall be 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 at each end.

**Art. 4.** Portable backboards shall be secured to the floor to prevent movement.

**Art. 5.** During game conditions, all movement (vibration, etc.) of the backboard (because of any type of slam dunk or similar violent play) must regain a static position within four seconds.

**Section 13. 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  $\frac{5}{8}$  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 14. 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 lie 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.** Both movable and non-movable rings are legal. Movable rings may flex both to the front and the sides.

**Section 15. The Ball**

**Art. 1.** The ball shall be spherical.

**Art. 2.** The ball's color shall be the approved orange shade.

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

**Art. 4.** The ball shall have the traditionally shaped eight panels, bonded tightly to the rubber carcass.

**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:

- a. **(Men)** Not less than 49 inches when it strikes its least resilient spot nor more than 54 inches when it strikes its most resilient spot.
- b. **(Women)** 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.** a. **(Men)** The circumference of the ball shall be within a maximum of 30 inches and a minimum of 29-1/2 inches.

- b. **(Women)** The circumference of the ball shall be within a maximum of 29 inches and a minimum of 28-1/2 inches.

**Art. 9.** a. **(Men)** The weight of the ball shall not be less than 20 ounces nor more than 22 ounces.

- b. **(Women)** The weight of the ball shall not be less than 18 ounces nor 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 for use a ball 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.*

**A.R. 1.** Visiting Team B's captain notices that Team B's pregame warm-up balls are of a different type than the official game ball. Team B's coach requests that Team B be allowed to warm up using the type of ball to be used in the game. **RULING:** The official shall inform Team A's game management that Team B shall be allowed to warm up with the same type of ball(s) that will be used during the game.

## **Section 16. 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, padding around the backboards, or on the shot clocks. Cameras and microphones are permitted on the shot clocks when they are recessed.

**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 team or conference logos, names or abbreviations on the playing court, provided they do not obscure any of the required lines. (See Rule 10-3.7.)

**Art. 5.** 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 8-1/2 feet from the division line and 4-1/2 feet from the sideline;
- c. Logo(s) shall be within the two 10 feet by 10 feet squares, with no more than one square in each half of the playing court.

*Note: See Rules 3-5.8 and 3-6 for logos and labels on players' equipment.*

## **Section 17. Scoreboard, Game-Clock Display**

**Art. 1.** A visible game clock shall be required.

**Art. 2.** An alternate timing device and scoring display shall be available in the event of malfunctions.

**Art. 3.** A game clock that shows a 10th-of-a-second display when less than 59.9 seconds remains in a period shall be required.

*Note: It is recommended that the game clock, red light or LED lights be updated in their synchronization.*

**Division II and Division III Note:** Starting with the 2010 season, a game clock that shows a 10th-of-a-second display shall be required.

**Art. 4.** A red light (that is visible through the 24-inch x 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 Devices”) 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.

Division II and Division III Note: Starting with the 2010 season, a red light placed behind each backboard or LED lights placed around the backboard shall be required.

### **Section 18. Shot-Clock Displays**

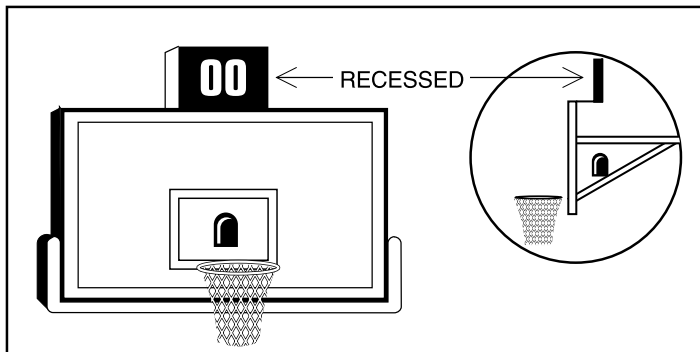
**Art. 1.** Two visible shot clocks, one at each end of the court, shall be mandatory.

**Art. 2.** An alternate timing device shall be available when a visible shot clock malfunctions.

**Art. 3.** A shot clock shall be recessed and mounted on the backboard supports behind each backboard.

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

*Division III Note:* Starting in 2010, shot clock displays shall be recessed and mounted on the backboard supports behind each backboard.



### **Section 19. Possession Indicator**

**Art. 1.** A visible display located at the scorers' table shall be available to indicate team possession in the alternating process.

### **Section 20. Team Benches—Scorers' and Timers' Table**

**Art. 1.** Choice of benches is made by the home team's game administration.

**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 mid-court.

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

**A.R. 2.** The visiting team is advised that its team bench is located (a) farther from the division line than the home team's or (b) on the opposite end line from the home team's.

**RULING:** Game shall be played with benches as located by home-team management. The referee has no authority to move either bench unless for player safety; however, mutual consent should have been obtained before the game. (See Preface.)

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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, which may have a 3-inch wide black insert, and black pants.

**Art. 3.** The scorers, timers and shot-clock operator shall be located at the scorers' table at courtside.

### 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 men's or 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**

**Art. 1.** The referee shall be empowered to make decisions on any points 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 30 minutes (**men**) and 15 minutes (**women**) before the scheduled starting time of the game through the referee's approval of the final score.

**Art. 2.** For **men**, at least one official shall arrive on the floor 30 minutes before the start of the game.

**Art. 3.** For **women**, officials may leave the court after the 10-minute mark during pregame and return by the three-minute mark.

**Art. 4.** When (**men**) the referee and (**women**) all three officials leave the confines of the playing area at the end of the game, the officials' jurisdiction has ended and the score has been approved.

**A.R. 3.** Team A is ahead by one point. The game-ending horn sounds with the ball loose at the division line. Clearly after playing time has expired, A1 retrieves the ball and dunks into his or her basket. The referee, who is near the free-throw line, on his or her way to the scorers' table to check/approve the final score, sees this action by A1 and assesses an indirect technical foul. Team A's coach pushes the referee after the indirect technical foul is called. The referee ejects the coach and awards Team B four free throws. **RULING:** The referee is correct. The officials' jurisdiction does not end until the approval of the final score. Until the officials' jurisdiction ends, an official may call a technical foul, correct a correctable error (Rule 2-11), or correct a bookkeeping mistake by the official scorer.

**A.R. 4.** The officials leave the playing area and while they are in the locker room, it is discovered that there is a mistake in the score or that there was a request for a correctable error (Rule 2-11). **RULING:** When the officials leave the playing area, the score has been approved and the game is over.

### **Section 5. Officials Use of Replay/Television Equipment**

**Art. 1.** Officials may use official courtside replay equipment, videotape or television monitoring that is located on a designated courtside table (i.e., within approximately 3 to 12 feet of the playing court), when such equipment is available only in situations as follows:

- a. A determination if a fight occurred and the individuals who participated or left the bench area;

**A.R. 5.** Player A1 falls to the playing floor and is (a) bleeding or (b) doubled over in pain, holding his/her abdomen. Is the official permitted to use the monitor to determine if the conditions were a result of a fight? **RULING:** It is permissible for the official to use the monitor to determine if a fight occurred and who participated. In using the monitor, when the official ascertains that an opponent struck a player with the arms (elbows), hands, legs or feet, and if he/she concludes that the act was combative and flagrant, he/she shall deem it a fight. Consequently, the player shall be ejected and the fighting penalty invoked.

- b. A determination as to who shall attempt a free throw(s) when there is uncertainty;
- c. An assessment whether correctable errors 2-11.1.c, d or e need to be rectified;

**A.R. 6.** Team B Coach asks for a correctable error because he/she thinks there was a mistake by the shot clock operator and, as a result, a goal was erroneously counted. A school representative is sitting in the bleachers with a camcorder. May the official consult the camcorder? **RULING:** No. A camcorder that is not at a courtside table is not an official courtside monitor; however, if the camcorder and all necessary equipment were on an official courtside table, the camcorder could be consulted.

**A.R. 7.** In the same situation as in A.R. 4, a team manager is filming the team video from an elevated position. The official requests that the manager bring the tape to the scorers' table so that the official can play it in the videocassette player and television that are on the scorers' table. Is this legal? **RULING:** No. The entire unit, including the tape, must be at a courtside table. When the tape had been filmed from the courtside table and the videocassette player and television were on that table, it would have been legal to consult the tape.

- d. Preventing or rectifying a scoring mistake by the scorer.
- e. Correcting a timing mistake in the half or extra period in which it occurred because of a malfunctioning game clock or shot clock.
- f. A determination, based on the judgment of the official, that a timing mistake has occurred in either starting or stopping the game clock. After the ball is in play, such a mistake shall be corrected during the first dead ball or during the next live ball but before the ball is touched inbounds or out of bounds by a player. 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.

**A.R. 8.** During a throw-in by Team A, the timer fails to properly start the game clock. After the clock should have started, (a) A1 commits a violation (b) A1 is successful with a try for goal. **RULING:** In (a), A1's violation caused a dead ball. The timer's mistake shall be corrected during this first dead ball and before the ball is touched inbounds or out of bounds by a player. In (b), the timer's mistake shall be corrected after A1's successful try

for goal and before the ball is touched inbounds or out of bounds by a player on the throw in. When the mistake is not corrected during this first dead-ball period and since the game clock should have been running, the mistake may be corrected before the ball is touched inbounds or out of bounds by a player after the second live ball.

g. A determination of 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 his/her judgment time has elapsed before the game clock stopped.

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

**A.R. 9.** As the official calls a five-second closely guarded violation, the official sounds the whistle and gives the signal to stop the game clock. The game clock was stopped, however, in the official's judgment more than one second elapsed. **RULING:** The official is permitted to go to the official courtside monitor to determine if a timer's mistake has been committed. When it is determined that more than one second did elapse, the official is permitted to correct the time.

**A.R. 10.** A1 is successful with a try for goal with two seconds remaining on the game clock, which ties the score. The timer fails to properly stop the game clock. **RULING:** The official is permitted to use the monitor to obtain information of the timer's mistake when in his or her judgment more than one second has elapsed. The mistake shall be corrected before the start of the intermission for the extra period.

h. A determination based on the judgment of the official that the shot clock failed to properly start, stop, set or reset or that the shot clock has malfunctioned. Any activity after the mistake or malfunction has been discovered shall be canceled, excluding a flagrant personal foul, flagrant technical foul, intentional personal foul, (Men) intentional technical foul, indirect technical foul or direct technical foul.

- i. A determination if a try for goal was a two- or three-point attempt.
- j. A determination whether a player who was fouled on his or her unsuccessful field goal try, at or near the three-point line, shall attempt either two or three free throws.

**Art. 2.** At the end of either half or at the end of any extra period, the officials after making a call on the playing court shall use replay equipment, videotape or television monitoring that is located on a designated courtside table (i.e., within approximately 3 to 12 feet of the playing court), when such equipment is available, to:

- a. Determine whether a try for field goal, at or near the expiration of time in the first half, was released before the reading of 0.00 on the game clock (refer to 5-7.2.b);
  1. When it is determined that the try for goal was before the reading of 0.00 on the game clock, the official shall be permitted to put the exact time back on the game clock as to when the ball passed through the net.
- b. Ascertain, with the reading of 0.00 on the game clock, whether a shot-clock violation occurred at or near the expiration of time in any period;
- c. Determine whether a foul, at or near the expiration of time in the first half, occurred before the reading of 0.00 on the game clock.
  1. When it is determined that the foul occurred before the reading of 0.00 on the game clock, the official is permitted to put the exact time back on the game clock as to when that foul was committed.
- d. Ascertain whether a try for field goal that will determine the outcome of a game (win, lose, tie), and was attempted at or near the expiration of the game clock, was released before the reading of 0.00 on the game clock (refer to 5-7.2.b);
  1. When it is determined that the try for goal was successful, the official shall be permitted to put the exact time back on the game clock as to when the ball passed through the net.
- e. Determine, with the reading of 0.00 on the game clock, whether a shot-clock violation occurred at or near the expiration of time when it may determine the outcome of the game (win, lose or tie).
- f. Ascertain whether a foul, at or near the expiration of time that will determine the outcome of the game (win, lose, tie), occurred before the reading of 0.00 on the game clock.
  1. When it is determined that the foul occurred before the reading of 0.00 on the game clock, the official is permitted to put the exact time back on the clock as to when that foul was committed.

**Note:** *An on-screen graphic display on the monitor may be used only when the display is synchronized with the official game clock.*

**A.R. 11.** At or near the expiration of time, A1 is fouled in the act of shooting and then after the foul releases the ball for a try for goal. A1's try is (a) successful (b) unsuccessful.

**RULING:** When a foul and a try for goal sequentially occur at or near the expiration of time, the official shall use the monitor to determine whether the foul and the try occurred before the reading of 0.00 on the game clock. In (a), when it is determined that the foul occurred before the reading of 0.00 on the game clock but the try was not released before the reading of 0.00, the foul shall be penalized and the goal shall not count. When it can be determined with the use of the monitor, the official shall be permitted to put the exact time on the game clock as to when the foul occurred. When it is determined with the use of the monitor, that both the foul and the try occurred before the reading of 0.00 on the game clock, the foul shall be penalized and the goal shall count. When it can be determined, with the use of the monitor, the official shall be permitted to put the exact time on the game clock as to when the foul occurred. When this determination cannot be made, the official shall be permitted to put the exact time back on the game clock when it can be determined as to when the ball passed through the net. In (b), since the try was unsuccessful, the official shall use the monitor to determine whether the foul occurred before the reading of 0.00 on the game clock. When it is determined that the foul occurred before the reading of 0.00, the foul shall be penalized. When it can be determined, the officials shall be permitted to put back on the game clock the exact time as to when the foul occurred.

**Art. 3.** The officials shall not use a courtside monitor or courtside videotape for judgment calls such as:

- a. Who committed a foul or whether a foul occurred;
- b. Basket interference/goaltending (See 2-11.1.e, A.R. 23);
- c. A violation;
- d. Whether the ball was released before the activation of the red light or LED lights;
  - a. When the red light is not present, the sounding of the game clock horn; or
  - e. Whether the ball was released before the sounding of the shot clock horn. (Exception: 2-5.2.b and .e)

### **Section 6. Officials Duties in games without Replay/Television Equipment**

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 only when the referee has definite information relative to the time involved. After the ball is in play, such a mistake, shall be corrected during the first dead ball or during the next live ball before the ball is touched inbounds or

out of bounds by a player. 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.

**A.R. 12.** Team A scores with 58 seconds left to play in the game and after the successful goal, the timer fails to stop the game clock. After the throw-in by Team B, (a) B1 commits a violation or (b) B1 is successful with a try for goal. **RULING:** In (a), the timer's mistake shall be corrected after the violation that created the first dead-ball period. It shall be corrected before the ball is touched inbounds or out of bounds by a player. In (b), the mistake may be corrected after the successful try by B1 and before the throw in is touched inbounds or out of bounds by a player. When the mistake is not corrected after B1's successful try and since the game clock is running, it may be corrected before the ball is touched inbounds or out of bounds by a player after the second live ball. In both (a) and (b), to correct the timer's mistake, the referee shall have definite knowledge as to the time involved.

**A.R. 13.** With four seconds left on the game clock, A1 is throwing in the ball to A2. The timer incorrectly starts the game clock before the passed ball touches or is legally touched by an inbounds player. The official recognizes the timer's mistake and immediately blows his or her whistle while the passed ball is in flight. **RULING:** Since the timer has made a mistake, the official, with definite knowledge, shall place the correct time on the game clock. Play shall be resumed with a throw-in by Team A from the original throw-in spot.

**Art. 2.** When the referee blows the whistle, signals 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.

**A.R. 14.** As the official calls a five-second closely guarded violation, the official sounds the whistle and gives the signal to stop the game clock. The official sees the exact time remaining in the second half while doing this. The game clock shows five seconds remaining. The game clock is stopped; (a) at five seconds; or (b) at 3.5 seconds; or (c) at three seconds; or (d) the time runs out completely. **RULING:** In all cases in this A.R., the official has definite information that the game clock showed five seconds. In (a), there has been no obvious timing mistake. However, in (b), (c) and (d), more than one second has elapsed from the time that the signal was given until the timing device was stopped. The official shall instruct the timer to put five seconds on the game clock.

**Art. 3.** No timing mistake correction may be carried over from one half or extra period to another. Such a mistake shall be corrected before the start of intermission.

**Art. 4.** When the game clock has malfunctioned, the problem shall be corrected in the half or extra period in which it occurred when the officials have knowledge of the problem.

**Art. 5.** 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.

- a. 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 a flagrant personal foul, flagrant technical foul, intentional personal foul, (men) intentional technical foul, indirect technical foul or direct technical foul.

**Art. 6.** 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. Any activity, after the mistake or malfunctioning problem has been discovered, shall be canceled, excluding a flagrant personal foul, flagrant technical foul, intentional personal foul, (men) intentional technical foul, indirect technical foul or direct technical foul.

**A.R. 15.** The time on the game clock is 15:30 and the shot clock reads 0:30 for men and 0:25 for women. A1 shoots the ball with five seconds on the shot clock and does not hit the ring or flange. The shot-clock operator, by mistake, resets the shot clock. No one notices the mistake by the shot-clock operator at this time. The game clock gets to 14:55 for men and 15:00 for women and B2 commits a foul against A2. Now the officials get together and realize the shot-clock operator's mistake. **RULING:** When the officials have definite knowledge as to the shot-clock operator's mistake, it is permissible to rectify that mistake. In this case, since the officials have definite knowledge, they shall put five seconds back on the game clock, cancel the foul and award the ball to Team B at a designated spot nearest to where the ball became dead.

## **Section 7. The Referee—Pregame Duties**

Before the game starts, the referee shall:

**Art. 1.** Inspect and approve all players' uniforms, 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.** Assume 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 starting lineups.

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

### **Section 8. 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 arrow to start the second half.

**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 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 9. 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 all errors within the prescribed time frame.

**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. (Men)** Silently and visibly count seconds to administer throw-in, free-throw, back-court, and closely guarded rules and silently count for enforcement of the three-second rule.

**Art. 10. (Women)** Silently count seconds to administer the free-throw and three-seconds rules and visibly count seconds to administer the throw-in and closely guarded (when holding the ball) rules.

**Art. 11.** Notify the captains when play is about to begin after an intermission or a timeout.

**Art. 12.** Report a warning for delay to the official scorer and coaches, such as:

- a. Preventing the ball from being promptly put into play (free throw or throw-in) by any team huddle;
- b. Interfering with the ball after a score;
- c. Failure to have court ready to play after a timeout;
- d. Failure to keep game jersey tucked in.

**A.R. 16.** Team A is not ready to take the playing court after the second warning signal sounds to indicate the end of the halftime intermission. **RULING:** The referee should ask the timer to start the device used to time timeouts. At the expiration of one minute, Team A shall be assessed an indirect technical foul for delay of game. Team B shall be awarded two free throws and play shall be resumed at the point of interruption. When Team A is entitled to the alternating-possession arrow, it shall not lose control of the arrow. This indirect technical foul shall be charged to the head coach but does not count toward the coach's ejection or the team bonus.

**Art. 13.** 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. 14.** 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.

## **Section 10. Officials' Duties Related to Conduct**

The officials shall:

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

**A.R. 17.** Who is responsible for behavior of spectators? **RULING:** The home management or game committee, insofar as it can reasonably be expected to control the spectators, is responsible. The officials may call indirect technical fouls on either team when its supporters act in such a way as to interfere with the proper conduct of the game; such technical fouls do not count as team fouls

**A.R. 18.** After a foul is called against a home-team player, just before the free-thrower releases the ball, he/she is hit by a coin thrown by a spectator. **RULING:** Assess an indirect technical foul against the home team, award the visiting team two free throws and put the ball in play at the point of interruption. (See Rule 10-5.2.)

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

**Art. 3.** Remove a player from the game who commits his or her fifth foul (see Rule 2-11.2 and .3).

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

### **Section 11. Correctable Errors**

**Art. 1.** The correctable errors are listed in this section. In order to correct any of them, such errors must be recognized by an official during the first dead ball after the game clock has been started properly.

a. Failing to award a merited free throw.

**A.R. 19.** B1 pushes A1 during an unsuccessful try. A1 is awarded two free throws. The first free throw by A1 is successful, after which B2 takes the ball out of bounds under Team A's basket and passes to B3, who passes to B4 for an uncontested field goal in Team B's basket. The captain of Team A then calls to the attention of an official that A1 did not receive a second free throw. **RULING:** The goal by B4 shall count. A1 shall be permitted to attempt the second free throw with no players lined up along the free-throw lane. The ball shall then be awarded to Team A out of bounds at the end line nearer Team B's basket and the thrower-in shall be permitted to run the end line. This was the point where the game was stopped to correct the error.

**A.R. 20.** After the bonus is in effect, B1 holds A1. A1 erroneously is not awarded a bonus. A1 is awarded the ball out of bounds and completes the throw-in to A2. The coach of Team A notifies the official scorer that the coach wants to meet with the official concerning a correctable error. When Team A scores a field goal, the official scorer sounds the game-clock horn and advises the official of the coach's request for the conference. The official recognizes the correctable error after talking with the coach and official scorer. **RULING:** The field goal by Team A shall count. This error is correctable because it

happened within the prescribed time limit of Rule 2-11.2. A1 shall be awarded his or her merited free throw(s).

b. Awarding an unmerited free throw.

**A.R. 21.** Before the bonus rule is in effect, B1 fouls A1. The official errs by awarding A1 a one-and-one attempt. (a) A1 makes the first free-throw try, and the error is then discovered; or (b) A1 is successful in both free throws and then the official detects the error; or (c) A1 misses the front end of the one-and-one and the game clock starts, at which time the official detects the error; or (d) A1 is successful in the first bonus attempt but misses the second free throw and, as a result, the game clock starts and B1 scores a field goal. In each of the four situations, the error shall be called to the attention of the official before the first dead ball becomes live after the game clock starts. **RULING:** Each of the four situations is a correctable error. In (a), (b), and (c), Team A shall be awarded the ball at a designated spot nearest to where the foul occurred. In (d), Team A shall be awarded the ball out of bounds at Team B's end line, which was the point of interruption, to correct the error. Any free throws made in any of the four situations shall be canceled.

**A.R. 22.** After a one-and-one is shot by Team A and during the first dead ball after the game clock was started off the missed free throw, the coach of Team B states that Team A was not in the bonus and should not have shot the one-and-one. The official finds that Team A was indeed in the bonus and charges Team B with a timeout. Team B does not have any timeouts left. **RULING: (Men)** Team B shall be charged with an indirect technical foul. Any player from Team A shall shoot two free throws with the lane cleared and the ball shall be put back in play at the point of interruption. **(Women)** Team B shall be charged with an indirect technical foul. Any player from Team A shall shoot two free throws with the lane cleared and the ball shall be awarded to the offended team at the point of interruption.

**A.R. 23.** B1 fouls A1 and it is Team B's ninth foul of the second half. The official erroneously awards A1 two free throws instead of a one-and-one. A1 (a) makes two free throws, or (b) misses the first free throw and makes the second free throw, or (c) misses both free throws. Within the correctable-error time limitations, the officials shall be notified of their error. **RULING:** In (a), A1 was entitled to the second free throw because the first free throw was successful. Both free throws shall count, and play shall be resumed at the point of interruption. In (b), A1's first free throw, to which he or she was entitled as the first part of a one-and-one, was unsuccessful and the player should not have been awarded a second free throw. The successful second free throw shall be nullified, and play shall be resumed at the point of interruption. In (c), A1's unmerited second free throw was unsuccessful, so it shall be ignored, and play shall be resumed at the point of interruption.

c. Permitting a wrong player to attempt a free throw.

**A.R. 24.** A1 is fouled by B1 during a field-goal attempt and the try is successful. A2 erroneously is awarded the free throw. While A2's successful attempt is in the air: (a) B1 fouls A3, or (b) B1 intentionally fouls A3. Before the ball becomes live, the coach

of Team B properly asks the referee to correct the error of awarding the free throw to the wrong player. **RULING:** The free throw by A2 shall be canceled; and A1 shall properly attempt the free throw. The common foul by B1 in (a) shall be canceled. The intentional foul in (b) cannot be canceled. The error shall be corrected when A1 is given the free throw to which A1 was entitled as a result of the original foul. In (b) the game shall continue with the administration of the two free throws to A3 resulting from the intentional foul by B1. Team A shall be awarded the ball at the designated spot nearest to where the foul occurred.

- d. Permitting a player to attempt a free throw at the wrong basket.
- e. Erroneously counting or canceling a score.

**A.R. 25.** A1 releases a try for goal near or at the expiration of time for the game. The official rules the field goal to be a successful two-point goal. Before an official goes to a courtside monitor to confirm the status of the play, the coach from Team A requests a correctable error on the grounds that the goal was counted erroneously and three points should have been awarded. **RULING:** It shall be permissible for the officials to use the courtside monitor to determine if a goal has been counted erroneously. The officials shall notify the coaches of both teams of their intention to use the courtside monitor for this purpose. When the coach's appeal is ruled to be incorrect, a 75-second timeout in games not involving electronic media or either a 60- or 30-second timeout in games involving electronic media shall be charged to his or her team. When that timeout exceeds the allotted number, an indirect technical foul shall be assessed to the offending team. The officials shall be required to use the courtside monitor to ascertain whether the try for field goal that was taken at or near the expiration of the game clock was released before or after the reading of 0.00 on the game clock.

**A.R. 26.** (a) A1, or (b) B1 is called for basket interference at Team A's basket. In (a), the referee erroneously counts the score or, in (b), erroneously fails to count the score. In each case, the error is discovered before the first dead ball has become live after the game clock has started. **RULING:** In (a) and (b), the official made a judgment that basket interference occurred. However, after the judgment was made, the official erred, in (a) by erroneously counting the score and (b) by failing to count the goal. The official's error in (a) and (b) shall be correctable because the error was recognized within the proper time limit

**Art. 2.** When the officials' error in Rule 2-11 is made while the game clock is running and the ball is dead, it must be recognized by an official before the second live ball to be correctable.

**A.R. 27.** Team A has the ball and is working for a shot. The shot-clock horn sounds and then A1 shoots and scores an apparent field goal. The shot-clock horn is not heard by the officials on the playing court. Play continues with Team B inbounding the ball. With 20 seconds remaining on the shot clock, the official calls traveling on B1. At that time, the official timer calls the referee to the scorers' table to explain that the shot clock had sounded before A1 scored the field goal. **RULING:** When, in the official's judgment, an error was made while the game clock was running, the goal shall be canceled. Since the

clock was running in this case, the official has until the second live ball after the error to make the correction. The error shall be correctable until the ball is put in play after the traveling call.

Art. 3. 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 a flagrant technical foul, a flagrant personal foul, (men) an intentional technical foul, an intentional personal foul or an indirect or direct technical foul, shall be canceled.

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

Art. 4. When an error is corrected, play shall be resumed from the point of interruption to correct the error, unless the correction involves awarding 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.R. 28.** B1 fouls A1 after the bonus is in effect. A1 is not awarded the bonus free throws. Team A is awarded the throw-in. Team A controls the ball inbounds, and A3 eventually asks for and receives a timeout. During the timeout, an official recognizes the correctable error or it is called to his/her attention that A1 should have been awarded a one-and-one free throw. RULING: A1 shall be awarded the one-and-one and play shall be resumed as after any normal free throw.

## **Section 12. Duties of Scorers**

The scorers shall:

**Art. 1.** Record the names and uniform numbers of squad members who may participate and those of the starting five players.

**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 called on each player and the technical fouls called on a coach, squad member, bench personnel or follower.

**Art. 4.** Notify an official immediately when the fifth foul, including any combination of personal fouls, direct technical fouls, intentional personal fouls and (men) intentional technical fouls; or the third technical foul is charged to a squad member or bench personnel.

**A.R. 29.** B1 commits a fifth foul [any combination of personal fouls, direct technical fouls, and (men) intentional technical fouls], which results in two free throws for A1. The

official scorer and official timer fail to notify any of the game officials that a fifth foul has been committed. When the scorers realize the mistake, they inform the official timer to sound the game-clock horn. The official timer sounds the device as the first free throw is made or missed. The referee asks the scorers' table personnel to explain the problem. The referee is advised that B1 has committed five fouls, after which the referee advises the coach and player of Team B that B1 has five fouls. The coach replaces B1. Shall any free throws be awarded to Team A? **RULING:** No. This is a bookkeeping mistake for which B1 shall not be held responsible; no penalty shall be assessed.

**A.R. 30.** A player who has committed a fifth foul (any combination of personal fouls, direct technical fouls and (men) intentional technical fouls) continues to play because the scorers have failed to notify the officials. **RULING:** As soon as the scorers discover the irregularity, they should sound the game-clock horn after (or as soon as) the ball is in control of the offending team or is dead. The disqualified player shall be removed immediately. Any points that may have been scored while such a player was illegally in the game shall count. When other aspects of the error are correctable, such as permitting the wrong player to attempt a free throw, see Rule 2-11.

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

**Art. 6. (Men)** Notify an official immediately when two intentional technical fouls or a combination of one intentional technical foul and one direct technical foul have been assessed to a squad member.

**Art. 7.** Notify an official immediately when a combination of any three technical fouls has been assessed or when three bench direct technical fouls have been called on a team.

**Art. 8.** Record any ejection for fighting.

**Art. 9.** Record the timeouts charged to each team and notify a team and its head coach, through an official, when such team takes its final allowable charged timeout.

**Art. 10.** Signal the nearest official each time a team is granted a charged timeout in excess of the allowable number.

**Art. 11.** Signal the nearest official in each half when a player commits a common foul (except a player-control or team-control foul), beginning with the team's seventh foul and the team's 10th foul, including any combination of personal fouls, direct technical fouls, (men) intentional technical fouls and flagrant technical fouls.

**Art. 12.** Designate that the scorebook of the home team shall be the official scorebook, unless the referee rules otherwise. The official scorebook

shall remain at the scorers' table throughout the game, including all intermissions.

**A.R. 31.** At halftime, the official scorer, who is a member of the home-team faculty, removes the scorebook from the scorers' table: (a) of his or her own volition; or (b) at the request of the home-team coach. **RULING:** In (a), when the removal is inadvertent and momentary, there should be no penalty. When there is evidence that the official scorer removed the scorebook to take it to the home-team locker room, an indirect technical foul shall be assessed to the head coach. In (b), when the home-team coach instructs the official scorer to remove the scorebook, the head coach shall be assessed a direct technical foul. The indirect technical foul charged in (a) does not count toward the coach's ejection.

**Art. 13.** 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. 14.** Correct a scoring or bookkeeping mistake any time before the referee approves the final score.

**A.R. 32.** The official scorer fails to record two points awarded to Team A by an official during the first half as a result of basket interference by B2. **RULING:** The bookkeeping mistake shall be rectified.

**A.R. 33.** After two minutes of the first extra period, it is discovered that during the second half of regulation play, the official scorer failed to record one point as a result of a made free throw by Team A. **RULING:** The score shall be recorded and play shall be continued at a designated spot from the point of interruption.

**Art. 15.** Keep a record in the scorebook of the names and uniform numbers of players who are to start the game and of all substitutes who enter the game.

a. It is recommended that squad members' names be entered in the scorebook in numerical order.

**Art. 16.** 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. 17.** 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 (or as soon as) the ball is dead or is in control of the offending team.

**A.R. 34.** When may a scorer signal? **RULING:** When the scorer desires to call attention to a player who is illegally in the game, the scorer may signal the official when the ball is in control of that player's team or when the ball becomes dead. When it is for a substitution, the scorer may signal when the ball next becomes dead and the clock is stopped. When it is for conferring with an official, the scorer may signal when the ball is dead. When the scorer signals while the ball is live, the official shall ignore the signal when a scoring play is in progress. Otherwise, the official may signal for the game clock to be stopped to determine the reason for the signal.

**A.R. 35.** The game-clock horn sounds while the ball is live. **RULING:** Players should ignore the game-clock horn since it does not cause a dead ball. The officials shall use their judgment in blowing the ball dead to consult with the scorers and timers. When the players on both teams do not ignore the game-clock horn and stop playing, the officials shall award the ball to the team in control at a designated spot nearest to where the dead ball occurred.

**Art. 18.** When a correctable error is called to the official scorer's attention by a coach while the game clock is running, the timer shall not use the game-clock horn until the ball has become dead.

**Art. 19.** For ease of identifying the official scorer, one of the following shall be placed on the floor in front of the individual's spot at the 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 a rectangle approximately 1-1/2 feet by 2-1/2 feet.

*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 and that he or she be seated next to the official timer.*

### **Section 13. Duties of Timer**

The official timer shall:

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

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

**Art. 3.** Note and 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.** Start the game clock as prescribed.

**A.R. 36.** (Men) The game clock indicates that 1:13 is left in the second half when Team A makes a throw-in after a charged timeout. Team A is charged with a 10-second back-court violation, but the game clock shows that only eight seconds were used. The official timer indicates that the game clock started when the throw-in was touched on the playing court.

**RULING:** Violation. Team B shall be awarded a throw-in at a designated spot nearest to where the violation occurred. Rule 2-11 does not provide for the correction of an error made in the referee's counting of seconds.

**Art. 7.** Start the stopwatch for a charged timeout and signal the referee when it is time to resume play.

**Art. 8.** Sound a warning signal 5 seconds before the expiration of the 20-second time limit to replace a disqualified player. The signal also shall be sounded at the end of the 20 seconds to replace a disqualified player.

**Art. 9.** Sound a warning signal 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.

**A.R. 37.** The official timer properly sounds a warning signal 15 seconds before a charged timeout expires and a final signal when the timeout ends. The official administering the throw-in sounds the whistle to alert the players that the game shall resume; however, neither team has left its huddle on the sideline. **RULING:** The official shall resume play by placing the ball at the disposal of the player for a throw-in at a designated spot and shall start the throw-in count. (See Rule 9-5.1.d.)

**Art. 10.** Stop the game clock at the expiration of time for each period and when an official signals a timeout.

**Art. 11.** Stop the game clock after a successful field goal with 59.9 seconds or less remaining in the game or any extra period with no substitution allowed during the dead-ball period, which would include a timer's mistake or an inadvertent whistle by an official.

**Art. 12.** Use the game-clock horn when the ball has become dead and a correctable error situation has been brought to the scorer's attention by a coach.

**Art. 13.** Indicate with the red light or LED lights the expiration of playing time in each half 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. 14.** 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 (as in Rule 5-7.3.c) before a foul occurred, the foul shall be disregarded unless it was a flagrant technical foul or (men) an intentional 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.

**A.R. 38.** In a game with no official courtside television monitor, the red light or LED lights that signal the end of the last period cannot be seen nor can the game-clock horn be heard. The officials disagree whether the ball was in flight during a try for field goal or whether a foul occurred before time expired. **RULING:** The final decision shall be made by the referee. The official timer shall indicate if the ball was in flight before the red light or LED lights signal was activated or before the game-clock horn sounded only when requested to do so by the referee. The referee shall use his or her best judgment; but when the evidence for counting or not counting the goal or foul is equal, the referee shall rule that the goal counts and that the foul shall be charged. In a game with an official courtside television monitor and a game clock with a 10th-of-a second display, the status of the try for goal and the committed foul shall be ascertained with the use of the courtside monitor.

## **Section 14. Duties of Shot-Clock Operator**

The shot-clock operator shall:

**Art. 1.** Use a 35-second shot clock for men and a 30-second shot clock for women.

**Art. 2.** Use the shot clock for the entire game, including extra periods, except when 35 seconds or less (men) or 30 seconds or less (women) remain in the half or extra period, 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 timing device when a player inbounds legally touches or is touched by the ball on a throw-in or when a team initially gains possession from a jump ball, an unsuccessful try for goal or when possession is gained of a loose ball after a jump ball or unsuccessful try for goal.

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

- a. When team control is re-established after the team loses possession of the ball;
- b. When a foul occurs (Exceptions: Rules 2-14.7.f and .h);
- c. When a held ball occurs (Exceptions: Rules 2-14.7.e, 2-14.7.i and 2-14.7.j);

**A.R. 39.** With the alternating-possession arrow favoring Team A and 20 seconds remaining on the shot clock, A1's try for goal lodges between the backboard and the basket support. **RULING:** Team A shall be awarded possession for a throw-in and the shot clock shall be reset.

- d. When a try for goal strikes the ring or flange and then possession is gained by either team;
- e. When a violation occurs;
- f. When an intentionally kicked 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.

***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.*

**A.R. 40.** A1 touches the ball that was thrown in by A2. The ball strikes the playing court and bounces until A3 gains control by dribbling. The shot-clock operator started the shot clock when A1 touched the ball. **RULING:** The operator was correct. Touching the ball initiates the start of the game clock in all cases and the shot clock except in a reset

situation when there is (men) less than 35 seconds left in the period or (women) less than 30 seconds left in the period.

**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 ball occurs with 15 seconds or more remaining;
- c. A player is injured or loses a contact lens;
- d. A charged timeout has concluded;
- e. During team control as defined in Rule 4-13, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team;
- f. After a double personal foul, double flagrant personal foul, double intentional personal foul or simultaneous personal foul when there is team control as defined in Rule 4-13 and as described in Rule 7-4.1.i; and
- g. After an inadvertent whistle when there is team control as defined in Rule 4-13 and as described in Rule 7-4.1.j.

**A.R. 41.** A1 is in the act of shooting and B1 attempts to defend the try. The official, in anticipation of a foul that was not committed, inadvertently blows his or her whistle (a) before the release of the ball; (b) after the try was in flight. A's try for goal was unsuccessful. **RULING:** In (a), since A1 did not release the ball and was in control of the ball when the inadvertent whistle was blown, Team A shall be awarded the ball at a designated spot nearest to where the dead ball occurred with no reset of the shot clock. In (b), since A1's try was in flight and there was no team control when the inadvertent whistle was blown, the ball shall be put back into play at a designated spot nearest to where the dead ball occurred with the use of the alternating-possession arrow and the shot clock shall be reset. In (b) if the try for goal was successful, the inadvertent whistle shall be ignored and the team not credited with the score shall be awarded the ball at the end line with that team being entitled to run the end line.

- 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, when these conditions exist.

**Exceptions:** *A single flagrant technical foul or (men) a single intentional technical foul.*

- i. After a simultaneous held ball as described in Rule 7-4.1.k occurs during a throw-in and the alternating-possession arrow favors the throw-in team.
- j. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds 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.*

**A.R. 42.** A1 releases the ball on a try for goal, B1 partially blocks the shot and the ball (a) hits the ring or flange; (b) goes out of bounds; or (c) goes through the basket. **RULING:** In (a) and (c), the play is legal and the action shall continue. In (b), the official shall blow the whistle to stop play and the shot-clock operator shall stop but not reset the shot clock. On the ensuing throw-in by Team A, the game clock and shot clock shall start when the throw-in touches any player on the playing court.

**Art. 8.** 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 :00 but the shot-clock horn has not sounded, the shot-clock time has not expired.

**Art. 9.** Turn off the shot clock when a reset situation occurs and the game clock shows less time than that of a shot-clock period.

**A.R. 43.** There are 37 seconds (men) or 32 seconds (women) on the game clock and 35 seconds (men) or 30 seconds (women) on the shot clock. Team A uses time before A1 releases the ball for a try for goal. After A1 releases the ball, the shot-clock horn sounds. The ball does not strike the ring or flange. The officials call a shot-clock violation. At the same time as the official's whistle, the game clock sounds, signaling that the period has ended. Shall the official put two seconds back on the game clock? **RULING:** No. The shot-clock horn sounded at the expiration of the shot-clock period; however, this does not stop play unless recognized by the official's whistle. The official's whistle for the shot-clock violation stopped play. The expiration of playing time was indicated by the timer's signal. This signal shall terminate player activity (Rule 2-13.13). The period ended with the violation. However, in games with a 10th of a second game clock display and an official courtside television monitor, when in the judgment of the official time has elapsed from when he or she signaled for the clock to be stopped to when the game clock stopped, the monitor may be used to determine the correct time to be put back on the game clock. In games without an official courtside television monitor, the official is required to have definite knowledge to correct the time elapsed.

**Art. 10.** Allow the timing device to continue during a loose-ball situation when the offense retains possession or when a field-goal try is attempted at the wrong basket.

**Art. 11.** 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.

- a. 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 foul, intentional foul or direct or indirect technical foul.

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# RULE 3

## Players, Substitutes and Player Equipment

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### Section 1. The Team

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

**A.R.44.** Teams A and B each have co-captains. At the pregame conference, one of the co-captains requests permission from the referee that both co-captains be allowed to confer with officials on interpretations. **RULING:** Co-captains may participate in the pregame conference, but only one co-captain of each team may confer with the officials during the game. During the pregame conference, the referee shall be informed which co-captain of each team shall be the speaking co-captain during the game.

**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 2. The Captain

**Art. 1.** The captain is the representative of the team and 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 3. 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:

- a. Names and uniform numbers of squad members who may participate, and those of the five starting players.

**A.R. 45.** Nine minutes before the scheduled starting time for the game, Team A presents its squad roster and its starting lineup to the official scorer and then, at six minutes before the game's starting time, Team A presents four additional names to the official scorer for the squad list. **RULING:** Team A shall be assessed one indirect technical foul and the game shall start with a jump ball.

**Art. 2.** After the time limit specified in Rule 3-3.1 and before the start of the game, a team shall be charged with a maximum of one indirect technical foul for one or more of the following:

- a. Failure to comply with Rule 3-3.1.
- b. Adding name(s) to the squad list.
- c. Changing squad member's number(s) without reporting the change(s) to the scorers and an official.

**A.R. 46.** Team A properly submits its squad list and designates its five starters in compliance with the rule before the starting time of the game. However, the uniform number for each squad member is erroneously indicated. The mistake is not detected until approximately 1-1/2 minutes have been played. **RULING:** An indirect technical foul shall be charged to Team A. A player shall wear the uniform number indicated in the scorebook or the scorebook number shall be changed to that which he or she is wearing. When the squad member, before participating, changes the uniform number he or she wears to that indicated in the scorebook, there shall be no penalty. When the number in the scorebook for a player is changed before participation and the change is reported to both the official scorer and an official, there shall be no penalty.

- d. Changes in the starting lineup, except when the changes are necessitated by obvious injury or illness, or to replace a designated starter to shoot a technical-foul free throw.

**A.R. 47.** A1, who is designated as a starter 10 minutes before the scheduled starting time of the game, becomes ill one minute before the game is to start. **RULING:** A1 may be replaced without an indirect technical foul being assessed. Illness or injury is considered to be an extenuating and unavoidable circumstance that permits a substitution without penalty. A1 shall be permitted to enter the game later if able.

**Art. 3.** Once the game begins, a team can be charged with a maximum of one indirect technical foul for the infractions listed in Articles 1 and 2 of this section.

#### **Section 4. Substitutions**

**Art. 1.** Each substitute who desires to enter the game shall give the scorers his or her uniform number.

**Art. 2.** 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 after the warning signal.

**Art. 3.** Substitutions during a timeout must report to or be in position to report to the official scorer before the warning signal. Substitutions shall not be permitted after the warning signal.

**A.R. 48.** A6 and A7 have reported to the scorers and are waiting to enter the game. Team A commits a violation and during the dead-ball period, Team B calls a timeout. The coach from Team A changes his/her mind and wants A8 and A9 to report and enter the game rather than A6 and A7. **RULING:** A8's and A9's substitutions are legal when they have reported to the official scorer before the warning signal. A8's and A9's substitutions shall not be permitted after the warning signal. During an electronic media timeout, the same change is permissible when they have reported to the official scorer before the warning signal.

**A.R. 49.** After the second warning signal sounds after a timeout, A1 goes to the free-throw line to attempt two free throws. Before the first free throw, A6 reports to the official scorer and tries to enter the game as a substitute. **RULING:** A6 cannot enter the game because the second warning signal has sounded and there has been no live ball followed by a dead-ball sequence.

**Art. 4.** 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 (or as soon as) the ball is dead and time is out. (**Exception:** See Rule 3-4.6.)

**Art. 5.** A substitute becomes a player when he/she legally enters the playing court. When the entry is not legal, the substitute becomes a player when the ball becomes live.

**Art. 6.** Substitutions shall not be permitted after successful field goals in the last 59.9 seconds of the second half or any extra period.

**A.R. 50.** After a successful field goal with 48 seconds left on the game clock, the timer sounds the game-clock horn for substitute A6 to enter the game. **RULING:** A6 shall not be permitted to enter. The rule states that while the game clock is stopped after successful field goals in the last 59.9 seconds of play, substitutions shall not be allowed. A team may request a timeout and then insert substitutions any time the ball is dead and the game clock is stopped.

**Art. 7. (Men)** Substitution shall not be allowed when the game is stopped in the last 59.9 seconds of the second half or any extra period to correct a timing mistake or for an inadvertent whistle.

**Art. 7. (Women)** Substitutions shall not be allowed when the game is stopped in the last 59.9 seconds of the second half or any extra period for anything other than a timeout, a violation or a foul.

**Art. 8.** 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 beckoning signal should be withheld.

**A.R. 51.** After a successful free throw, A1 enters the playing court before the throw-in, and A1's illegal entry is not detected until after the ball becomes live. **RULING:** A1 became a legal player when the ball became live. Because discovery of the violation came after the ball became live, the violation by A1 shall be ignored. (See Rule 10-3.8.a.)

**Art. 9.** An entering player shall not replace a free-thrower or designated jumper. 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.

**Art. 10.** During multiple free-throw 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.

- a. Substitutions during a timeout but before the warning signal are permissible before the first free-throw attempt.

**A.R. 52.** In a game involving electronic media, A1 is fouled in the act of shooting after the eight-minute mark. A1's try for goal is unsuccessful. B1 reported to the scorer before the foul and was waiting to enter the game. When is B1 permitted to enter the game? **RULING:** B1 is permitted to enter the game after the electronic media timeout ends and before A1 attempts the first try of the multiple free-throw sequence.

**A.R. 53.** After the second warning signal sounds for a timeout, A1 goes to the free-throw line to attempt two free throws. After the first free throw is successful and before the ball is at the disposal of A1 for the second free throw, A6 reports to the official scorer to become a substitute and then tries to enter the game as a substitute. **RULING:** A6 shall be allowed to enter before the last attempt of the multiple personal foul free throw because a live ball followed by a dead ball has occurred.

**Art. 11.** When a player is required to be replaced, such as for disqualification, injury or blood, before the administering of multiple free throws, all substitutes who legally reported to the official scorer before the player had to be replaced may enter the game.

**A.R. 54.** A1 is fouled and his or her try for goal is unsuccessful. During the try: (a) B1 commits his or her fifth (disqualifying) foul against A1; (b) A3 is injured or is bleeding, has blood on his or her body, or his or her uniform is saturated with blood and he or she cannot continue to play; (c) A4 is wearing illegal apparel. **RULING:** In all cases, a substitute shall be allowed into the game to become a player before the last try of the multiple free throw. In addition, all substitutes who had legally reported before the player had to be replaced may enter the game.

**Art. 12.** 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 with his or her replacement in the game.

**A.R. 55.** A direct technical foul is assessed against Team A. B6 replaces B1 and makes the second free throw. After the attempt, B1 desires to re-enter. **RULING:** Illegal. B1 may not re-enter before the next opportunity to substitute after the game clock has started after his or her replacement.

**A.R. 56.** During a dead ball, A6 replaces A5. Before the ball is put into play, a direct or indirect technical foul is assessed against Team B. A5 is designated by the coach to enter the game and attempt the free throw(s) resulting from Team B's technical foul. **RULING:** A5 may not re-enter to attempt the free throw(s) because the game clock has not been started since A5 left the game.

**Art. 13.** A player who legally enters the game during a dead ball may leave the game during that same dead-ball period without penalty.

**A.R. 57.** A1 is injured during a play in which A1 was fouled. As a result, A1 cannot attempt the free throw awarded to him or her. A6 replaces A1 and attempts the free throw, which is successful. A7 replaces A6 before the game clock starts. **RULING:** The procedure is legal. (See Rule 8-2.2.a.)

**Art. 14.** A player who has been injured to the extent that the coach or any other bench personnel is beckoned and/or comes onto the playing court shall be directed to leave the playing court once the extent of the injury has been ascertained unless a timeout is requested by and granted to his or her team.

**Art. 15.** An immediate substitute shall be required when a timeout has been granted for a player who is injured, bleeding or has a blood-saturated uniform 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.

**A.R. 58.** A1 and B1 collide and (a) are injured; (b) are bleeding; and (c) are evaluated and it is determined that their uniforms are saturated with blood. The coach from Team A requests and is granted a timeout. **RULING:** When a timeout is requested and granted to

either team, one or both players are permitted to remain in the game after the expiration of the timeout. No bleeding can be in evidence. A uniform that is saturated with blood needs to be replaced.

**A.R. 59.** A1 is injured and the referee beckons the coach and/or athletic trainer onto the playing court to assist the injured player. After the injured player is replaced, Team B requests and is granted a timeout. Play is about to resume and A1 is back on the playing court. **RULING:** A1 shall be prohibited from staying on the playing court. Team B's timeout does not make A1 eligible to return to play. Team A must request and be granted a charged timeout in order for A1 to remain in the game.

**Art. 16.** 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.

### **Section 5. Uniforms**

**Art. 1.** The torso of the game jersey shall be a single solid color from the base of the neck to the bottom of the game jersey. There shall be no color restrictions in the area of the game jersey from the base of the neckline to the shoulder seam. (When a back shoulder panel is used, it shall extend no more than 3 inches from the shoulder seam and shall be of the same color/design as the panel on the front of the game jersey from the base of the neckline to the shoulder seam.)

**Art. 2.** Game jerseys shall be of the same single solid color.

**Art. 3.** Game jerseys shall be tucked in the game pants.

***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.*

**A.R. 60.** An official tells A1 to tuck in his or her game jersey and then issues a warning to the coach of Team A. Later in the game, A2 is fouled. Before giving A2 disposal of the ball for the free throw, the official notices that A2's game jersey is untucked. **RULING:** A2 shall be permitted to attempt the free throw(s). When the free throw(s) are successful, he or she shall be instructed to leave the game. When the free throw(s) are not successful and he or she does not rectify the game-jersey violation before the next dead ball, A2 shall be instructed to leave the game.

**Art. 4.** The color, style and design of all teammates' game jerseys and game pants shall be alike.

**Art. 5.** Decorations permitted on game jerseys are:

- a. Side inserts, including trim, no more than 4 inches wide of any color/design, centered vertically below the armpit;
- b. Piping/trim not to exceed 1 inch around the neck and arm opening; and
- c. An institutional or conference logo or mascot at the center or apex of the neckline of the game jersey.

**Art. 6.** Decorations such as mascots and stars are permissible only on the game jersey within the 4-inch side insert or anywhere on the game pants.

**Art. 7.** A commemorative/memorial patch, flag or ribbon is permitted within the 4-inch side insert of the game jersey, anywhere on the game pants, anywhere on warm-up suits and within the area of the game jersey between the base of the front neckline and the shoulder seam of the jersey. When the commemorative/memorial patch or ribbon is on the shoulder strap of the game jersey, it shall be sewn on or attached with Velcro.

**A.R. 61.** Team A is wearing a patch for a special basketball event in which the team is participating. The patch is located in the area between the base of the front neckline and the shoulder seam of the jersey. Is this legal? **RULING:** No. Only a commemorative or memorial patch shall be located in this area; however, other patches may be located in the 4-inch side inserts of the jersey or anywhere on the game pants. Per the NCAA manuals, such a patch may include a commercial name only if that entity is the title sponsor of the event.

**Art. 8.** Manufacturers' or distributors' labels or trademarks are not permitted on the game jersey.

**Art. 9.** No more than two identifying names or abbreviations of the names may be placed on either, or on both, the front and back of the game jersey. The name(s) and/or abbreviation(s):

- a. Shall identify the school, the school nickname or mascot, or the player's name;
- b. Shall be placed vertically and/or horizontally. When placed horizontally, the lettering may be arched, but the first and last letters shall be in the same horizontal plane;
- c. May be placed no closer than 1 inch from the top or bottom of the uniform number;

- d. May have any form of decorative emphasis (e.g., paw, halo, crown, star) located above the name or abbreviation when the name or abbreviation is placed above the game-jersey number;
- e. May have a tail or an underscore located below them when the name or abbreviation is placed below the game-jersey number; or
- f. Shall be placed such that the number(s) is clearly visible.

**Art. 10.** Each team member's game jersey shall be numbered on the front and back with plain Arabic numerals.

- a. 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, 55. Team rosters can include 0 or 00 but not both. The numbers on the front and back of the game jersey shall be of the same color and style.
- b. 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 3/4 inch in width.
- c. Numbers shall be centered on the front and back of game jerseys.
- d. No more than three colors may be used on uniforms. The style used for the uniform number shall allow for the uniform number to be clearly visible and shall conform to the following:
  1. A solid contrasting color with no more than two solid 1/4-inch borders. A solid contrasting "shadow" trim, not to exceed 1/2 inch in width, may be used on part of the uniform number. When the game-jersey color is used as a border, it shall be counted as one of the allowed colors.
    - a. The game-jersey color itself shall be counted as one of the allowable colors when bordered with not more than two 1/4-inch solid border(s) contrasting with the game-jersey color.

**Art. 11.** Members of the same squad shall not wear identical numbers.

- a. When such an infraction occurs, the second-listed squad member in the official scorebook (and any following member) wearing an identical number shall be charged with an indirect technical foul. The penalty shall be imposed when the infraction is discovered.

- b. When there is duplication, only one squad member shall be permitted to wear a given uniform number. All others must change to a uniform number not already in use before they may participate.

**Art. 12.** Opposing team uniforms shall be of contrasting colors. The home team should wear light game jerseys and the away team should wear dark game jerseys.

**A.R. 62.** Contesting teams have uniforms of the same color. **RULING:** When possible, each team should have two sets of uniforms, one of light color and the other of dark color. The light color should be for home games. The team that violates this rule shall change. When there is doubt, the officials shall require the home team to change; on a neutral floor, the officials shall decide which team shall change.

**Art. 13.** An undershirt is considered to be part of the game jersey and must be a color similar to that of the game jersey. In addition, the sleeves and neckline of undershirts shall be unaltered. (e.g., no cut-off sleeves or cut necklines) Both sleeves shall be of the same length and not extend beyond the elbows. No logos, decorations, trim, commemorative patches, lettering or numbering may be used on an undershirt. An illegal undershirt shall not be worn.

**A.R. 63.** May a player remain in the game after being assessed an indirect technical foul for wearing an illegal undershirt or undergarment? **RULING:** Similar to the rule regarding jewelry, illegal undershirts or undergarments shall not be worn. The player shall leave the game and remove the illegal apparel; however, no technical foul shall be assessed.

**Art. 14.** Undergarments shall not extend below the game pants and shall be similar in color to that of the game pants.

**Art. 15.** Headbands that are non-abrasive, unadorned, single-colored (similar to the dominant color of the game jersey or white) and not wider than 2 inches are permissible.

- a. Headbands made of cloth, elastic, fiber, soft leather, pliable plastic or rubber are legal.
- b. One manufacturer's logo or one institutional logo/mascot which shall meet the restrictions of Rule 3-6 is permitted.

**Art. 16.** Wristbands no wider than 2 inches made of single-color cloth similar to the dominant color of the game jersey or white and unadorned (except for one manufacturer's logo or one institutional logo/mascot, which shall meet the size restrictions of Rule 3-6) are legal.

**A.R. 64.** Substitute A6 attempts to enter the playing court with a headband or wristband that is not in compliance with the single, dominant color of the game jersey. **RULING:** Substitute A7 shall not be permitted to enter the game before either wearing the appropriate head band or wristband or removing them.

## **Section 6. Uniforms—Logos, Labels, Trademarks**

Game pants (but not game jerseys or T-shirts) and all other items of apparel (e.g., warm-ups, socks, headbands, wristbands and towels) may:

**Art. 1.** Bear either a single manufacturer's or distributor's normal logo, label or trademark or an institutional logo or mascot but not both.

- a. The logo, label or trademark shall be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does not exceed 2 1/4 square inches, including any additional material (e.g., patch) surrounding the normal trademark or logo.
- b. When an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does not exceed 2 1/4 square inches.

## **Section 7. 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 non-pliable substance, shall be prohibited.

**Art. 3.** The prohibition of the use of hard-substance material does not apply to the upper arm, shoulder, thigh or lower 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/or 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 if they are covered properly. A protector for a broken nose, even though made of hard material, shall be permissible when it does not endanger other players. Eyeglass protectors are appropriate equipment when they meet the qualifications outlined in this rule.

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

**A.R. 65.** Substitute A6 attempts to enter the playing court wearing jewelry, an illegal headpiece or hat. **RULING:** Substitute A6 shall not be permitted to enter before removing the jewelry, illegal headpiece or hat. A6 cannot “buy” his or her way into the game and the right to wear the illegal jewelry, illegal headpiece or hat by being charged with an indirect technical foul.

**A.R. 66.** Player A5 is found to be wearing jewelry. **RULING:** At the first dead ball, A5 shall be required to remove the jewelry immediately or be required to leave the game and not return until after removing the jewelry. A5 cannot “buy” the right to wear the jewelry by being charged with an indirect technical foul.

**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 4

## Definitions

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### Section 1. Airborne Shooter

**Art. 1.** An airborne shooter is in the act of shooting.

**A.R. 67.** A1 is in the air on a jump shot in the lane. A1 releases the ball on a try and is fouled by B1, who has jumped in an unsuccessful attempt to block the shot. A1's try is: (a) successful; or (b) unsuccessful. **RULING:** A1 shall be an airborne shooter when the ball is released until he or she returns with one foot touching the floor. An airborne shooter shall be in the act of shooting. B1 has fouled A1 in the act of shooting. A1 shall be awarded one free throw in (a), and two in (b).

**Art. 2.** An airborne shooter is a player who has released the ball on a try for goal until one foot has returned to the floor.

### Section 2. 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 and ends when the throw-in is completed or when the throw-in team commits a violation.

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

### Section 3. Basket

**Art. 1.** Each basket consists of the 18-inch ring, its flange and braces, and appended net through which players attempt to throw or tap the ball.

**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.

### Section 4. Basket Interference

**Art. 1.** Basket interference occurs when a player:

- a. Touches the ball or any part of the basket while the ball is on or within the basket;
- b. Touches the ball while any part of it is within the cylinder that has the ring as its lower base; or
- c. Reaches through the basket from below and touches the ball before it enters the cylinder.

**A.R. 68.** The ball is touching the side of the ring of Team A. B1 jumps and contacts the net. The ball is not touching the top of the ring. **RULING:** No violation. The ball shall remain live.

**A.R. 69.** While the ball is touching the top of the ring on a field-goal attempt, a player emphatically grasps the ring. **RULING:** Double infraction. Both basket interference and an indirect technical foul shall be called. The moment the hand touched the ring, it was basket interference. When the player emphatically grasped the ring, an indirect technical foul occurred. (See Rule 10-3.12.)

**A.R. 70.** The ball enters the basket during a field-goal try by A1. Before the ball is in flight for the try, A1 is fouled. A2 touches the ring while the ball is in the basket. **RULING:** Basket interference on A2. The goal shall be canceled. A1 shall be awarded two free throws because of the foul.

**A.R. 71.** A1 rebounds the ball while part of the ball is in the cylinder and, in the same continuous motion, dunks. **RULING:** Basket interference. The ball shall be ruled dead when A1 contacts the ball in the cylinder, and the dunking of the dead ball shall be ignored. The basket shall be disallowed.

**Art. 2.** Basket interference also occurs when a movable basket ring is pulled down by a player so that it contacts the ball before the ring returns to its original position.

## **Section 5. Batting the Ball**

**Art. 1.** Batting the ball is intentionally striking the ball or intentionally changing its direction with the hand or arm.

## **Section 6. Bench Personnel**

**Art. 1.** Bench personnel includes anyone in the team bench area and substitutes.

## **Section 7. Blocking**

**Art. 1.** Blocking is illegal personal contact that impedes the progress of an opponent.

## Section 8. Charging

**Art. 1.** Charging is illegal personal contact by pushing or moving into an opponent's torso.

**A.R. 72. (Men)** B1 is standing under the basket before A1 jumps for a layup. The forward momentum of A1 causes contact with B1. **RULING:** B1 is entitled to the position provided that there was no movement into such position by B1 after A1 leaped from the floor. When the ball goes through the basket before the contact occurs, the contact shall be ignored unless B1 has been placed at a disadvantage by being unable to rebound when the shot is missed or unable to put the ball in play without delay, when the try is successful. When the contact occurs before the ball becomes dead, a charging foul has been committed by A1. When B1 moves into the path of A1 after A1 has left the floor, the foul shall be on B1. It shall be an intentional foul when a player moves into the path of an airborne opponent with the intent to undercut and contact results. When the moving player moves under the airborne opponent and there is danger of severe injury as a result of the contact, it shall be a flagrant personal foul on the moving player.

**A.R. 73. (Women)** B1 is standing directly under (a) the cylinder or (b) the backboard before A1 jumps for a layup. The forward momentum of airborne shooter A1 causes A1 to run into B1. **RULING:** In both (a) and (b), B1 is not in a legal guarding position. Blocking foul on B1.

## Section 9. Bonus Free Throws

**Art. 1.** One type of bonus free throw is a second free throw that is awarded for each common foul (except a player-control or team-control foul) committed by a player of a team, beginning with that team's seventh foul in a half, which is a combination of personal fouls, direct technical fouls, (men) intentional technical fouls and flagrant technical fouls, provided that the first free throw for the foul is successful.

**Art. 2.** The other type of bonus free throw occurs starting with the offending team's 10th team foul in a half, which is a combination of personal fouls, direct technical fouls, (men) intentional technical fouls and flagrant technical fouls. From this point, two free throws shall be awarded for each common foul (except a player-control or team-control foul).

**A.R. 74. (Men):** The bonus is in effect; and, while the ball is in flight during a try for a field goal, A1 charges into B1, which is Team A's seventh foul in the half. After this, there is a basket-interference violation by: (a) B2, or (b) A2. **RULING:** (a) Both the personal foul by A1 and the violation by B2 shall be penalized, but in the reverse order of occurrence. First, two points shall be awarded to Team A because of the violation by B2; B1 shall be awarded a one-and-one, and the ball shall remain live when the last throw is not successful and it touches the ring or flange. When A1's foul is Team A's 10th or higher foul in a half, including any combination of those described in Rule 4-9.2, award

two shots and the ball remains in play. Beginning with the 10th foul in a half, including any combination of those described in Rule 4-9.2, two shots shall be awarded for each common foul (except a player-control foul or team-control foul). In (b), there are no rule complications. The violation caused the ball to become dead. Ordinarily, the ball would go to Team B at the designated spot nearest to where the foul occurred. However, this penalty shall be ignored because of the penalty enforcement for the foul by A1. Had the bonus rule not been in effect, the ball would be awarded to Team B at a designated spot nearest to where the foul occurred. (See Rule 9-16.3.)

**Art. 3.** Player-control fouls and team-control fouls shall count as team fouls for reaching the bonus.

**Art. 4.** All direct technical fouls charged to bench personnel shall count toward the team-foul total and bonus.

### **Section 10. Boundary Lines**

**Art. 1.** 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 11. Closely Guarded**

**Art. 1. (Men)** A player in control in the front court only while holding or dribbling the ball is closely guarded when his 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. (Women)** A player in control anywhere on the playing court while holding (not dribbling) the ball is closely guarded when her opponent is in a guarding stance at a distance not exceeding 3 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. 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 his or her opponent, who is within 6 feet (**men**) or 3 feet (**women**), a closely guarded situation does not exist.

### **Section 12. Continuous Motion**

**Art. 1.** 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 habitual throwing movement starts a try or with the touching on a tap and ends when the ball is clearly in flight.

### **Section 13. In 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; or
- c. When a player of that team has disposal of the ball for a throw-in.

**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;
- 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 14. Cylinder**

**Art 1.** The cylinder is the imaginary geometric figure that has the ring as its base and is formed by the upward extension of that ring.

### **Section 15. Designated Spot**

**Art. 1.** A designated spot is the location at which a thrower-in is presented disposal of the ball out of bounds from which he or she cannot move until releasing the ball. For a flagrant technical foul or an **(men)** intentional technical foul, the designated spot is at the out-of-bounds location at the division line.

**Art. 2.** A designated spot shall be 3 feet wide with no depth limitation.

### **Section 16. 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 him or her;
- c. Placed at a spot on the floor; or
- d. Available to a player after a goal.

### **Section 17. Disqualified Player**

**Art. 1.** A disqualified player is one who is barred from further participation in a game because of:

- a. Committing a fifth foul, including personal fouls, direct technical fouls and **(men)** intentional technical fouls; or
- b. Ejection.

**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 player and coach 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.

**A.R. 75.** A5 is fouled during an unsuccessful try for goal. As A5 goes to the free-throw line, A5 is assessed an unsportsmanlike technical foul, which is A5's fifth and disqualifying foul. The scorer (a) informs the official that A5 has been disqualified or (b) does not inform the official that A5 has been disqualified and A5 attempts the free throws.

**RULING:** In (a), a Team B player shall attempt the free throws for the direct technical foul assessed to A5. Play is resumed at the point of interruption and the substitute for A5 would then attempt the free throws awarded when A5 was fouled in the act of shooting. In (b), since A5 and A5's coach were not notified of the disqualification, the result of

A5's free throws (following the free throws awarded to Team B for direct technical foul on A5) shall stand.

**Art. 5.** A disqualified player shall be replaced within a 20-second time limit. A signal shall be sounded both 5 seconds before the expiration of this time limit and at the end of the time limit, with the latter signal indicating that play shall resume.

### **Section 18. 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.

**A.R. 76.** In the front court of Team A (the back court of Team B), A1 passes the ball to A2. B1, in an attempt to secure the ball, bats it down the playing court toward B's basket. The ball bounces several times before B1 can recover it in B's front court. B1 dribbles to B's basket and scores. **RULING:** Legal. The bat of the ball by B1 shall not be considered part of the dribble. B1 does not have control of the ball until securing it after batting it.

**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:

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

**A.R. 77.** A1, while advancing the ball by dribbling, manages to keep a hand in contact with the ball until it reaches its maximum height. A1 maintains such control as the ball descends, pushing it to the playing court at the last moment; however, after six or seven bounces, A1's hands are in contact with the ball and the palm of the hand on this particular dribble is skyward. **RULING:** Violation. The ball has come to rest on the hand while the palm and the fingers are facing upward, so the dribble has ended. When the player continues to move or stand still and dribble, the player has committed a violation by dribbling a second time. (See Rule 9-7.)

**A.R. 78.** Is a player considered to be dribbling while touching the ball during a jump, when a pass rebounds from the player's hand, when the player fumbles or when the player

tips a rebound or pass away from other players who are attempting to get it? **RULING:** No. The player is not in control under these conditions and therefore is not dribbling.

**A.R. 79.** A1 dribbles and comes to a stop, after which A1 throws the ball: (a) against the opponent's backboard and catches the rebound; or (b) against the official, immediately recovering the ball and dribbling again. **RULING:** A1 has committed a violation in both (a) and (b). Throwing the ball against an opponent's backboard or an official constitutes another dribble, provided that A1 is first to touch the ball after it strikes the official or the backboard.

**A.R. 80.** A1 is dribbling the ball when: (a) A1 bats the ball over the head of an opponent, runs around the opponent, bats the ball to the playing court and continues to dribble or (b) A1 fumbles the ball in an attempt to complete his or her dribble and causes the ball to roll out of reach so that A1 must run to recover it. **RULING:** Violation in (a) because the ball is touched twice during a dribble, before the ball touches the playing court. In (b), it is illegal to continue to dribble but A1 may recover the ball.

**A.R. 81.** A1, after (a) receiving a pass, or (b) ending his dribble, passes the ball to A2. A2 leaves the area on a cut to the basket. A1 goes to the area vacated by A2 and recovers the ball. **RULING:** In order for a pass to occur, the thrown ball must be touched by another player. This did not occur in (a) or (b). In (a) A1's attempted pass was the start of his dribble. When he recovered the ball and started another dribble, he would have committed a violation. (Had A1, after releasing his pass, which was the start of his dribble, not recovered the ball but rather continued his dribble, he would not have violated.) In (b), A1 had previously ended a dribble before his attempted pass to A2. A1's release of the ball on his attempted pass to A2 was the start of a second dribble. When A1 recovered the ball he ended his dribble. A1 committed a violation after he touched the ball.

**A.R. 82.** After ending a dribble, A1 leaves the playing court to attempt a try for goal. While airborne, A1 fumbles the ball. A1 (a) recovers the fumble while airborne, or (b) recovers the fumble after returning to the floor. A1 dribbles the ball. The official calls a violation. Is the official correct? **RULING:** Yes. In (a) and (b) A1 is permitted to recover the ball but after recovering the ball, A1 started a second dribble. However, if a fumble is touched by another player and then recovered by A1, while airborne or after a return to the floor, A1 is allowed to start another dribble. If A1 had not previously dribbled the ball, and while airborne fumbled and recovered the ball (while airborne or after a return to the floor), he is permitted to start a dribble.

**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. Acknowledgment of a timeout request.

- c. **(Men)** Five-second closely guarded dribbling violation.

**A.R. 83.** A1 is dribbling the ball in the front court when the ball momentarily gets away from him or her. While the dribble is interrupted: (a) A1 pushes B2 while trying to retrieve the ball; (b) A2 is in the lane for four seconds; and (c) A1 calls a timeout. **RULING:** (a) Team-control foul on A1; (b) three-second violation on A2; or (c) a timeout shall not be acknowledged during an interrupted dribble.

### **Section 19. Dunk**

**Art. 1.** A dunk 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.

### **Section 20. Ejection**

**Art. 1.** Ejection is the act of dismissing 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 his or her team's locker room until the game is over.

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

- a. Committing a flagrant personal foul or flagrant technical foul;
- b. Incurring the maximum 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;
- e. Participating after having been disqualified for a reason other than ejection; or
- f. Participating after changing one's uniform number without reporting the change to the scorers and an official.

### **Section 21. Entering Player**

**Art. 1.** An entering player is a substitute who has been beckoned onto the playing court by an official.

### **Section 22. Extra Period**

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

**Art. 2.** The length of each extra period shall be five minutes.

### **Section 23. Fighting**

**Art. 1.** 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. 2.** When during a confrontation, an individual attempts to strike another individual with any of the actions defined in Art. 1, whether there is contact is irrelevant. The perpetrator shall be deemed to have been involved in a fight.

**Art. 3.** When during a confrontation, an individual uses unsportsmanlike acts or comments which, 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. 4.** When a physical confrontation has occurred, the officials shall responsibly determine the individuals who were involved in the fight or left the bench area to participate.

**Art. 5.** A combative confrontation may occur when the ball is live, in which case, it is a flagrant personal foul; or when the ball is dead, and a flagrant technical foul shall be assessed.

**Art. 6.** When during the course of play, an individual strikes an opponent with the hand, elbow, arm, foot, knee or leg in a non-confrontational manner but the act is excessive or severe, it shall be ruled as a flagrant foul and not a fighting action. When a defined body part is used to strike an opponent but the contact is not severe or excessive, a judgment shall be made by the official as to whether the contact is intentional.

**Art. 7.** Anytime an individual uses a closed fist in a non-confrontational manner, it shall be deemed that the individual has initiated a fighting act and shall be penalized accordingly.

**Art. 8.** When any flagrant foul is ruled to be a fight, the fighting penalty shall be invoked.

### **Section 24. Followers**

**Art. 1.** Followers are fans, bands, cheerleaders and mascots associated with a particular team.

### **Section 25. Forfeit/No Contest**

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

**Art. 2.** 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 26. Foul**

A foul is an infraction of the rules that is charged to a squad member or a coach and is penalized in various ways. Following are the types of fouls:

**Art. 1. 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.

**Art. 2. Common foul.** A common foul shall be a personal foul that is neither flagrant nor intentional, nor committed against a player trying for a field goal, nor part of a double, multiple or simultaneous foul.

**Art. 3. (Men) Indirect and direct technical foul.** A technical foul that is direct or indirect shall be a foul by any player, squad member, coach, bench personnel or followers that neither involves contact with an opponent nor causes contact with an opponent while the ball is dead. Examples of indirect and direct technical fouls shall include:

- a. Unsportsmanlike conduct (direct);
- b. Requesting an excessive timeout (indirect); and
- c. Hanging on the ring, except when doing so to prevent an injury (indirect).

**Art. 3. (Women) Indirect and direct technical foul.** A technical foul that is direct or indirect shall be a foul by any player, squad member, coach, bench personnel or follower that neither involves contact nor causes contact with an opponent while the ball is dead. A direct technical foul is also a non-flagrant foul by any player that involves contact or causes contact with an opponent while the ball is dead.

Examples of indirect and direct technical fouls include:

- a. Unsportsmanlike conduct (direct);
- b. Requesting an excessive timeout (indirect);
- c. Hanging on the ring, except when doing so to prevent an injury (indirect); and

- d. Making non-flagrant contact with an opponent while the ball is dead (direct).

**Art. 4. Flagrant personal foul, live ball.** A flagrant personal foul shall be a personal foul that involves severe or excessive contact with an opponent or involves contact that is extreme in nature while the ball is live.

**Art. 5. Flagrant technical foul, dead ball.** A flagrant foul shall be a technical foul when it involves either unsportsmanlike conduct that is extreme in nature, or severe, excessive contact against an opponent while the ball is dead.

- a. An exception is a foul by an airborne shooter.

**Art. 6. Intentional personal foul.** An intentional foul shall be a personal foul that, on the basis of an official's observation of the act, may be purposeful or reactionary and is not based solely on the severity of the act. Examples include, but are not limited to:

- a. Causing excessive, non-flagrant contact with an opponent while playing the ball;
- b. Contact which is not a legitimate attempt to play the ball or player, specifically designed to stop or keep the clock from starting;
- c. Pushing or holding a player from behind to prevent a score;
- d. 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; and
- e. Contact with a player making a throw-in.

**A.R. 84.** After a field goal by B1, Team A leads Team B, 61-60. A1 has the ball for a throw-in with four seconds remaining in the game. A1 holds the ball and B2 crosses the boundary line to hold A1. **RULING:** An intentional personal foul shall be charged to B2. The time remaining to play is not a factor. This circumstance shall not permit a warning.

**Art. 7. (Men) Intentional technical foul.** An intentional technical foul involves intentionally contacting an opponent in a non-flagrant manner when the ball is dead.

**Art. 8. Player-control foul.** A player-control foul is a common foul committed:

- a. **(Men)** By a player when he is in control of the ball.

b. **(Women)** By a player when she is in control of the ball or by an airborne shooter.

**A.R. 85. (Women)** A1 ends the dribble, passes the ball to A2 and charges into B2: (a) while the ball is in the air; or (b) after A2 has control. **RULING:** The foul on A1 in both (a) and (b) is not a player-control foul since A1 was not holding or dribbling the ball and was not an airborne shooter in either situation. In (a), when the official is in doubt as to whether the foul occurred before or after the ball was released on the pass, the foul should not be ruled a player-control foul.

**A.R. 86. (Women)** Is it possible for airborne shooter A1 to commit a foul that would not be a player-control foul? **RULING:** Yes. The airborne shooter could be charged with an intentional, personal or flagrant foul or with a technical foul. None of these fouls can be player control. When an airborne shooter commits a foul that is not a player-control foul, the infraction shall be penalized as dictated by the type of foul.

**A.R. 87. (Women)** Airborne A1 is fouled by B1 during a try for a field goal. A1 releases the ball then illegally contacts B2 in returning to the floor after the shot. The ball goes through the basket. **RULING:** This shall be a false double foul. The foul by B1 did not cause the ball to become dead since A1 had started the trying motion. However, airborne shooter A1's foul shall be a player-control foul that causes the ball to become dead immediately. No goal can be scored even when the ball goes through the basket before the foul. Since the try is unsuccessful, A1 shall be awarded two free throws for the foul by B1. No players shall be allowed in lane spaces since Team B shall be awarded the ball after the last free throw. When the last free throw is successful, the throw-in shall be from anywhere along the end line. When the last free throw is unsuccessful, the throw-in shall be from a designated spot, in this case, the end line.

**Art. 9. Team-control foul.** A team-control foul is a common foul that is committed by a member of a team that has team control.

**A.R. 88.** B1 commits a common foul on A1 before the bonus is in effect for either team. The ball shall be awarded to Team A at a designated spot nearest to where the foul occurred. A2 fouls B2 during the throw-in before the game clock is started. Team B is in the bonus. **RULING:** A2's foul is a team-control foul since it occurred during the throw-in. The foul shall be charged to A2 and the ball shall be awarded to Team B at a designated spot nearest to where the foul occurred.

**Art. 10. Double personal foul.** A double personal foul occurs when two opponents commit personal fouls against each other at approximately the same time.

**Art. 11. Double technical foul.** A double technical foul occurs when opponents commit technical fouls against each other at approximately the same time.

**Art. 12. 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 but such that at least one of the attributes of a double foul is absent.

**A.R. 89.** A1 is entitled to a one-and-one free throw. Before the ball is handed to A1, Team A's coach is assessed a direct technical foul. **RULING:** The direct technical foul creates a false double foul. Team B shall be awarded two free throws because of the direct technical foul on coach A. After Team B shoots the free throws for the technical fouls, A1 shall attempt the one-and-one since that was the point of interruption.

**Art. 13. Multiple foul.** A multiple foul occurs when two or more teammates commit personal fouls against the same opponent at approximately the same time.

**Art. 14. 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.

**Art. 15. Simultaneous technical foul.** A simultaneous technical foul can be direct, indirect, flagrant or (men) intentional and occurs when there is a technical foul committed by each team, at approximately the same time, but not by opponents against each other.

**Art. 16. Simultaneous personal foul.** A simultaneous personal foul by opponents occurs when a personal foul is committed by each team at approximately the same time but not by opponents against each other.

## **Section 27. 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 free throw starts when the ball is placed at the disposal of the free-thrower.

**Art. 3.** 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 28. Front Court/Back Court**

**Art. 1.** A team's front court 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 back court 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 front court or back court 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 back court when either the ball or the player (either player when the ball is touching more than one) is touching the back court. It shall be in the front court when neither the ball nor the player is touching the back court.

**A.R. 90.** As Team A advances the ball from its back court toward its front court, A1 passes the ball to A2. A2 catches the ball while both feet are on the playing court with one foot on either side of the division line. In this situation, either foot may be the pivot foot. (a) A2 lifts the foot that is in the back court and then puts it back on the floor in the back court; or (b) A2 lifts the foot that is in the front court, pivots and puts it on the floor in the back court. **RULING:** In (a), back-court violation. When A2, while holding the ball, lifts the foot that was in the back court, the ball is in the front court. When A2's foot touches in the back court, it shall be a violation. In (b), when A2 lifts the foot that is in the front court and places it down in the back court, the location of the ball has not changed. The ball is still in the back court and no violation has occurred. (See Rule 4-28.2.)

- 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 back court to front court, the ball shall be in the front court when both feet of the dribbler and the ball touch the playing court entirely in the front court.

## **Section 29. Fumble**

**Art. 1.** A fumble shall be 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 30. Game Clock**

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

**Section 31. Goal**

**Art. 1.** A goal shall be made when:

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

**Art. 2.** Whether the game clock is running or stopped shall have no influence on the counting of a goal.

**Section 32. Goaltending**

**Art. 1.** Goaltending shall have occurred when a player touches the ball during a field-goal try and each of the following conditions is met:

- a. The ball is in its downward flight; and
- b. 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. 2.** 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.

**Section 33. Guarding**

**Art. 1.** Guarding shall be 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 shall be (men) 6 feet or (women) 3 feet when closely guarded. 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 is holding the ball (for men, this distance also applies while dribbling).

**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.

**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 attain a guarding position.

**A.R. 91.** B1 slips to the floor in the free-throw lane. A1 (with his/her back to B1, who is prone) receives a pass, turns and, in his or her attempt to drive to the basket, trips and falls over B1. **RULING:** Foul on B1, who has taken an illegal defensive 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 attained legal position before the opponent left the playing court.

**A.R. 92.** B1 takes a spot on the playing court before A1 jumps to catch a pass. (a) A1 returns to the playing court and lands on B1, or (b) B1 moves to a new spot while A1 is airborne. A1 comes to the floor on one foot and then charges into B1. **RULING:** In both (a) and (b), the foul shall be on A1.

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

- a. Time and distance shall be required to attain an initial legal position; and
- b. The guard shall give the opponent the time and distance to avoid contact.

**A.R. 93.** A1 runs toward Team A's goal and looks back to receive a fast-break outlet pass. B1 takes a position in the path of A1 while A1 is 10 feet away from B1. (a) A1 runs into B1 before receiving the ball; or (b) A1 receives the ball and, before taking a step, contacts B1. **RULING:** In both (a) and (b), A1 shall be held responsible for contact. B1 took a position in the path of A1 that was far enough away from A1 to avoid contact.

- c. The distance given by the opponent of the player without the ball need not be more than two strides.
- d. When the opponent is airborne, the guard shall have attained legal position before the opponent left the playing court.

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

- a. Is not required to continue having the torso face the opponent.

- b. Is required to have either one foot or both feet on the playing court (cannot be out of bounds).
- c. May raise the hands or may jump within his or 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.
- 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.
- 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.

### **Section 34. 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 in pressing tactics; 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. Player attempting a try for field goal; or
- c. Player holding the ball.

**Art. 3.** A player shall be permitted to hold his or her hands and arms in front of his or 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 his or 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 his or 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 one's elbow(s) and make contact when one's

- 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.

*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 excessive 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 35. Held Ball**

**Art. 1.** A held ball occurs when an opponent places his or her hand(s):

- a. So firmly on the ball that control cannot be obtained without undue roughness.
- b. On the ball to prevent an airborne player from throwing the ball or attempting a try.

**A.R. 94.** A1 is dribbling the ball and falls to the floor while still dribbling. While seated on the floor, A1 loses the ball and it is rolling away. As B1 comes in to try to get the ball, A1 reaches out with his or her legs, clamps the loose ball between his or her feet and

brings it toward his or her body. A1 never places his or her hands on the ball. The ball is between A1's legs as B1 gets both hands on the ball. **RULING:** A held ball cannot be called because A1 does not have his or her hands on the ball. A1 is intentionally using his or her feet to play the ball. This is illegal per Rule 4-43. A violation shall be called on A1.

**A.R. 95.** A1 jumps for a try for field goal. B1 jumps to defend against the try and (a) touches the ball before it leaves A1's hand and A1 returns to the floor with the ball and the ball never loses contact with A1's hand(s) or (b) the ball loses contact with A1's hand(s), A1 retrieves the ball while in the air and returns to the floor in possession of the ball and begins to dribble or (c) after the ball touches the floor, A1 recovers the ball and begins to dribble. **RULING:** In (a), the official shall call a held ball. In (b) and (c), the play shall be legal. A1 has gained a new possession in both instances.

**A.R. 96.** A1 jumps to throw the ball. B1 prevents the throw by placing one or both hands on the ball and: (a) A1, or (b) A1 and B1 both return to the playing court holding the ball. **RULING:** Held ball. However, when A1 voluntarily drops the ball before returning to the playing court and then touches the ball before it is touched by another player, A1 has committed a violation for the illegal start of a dribble.

**A.R. 97.** Team A has been awarded a throw-in after a violation. A1, during the throw-in, breaks the boundary plane with the ball and extends the ball over the playing court. B1 causes a held ball. The possession arrow favors Team A. **RULING:** A1's breaking the boundary plane and extending the ball over the playing court does not violate throw-in provisions. B1 legally grabbed a live ball and caused a held ball. The ball shall be awarded to Team A for an alternating-possession procedure.

## **Section 36. Holding**

**Art. 1.** Holding is illegal personal contact with an opponent that interferes with the opponent's freedom of movement.

## **Section 37. Inadvertent Whistle**

**Art. 1.** An inadvertent whistle occurs anytime an official blows the whistle as an oversight and does not have a call to make.

## **Section 38. Incidental Contact**

**Art. 1.** 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 his or 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 his or her visual field may make inadvertent contact with the screener. Such contact shall be incidental, provided that the screener is not displaced when he or 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 responsibility for contact shall be that of the player in the unfavorable position.

### **Section 39. Intermission**

**Art. 1.** Intermission is the time between the first and second periods and any extra period(s).

- a. Cheerleaders/dance teams and mascots are allowed on the playing court and bands, musical instruments, or recorded music can play or be played during intermission(s).

### **Section 40. 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(s) 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 and shall end when it touches a non-jumper, the floor, basket or backboard.

### **Section 41. Jumpers**

**Art. 1.** Jumpers are the two opposing players vying for the tip during a jump ball.

### **Section 42. 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 43. Kicking the Ball**

**Art. 1.** Kicking the ball is striking it intentionally with any part of the leg or the foot.

**Art. 2.** Accidentally striking the ball with the foot or leg shall not be a violation.

**A.R. 98.** A1 is on the floor with the ball lodged between the upper part of the legs. B1 attempts to gain possession of the ball by placing two hands firmly on the ball; however, A1 applies vice-like force with the upper legs, which prevents B1 from gaining possession of the ball. **RULING:** A1 has committed a violation. The intent of this rule is to prevent a player from gaining an advantage by using any part of the leg. Although A1 did not kick or strike the ball with any part of the leg, the player did gain an illegal advantage, which may also lead to undue roughness. Since A1 was not holding the ball in his or her hands, B1's firm placement of his or her hands on the ball does not constitute a held ball.

### **Section 44. Location of a Player**

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

- a. Where he or she is touching the floor, as far as being inbounds or out of bounds.
- b. In the front court or back court.
- c. Outside or inside 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 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.

**A.R. 99.** An official is in the front court when he or she runs into a pass thrown by A1 from Team A's back court. After touching the official, the ball (a) goes out of bounds or (b) rebounds to the back court, where it is recovered by A3. **RULING:** Touching the official shall be the same as touching the floor where the official is standing. In (a), the ball shall be awarded to Team B for a throw-in at a designated spot nearest to where the violation occurred. In (b), since A1 was the last player to touch the ball before it returned to the back court, A1 caused it to go there. Back-court violation. Award a throw-in to Team B at a designated spot nearest to where the violation occurred. (See Rule 9-12.1.)

### **Section 45. Multiple Free Throw**

**Art. 1.** A multiple free throw is a succession of free throws attempted by the same team.

### **Section 46. Pass**

**Art. 1.** 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 47. Penalty**

**Art. 1.** A penalty for a foul is the charging of the offender with the foul and awarding one or more free throws, or awarding the ball to the opponent for a throw-in. For any flagrant 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 48. Pivot**

**Art. 1.** 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 49. Player**

**Art. 1.** A player is one of five or fewer members of a team's personnel who is legally on the playing court to participate.

### **Section 50. Playing Court**

**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.

### **Section 51. Point of Interruption**

**Art. 1.** Point of interruption is a procedure used to resume play because of:

- a. An official's inadvertent whistle, as in Rules 4-37 and 7-5.21.
- b. An interrupted game, as in 5-4.
- c. A correctable error, as in 2-11.4.
- d. A double personal or simultaneous personal foul, as in Rules 4-26.10 and 4-26.16.
- e. Any technical foul(s).

**Art. 2.** Play shall be resumed after any appropriate penalty is administered 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 with no reset of the shot clock.
- b. 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.
- c. 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 half/extra period is involved.

**Exceptions:** A defensive technical foul (shot clock is reset), a single flagrant technical foul (ball awarded at the division line), (men) a single intentional technical foul (ball awarded at the division line) and (women) excessive timeout technical foul (loss of possession).

## **Section 52. Post Player**

**Art. 1.** A post player is any offensive or defensive player in the lane area with or without the ball with his or her back to the basket. The lane area includes the three-second lane (Rule 4-64) and approximately three feet just outside the lane.

## **Section 53. Rebound**

**Art. 1.** A rebound is an attempt by any player to secure possession of the ball after a try for goal. In a rebounding situation, there is no player or team control.

**Art. 2.** To attain 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 his/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.

### **Section 54. 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.

**A.R. 100.** After a timeout, Team A is entitled to the ball for a throw-in. The referee blows the whistle indicating that the timeout has ended. When Team A is not at the designated spot ready to take the ball, the referee shall place the ball on the floor out of bounds at the disposal of Team A. The visible count begins and: (a) A1 picks up the ball and releases it for the throw-in within the allotted five seconds; (b) Team A does not pick up the ball within five seconds; (c) because Team A did not comply with throw-in provisions after a timeout, Team B is entitled to possession for a throw-in, but Team B does not get to the designated spot within five seconds after the referee places the ball on the floor at Team B's disposal. **RULING:** In (a), legal play. In (b), violation on Team A. The referee shall blow the whistle and begin a five-second count when the ball is handed to Team B for the throw-in or placed on the floor at Team B's disposal. In (c), violation on Team B. The referee shall assess a double indirect technical foul. Each team shall be penalized for delay of game. No free throws shall be shot by either team. Play shall resume at the point of interruption.

### **Section 55. 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 56. Scorebook**

**Art. 1.** The scorebook is the book or form in which the official scorer records the statistics of the game.

### **Section 57. Screen**

**Art. 1.** A screen is legal 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:

- a. Shall stay within his or her vertical plane with a stance approximately 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. Shall not be required to face in any particular direction at any time.

**A.R. 101.** A defensive player maneuvers to a position in front of post player A1 to prevent A1 from receiving the ball. A pass is made over the head and out of reach of the defensive player. Post player A1 moves toward the basket to catch the pass and try for goal. As the pass is made, a teammate of the defensive player moves into the path of A1, in a guarding position. **RULING:** This action involves a screening principle. The defensive player has switched to guard a player who does not have the ball. Therefore, the switching player must assume a position one or two strides in advance of the pivot player (depending upon the speed of movement of the pivot player) to make the action legal. When A1 has control of the ball (provided that the pivot player is not in the air at the time), the play shall become a guarding situation. When it is a guarding situation involving the player with the ball, time and distance shall be irrelevant.

### **Section 58. Shooter**

**Art. 1.** A shooter is a player who attempts a try for a field goal or a free throw.

### **Section 59. Shot Clock**

**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.

**A.R. 102.** There are 37 seconds (men) or 32 seconds (women) on the game clock and 35 seconds (men) or 30 seconds (women) on the shot clock. Team A uses time before A1 releases the ball for a try for goal. After A1 releases the ball, the shot-clock horn sounds. The ball does not strike the ring or the flange and the official calls a shot-clock violation. The official's whistle sounds at the same time as the game-clock horn sounds to end the

period. Shall the official put two seconds back on the game clock? **RULING:** No. The shot-clock horn sounded at the expiration of the shot-clock period. However, this does not stop play unless recognized by the official's whistle. The official's whistle for the shot-clock violation stopped play. The expiration of playing time was indicated by the official timer's signal, which shall terminate player activity. The period shall end with the violation.

### **Section 60. Shot-Clock Try**

**Art. 1.** 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.

**A.R. 103.** Player A1 attempts a try for goal (a) the shot-clock horn sounds while the ball is in flight. The ball does not hit the ring or flange and is simultaneously recovered by A2 and B2 for a held ball or, (b) after the try does not hit the ring or flange, it is simultaneously recovered by A2 and B2 for a held ball. **RULING:** In (a), a shot clock violation has occurred and the ball is awarded to Team B at a designated spot. In (b), since the shot-clock horn has not sounded, there is no violation. The alternating possession arrow shall be used with a reset of the shot clock.

### **Section 61. Substitute**

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

### **Section 62. Tap**

**Art. 1.** 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 his or her team's basket with his or her hands or fingers.

**Art. 2.** A tap shall start when the player's hand(s) or finger(s) touch the ball.

**A.R. 104.** As the hand of A1 contacts the ball to tap it toward the basket, B1 fouls A1. The ball is not airborne from the hand of A1. **RULING:** The penalty for a foul on a tap is the same as the penalty for a foul on a try. When the tap is successful, one free throw shall be awarded. When the tap is unsuccessful, two free throws shall be awarded.

**Art. 3.** A tap shall end 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.

**Section 63. Team Member**

**Art. 1.** A team member is a member of bench personnel who is in uniform and is eligible to become a player.

**Section 64. Three-Second Lane**

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

**Section 65. Throw-in/Thrower-in**

**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.** 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. 4.** A thrower-in shall have five seconds from receiving disposal of the ball to release the throw-in. The throw-in count shall end when the ball is released by the thrower-in so that the ball goes directly into the playing court.

**Art. 5.** A throw-in shall end when the passed ball is controlled by an in-bounds player. The throw-in may be controlled or touched inbounds by the thrower-in after the ball touches or is legally touched by a player inbounds.

**Art. 6.** After a goal is scored by an opponent or awarded because of basket interference or goaltending, the thrower-in may run along the end line.

**Art. 7.** A thrower-in shall be permitted to throw the ball to a teammate, who is also out of bounds along the end line, after a goal is scored by an opponent or awarded because of basket interference or goaltending.

**Section 66. Traveling**

**Art. 1.** 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 rule.

**A.R. 105.** A1 attempts a try at Team A's basket after having completed the dribble. The try does not touch the backboard, the ring or the flange or any other player. A1 runs and catches the ball before it strikes the playing court. Is this traveling? **RULING:** When A1 recovered his or her own try, A1 could either dribble, pass or try again. There is no team control by either team when a try is in flight. However, when the shot clock expires and

a try by A1 or a teammate has not struck the ring or the flange, it shall be a violation of the shot-clock rule.

**A.R. 106.** A1, while airborne, catches the ball in an attempt to prevent a live ball from going out of bounds. A1 throws the ball to the floor as his/her momentum causes him/her to land out of bounds. A1 returns to the playing court where he/she (a) recovers the ball, or (b) continues to dribble. The official calls a traveling violation. Is the official correct? **RULING:** No. In (a) and (b) the official was incorrect in calling a traveling violation because when A1 caught the ball while airborne, he/she had no established pivot foot. When he/she threw the ball to the floor, returned to the floor after being legally out of bounds and was the first to touch the ball, it became a dribble. In (a), when A1 recovered the ball, he/she ended his dribble. In (b), A1 is permitted to continue his/her dribble.

**Art. 2.** 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. 3.** A player who catches the ball while moving or dribbling 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; 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; neither foot can then be the pivot foot.

**Art. 4.** 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.

**A.R. 107.** A1 receives a pass from A2 and comes to a stop legally with the right foot established as the pivot foot. A1 tosses the ball from one hand to the other several times and then proceeds to bat the ball to the floor before A1 lifts the pivot foot. **RULING:** Legal.

**A.R. 108.** A1 attempts to catch the ball while running. A1 fumbles the ball and succeeds in securing it before it strikes the playing court. A1 then begins a dribble, taking several steps between the time A1 first touched the ball until catching it. **RULING:** There has been no violation provided that A1 released the ball to start the dribble before lifting the pivot foot from the playing court after catching the ball.

**A.R. 109.** A1, after (a) receiving a pass, or (b) ending his dribble, jumps into the air on a try for goal. A1 is contested by B1 and since he could not get his try for goal off, he voluntarily throws the ball to the playing court. In both (a) and (b), A1 is the first to touch the ball. **RULING:** In (a), A1 has committed a violation because he did not release the ball before picking up his pivot foot. In (b), A1's release of the ball, after being airborne, was the start of a second dribble. When A1 touched the ball, he committed a violation.

**Art. 5.** 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.

**A.R. 110.** Is it traveling when a player (a) falls to the playing court while holding the ball; or (b) gains control of the ball while on the playing court and then, because of momentum, rolls or slides, after which the player passes or starts a dribble before getting to his or her feet? **RULING:** In (a), yes, because it is virtually impossible not to move the pivot foot when falling to the playing floor. In (b), no. The player may pass, shoot, start a dribble or call a timeout. Once the player has the ball and is no longer sliding, he or she may not roll over. When flat on his or her back, the player may sit up without violating. When the player puts the ball on the floor, then rises and is the first to touch the ball, it also is traveling. When a player rises to his or her feet while holding the ball, it is traveling. When a player falls to one knee while holding the ball, it is traveling if the pivot foot moves.

## **Section 67. Try for Field Goal/Act of Shooting**

**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 his or her basket.

**A.R. 111.** A1's throw (pass) from behind the three-point line is deflected while in flight by (a) B1 or (b) A2, both of whom are located inside the three-point line. **RULING:** In (a), when a ball thrown (passed) in the direction of the basket from behind the three-point line with the possibility of entering the basket from above is deflected by a defender, a three-point goal shall be counted. However, if there is no possibility of the ball entering the basket from above and the deflection caused the goal to be successful, a two-point goal shall be counted. In (b), when a thrown (passed) ball is deflected by a teammate and the goal is successful, two points shall be awarded.

**A.R. 112.** A1 becomes confused and shoots the ball at the wrong basket. A1 is fouled while trying to shoot and the ball goes in the basket. Is this a goal? If A1 misses, should A1 be granted two free throws for the foul by the Team B player? **RULING:** No goal. The ball became dead when the foul occurred. When a player shoots at the opponent's basket, it is not a try. When Team A is in the bonus when the Team B player fouls A1, A1 shall be awarded a one-and-one. When Team A is not in the bonus, the ball shall be awarded to Team A at a designated spot.

**A.R. 113.** A ball passed from behind the three-point line (a) enters the basket from above and passes through, (b) is deflected and enters the basket from above and passes through, (c) strikes the side of the ring or the flange. **RULING:** In (a) a three-point goal shall be counted. (b) When there is no possibility of the ball entering the basket from above and the deflection causes the goal to be successful, it shall be a 2-point goal. However, when a ball is passed in the direction of the basket with the possibility of entering the basket from above and the deflection does not influence its success, a three-point goal shall be counted. (c) The ball shall remain live.

**Art. 2.** The try shall start when the player begins the motion that habitually 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, he or she may be making an attempt.

**A.R. 114.** B1 commits a common foul by holding A1 during a field-goal try but after A1 has completed the act of shooting (see airborne-shooter exception for men in Rule 4-67.6). The foul occurs before the bonus. The attempt is: (a) successful or (b) unsuccessful. **RULING:** A personal foul shall be charged to B1 in both (a) and (b) but no free throw shall be awarded to A1 in either case. In both (a) and (b), the ball shall be awarded to Team A at a designated spot nearest to where the foul occurred.

**Art. 3.** A try shall end when the throw is successful, it is certain the throw is unsuccessful, when the thrown ball touches the floor or when the ball becomes dead.

**Art. 4.** A dunk attempt is a try.

**A.R. 115.** A1 intercepts a pass and dribbles toward A's basket for a break-away layup. Near A's free-throw line, A1 legally stops and ends his or her dribble. A1 throws the ball against A's backboard and follows the throw. While airborne, A1 rebounds the ball off the backboard and dunks. **RULING:** The play shall be legal since the backboard is equipment located in A1's half of the playing court, which A1 is entitled to use.

**Art. 5.** In any period, when the game clock displays 10ths 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 possession of the ball and try for a field goal. Such player can only score a field goal by means of a tap of the pass or of a missed free throw.

**A.R. 116.** With two 10ths of a second remaining in a period on the game clock, Team A is awarded a throw-in at the division line. A1 passes the ball to A2 who (a) catches the ball with both hands while in the air and throws the ball into his or her basket or (b) does not catch the ball but taps it into the basket. In both (a) and (b), the ball is in the air on the way to the basket when the game-ending horn sounds. **RULING:** In (a), when the game clock displays three 10ths of a second or less and play is to be resumed by a throw-in or a free throw, a player may not gain possession of the ball and try for goal. When this situation occurs, the official shall blow his/her whistle and the period is over, unless a flagrant personal foul or intentional personal foul was committed on the play. Whether the try for goal was successfully attempted before the expiration of time is inconsequential. In (b), when the player does not possess (catch) the ball but taps it into the basket before the period-ending horn sounds, the official shall use replay equipment, videotape or television monitoring, when available and located at courtside, to ascertain whether the tap (try) that will determine the outcome of the game was released before the sounding of the period-ending horn. When, in using the monitor, the official determines that the successful try was a catch (the player possessed the ball), the official shall cancel the goal since it was erroneously counted and can be corrected per Rule 2-11.1.c.

**Art. 6.** The act of shooting shall begin simultaneously with the start of the try and end when the ball is clearly in flight, including when the shooter is an airborne shooter.

**Exception (Men):** An airborne shooter who is fouled by an opponent while in the air but after the ball is released shall be considered to be in the act of shooting until one of the airborne shooter's feet returns to the floor.

**A.R. 117.** A1 is in possession of the ball and in the act of shooting when (a) A2 is fouled by B2 before the release of the ball or (b) A2 fouls B2 before the release of the ball. **RULING:** In (a), assess B2 with the foul committed against A2. A1's try for goal shall count when successful. Administer the bonus free throw or award the ball to Team A at a designated spot nearest to where the foul occurred. In (b), assess A2 with the foul committed against B2. A1's try for field goal shall not count when successful, since the ball became dead before A1's release. Award the ball to Team B at a designated spot nearest to where the foul occurred.

## **Section 68. Uniform**

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

## **Section 69. Unsportsmanlike Conduct**

**Art. 1.** Unsportsmanlike conduct is behavior or an act that is unbecoming to a fair, ethical and honorable individual.

**Section 70. 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 his or her vertical plane.
- c. The hands and arms of the defender may be raised within his or 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 his or 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 his or 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 71. Violation**

**Art. 1.** A violation is a rules infraction of the type listed in Rule 9.

**Section 72. Warm-ups**

**Art. 1.** Warm-ups are any pieces of clothing worn by team members that must be removed before they become players. Warm-ups shall not be considered part of the uniform.

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# RULE 5

## Scoring and Timing Regulations

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### Section 1. Scoring

**Art. 1.** 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.

**A.R. 118.** A pass or a try for field goal by A1 comes down several feet in front of the basket. The ball strikes the playing court without touching any player and bounces into the basket. Two points shall be counted for Team A: (a) when not complicated by the expiration of time in a period or by a foul occurring while the ball is in flight; or (b) when time expires or a foul occurs while the ball is in flight? **RULING:** In (a), two points shall be scored. The try for field goal by A1 ends when the ball touches the playing court but a field goal can sometimes be scored when, technically, it is not the result of a try. The points shall count for the proper team. In the case cited, it is customary to credit the two points to A1. In (b), no points shall be scored. Neither the expiration of time nor a foul shall cause the ball to become dead immediately during a try for a field goal. During a pass, the ball shall become dead as a result of the foul or expiration of time. (See Rule 4-67.3.)

**Art. 2.** 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. 3.** When the official(s) permits a team to go in the wrong direction, and when the error is discovered (a) all points scored, (b) fouls committed and (c) 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.

**A.R. 119.** A2 receives the tip by A1 on the jump ball to start an extra period. A2 is confused and dribbles toward the basket that Team A had during the first half and (a) dunks into Team B's basket or (b) attempts a three-point try, which is successful, at Team B's basket. **RULING:** In both (a) and (b), the goal shall be legal. Two points shall be awarded to Team B. The ball shall be awarded to Team A out of bounds at the basket of Team B, and Team A may put the ball in play from anywhere behind the end line as after any score by Team B (earned or awarded).

**Art. 4.** Whether the game clock is running shall have no influence on the counting of a goal.

**Art. 5.** A goal from a free throw shall be credited to the free-throws and shall count one point for the free-throws team.

**Art. 6.** For **women**, when a player-control foul occurs after a goal, the goal shall be canceled.

**Art. 7.** The only infractions for which points are awarded are goaltending or basket interference by the defensive team.

## **Section 2. Winning Team**

**Art. 1.** The winning team shall be the team that has accumulated the greater number of points when the game ends, except in Rule 5-3.2.

## **Section 3. Forfeit**

**Art. 1.** 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. 2.** 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.

## **Section 4. Interrupted Games**

**Art. 1.** 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**

**Art. 1.** The NCAA Men's and Women's Basketball Rules Committees do not recognize or allow protests.

## **Section 6. Length of Periods**

**Art. 1.** Playing time for varsity games shall consist of two halves of 20 minutes each with a halftime intermission of 15 minutes. Extra periods shall be five minutes each in length with a one-minute intermission before each.

*Note: (Men) For NCAA Division I men's tournament games, the length of the intermission for halftime may be increased by five minutes.*

*Note: (Women) For the NCAA Division I regional finals, national semifinals and championship games, the length of the intermission for halftime may be increased by five minutes.*

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

## **Section 7. Beginning and End of Period**

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

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

- a. In games when the red light is not present, the game-clock horn shall terminate players' activity.
- b. In games with a 10th of a second game clock display and where an official courtside monitor is used, the reading of 0.00 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 utilized. 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.

- 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.
  1. After the red light or LED lights have been activated to end a game, or after the game-clock horn sounds, when the red light or LED lights are not present, only those free throw(s) necessary to determine a winner or whether an extra period is necessary shall be awarded.

**A.R. 120.** With a few seconds remaining on the game clock in the first half, A1 makes a throw-in to A2 (game clock not started—official timer’s mistake). A2 dribbles into the front court and misses the try. B1 recovers the rebound and dribbles the full length of the playing court. As the player passes the bench, the coach of Team A notices that the game clock has not started and calls the mistake to the attention of the official timer, who starts the game clock. With one second left on the game clock in the half, A2 fouls B1. The bonus is in effect. Time expires before the official timer can stop the game clock. **RULING:** Assess A2 with a personal foul. Administer the free throw(s) before the intermission. The referee cannot correct this official timer’s mistake unless he or she knows exactly how much playing time elapsed while the game clock was stopped; however, the referee may attain this information from the official timer or from the use of a court-side television monitor, if one is available.

**A.R. 121.** With the score tied near the expiration of time in the second half (a) shooter A1 is fouled in the act of shooting but time expires before the release of the ball or (b) shooter A1 releases the ball, time expires and is fouled while the ball is in flight, or (c) shooter A1 is fouled after time has expired and before the ball was in flight. **RULING:** In (a), A1’s try shall be disallowed since it was not released before time expired. A1 shall attempt two free throws since the foul was committed before the expiration of time. When one free throw is successful, the game is over. When both free throws are unsuccessful, the game continues with an extra period(s). In (b), since the try was released before the expiration of time and since the foul occurred after time expired but while the ball was in flight, A1 shall attempt two free throws. When one free throw is successful, the game is over. When both free throws are unsuccessful, the game continues with an extra period(s). In (c), when the foul occurs after the second half has clearly ended, the foul shall be ignored unless the foul is an indirect technical, direct technical, flagrant technical or (men) intentional technical. For an indirect or direct technical, play shall resume at the point of interruption, which would be the jump ball to start the extra period. For a flagrant technical or (men) intentional technical, to start the extra period, the ball shall be awarded to the offended team at the division line.

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

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

**Art. 6.** When an indirect technical foul, a direct technical foul, a flagrant technical foul or (men) an intentional technical foul occurs after the ball has become dead to end a period, the next period shall be started by administering the free throws and play shall resume at the point of interruption by awarding the ball at the division line on either side of the playing court. This shall apply when the foul occurs after the first half has ended or after the second half or any extra period has ended, provided that there is to be an(other) extra period.

- 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.

**A.R. 122.** Time for the first half expires while the ball is in flight during a field-goal try by A1. B1 intentionally fouls A2 before the field-goal attempt has ended. After the ball has become dead and after the last free throw by A2, A3 flagrantly fouls B1. **RULING:** A3 shall be ejected. Because the foul by A3 was committed after the first half expired, the second half shall begin with the free throws. The foul by A3 shall be considered to have been committed between the first and second halves.

**A.R. 123.** Playing time has expired with the score tied and (a) A1 is assessed with either an indirect or direct technical foul, (b) A1 is assessed with a flagrant technical foul or (c) A1 is assessed with a (men) intentional technical foul. **RULING:** In (a), the extra period shall start by awarding a player from Team B two free throws for the indirect or direct technical foul that was assessed to A1. Play shall resume at the point of interruption which would be a jump ball. In (b), A1 shall be ejected and the extra period shall start by awarding a player from Team B two free throws for the flagrant technical foul that was assessed to A1. Play shall resume with a throw-in for Team B at the division line on either side of the court. In (c), the extra period shall start by awarding a player from Team B two free throws for the (men) intentional technical foul that was assessed to A1. Play shall resume with a throw-in for Team B at the division line on either side of the court.

**A.R. 124.** After the first half has clearly ended, A1 is assessed a direct technical foul. Later, B1 taunts A1 and is assessed a direct technical foul. **RULING:** When the technical fouls assessed against A1 and B1 occur at approximately the same time, they are off-setting and no free throws are awarded. When the technical fouls assessed against A1 and B1 occurred as two separate acts (not approximately at the same time), the second half shall begin by awarding two free throws for A1's direct technical foul followed by awarding two free throws for B1's direct technical foul

(order of occurrence). Play shall resume at the point of interruption which, in this case, is the awarding of the ball to the team favored by the alternating-possession arrow to start the second period.

### **Section 8. Extra Period**

**Art. 1.** When the score is tied at the end of the second half, play shall continue without change of baskets for one or more extra period(s) 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. 2.** 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. 3.** Each extra period is an extension of the second half.

### **Section 9. 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. Because of an injury or a loss of a contact lens.
- b. To confer with the scorers, timer or shot-clock operator.
- c. Because of unusual delay in a dead ball being made live.
- d. For any emergency.

**Art. 3.** Grants a player's visual or oral request for a timeout, such request being granted when:

- a. The ball is in control or at the disposal of a player of his or her team.
- b. The ball is dead.
- c. A disqualified or injured player(s) has been replaced when a substitute(s) is available.

**Art. 4.** Grants a coach's request for a timeout, such request being granted only when the coach's team is in possession of the ball (this includes throw-

ins and free throws) or when the ball is dead. The official must be certain the request was made by the head coach.

**Art. 5.** Recognizes a request by the head coach or a player for a timeout after a goal until the subsequent throw in begins.

**Art. 6.** Responds to the official scorer's signal to grant a head coach's request to address the possibility of a correctable error as in Rule 2-11 or whether a timing, scoring or alternating-possession mistake needs to be prevented or rectified. The appeal to the official shall be presented at the scorers' table, where a coach of each team may be present.

**Art. 7.** Suspends play immediately when necessary to protect an injured player.

**A.R. 125.** When an official on his or her own initiative takes a timeout to protect an injured player, should a timeout be charged to the team? **RULING:** After calling the timeout, the official should ask the player if the player desires a timeout. When the player does not, play should be resumed immediately. When the player is not ready to resume play immediately and is not replaced until at least the next opportunity to substitute after the game clock has started, one timeout shall be charged to the injured player's team. No official has the authority to charge a timeout to himself or herself. (See Rule 5-9.2.a.)

**Art. 8.** Suspends play after the ball is dead or controlled by the injured player's team or when the opponents complete a play after a 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. 9.** Suspends play when a player incurs a wound that causes bleeding or has blood on his or her body caused by blood from another player's wound.

- a. **(Men)** The official shall stop the game at the earliest possible time and instruct the player to leave the game for attention by medical personnel.

- b. **(Women)** Allow for 20 seconds to remedy the situation before instructing the player to leave the game

**Art. 10.** A player with blood on his or her uniform shall have the uniform evaluated by medical personnel. When medical personnel determines that the blood has not saturated the uniform, the player may immediately resume

play without leaving the game. When medical personnel determines that the blood has saturated the uniform, the affected part of the uniform shall be changed before the player shall be permitted to return.

**A.R. 126.** While Team A is dribbling, the referee notices blood on A1's game jersey. The referee blows the whistle to stop play. A1 goes to the bench and medical personnel (a) determine that the game jersey is not saturated with blood or (b) determine that the game jersey is saturated with blood. **RULING:** In (a), A1 may remain in the game without penalty. In (b), A1 shall leave the game and change to a blood-free game jersey. A1 shall remain on the sideline until the next opportunity to substitute or Team A may use a timeout to allow A1 time to change the game jersey. A1 may return to the game at the end of the timeout.

**Art. 11.** Recognizes each successful field goal in the last 59.9 seconds of the second half or any extra period, which includes a timer's or clock operator's mistake or an inadvertent whistle. Substitution shall not be allowed during these dead-ball situations. **For women**, substitutions shall only be allowed for timeouts, violations or fouls.

### **Section 10. 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. When an airborne player's momentum is carrying him/her out of bounds or into the backcourt.

### **Section 11. Charged Timeouts**

**Art. 1.** Time shall be out and the game clock and shot clock, if running, shall be stopped when:

- a. A player or head coach requests a timeout, such request being granted only when the player's/coach's team is in possession of the ball (this includes that team's throw-ins and its free throws) or when the ball is dead.
- b. An injured player or a player who is bleeding or has a uniform that is saturated with blood has that condition remedied and is permitted to remain in the game.

**A.R. 127.** Both teams remain in their huddles after a timeout even though the official administering the throw-in has alerted them that play shall resume. (a) Before or (b) after the ball is placed at the designated spot, Team A or Team B indicates it desires a timeout.

**RULING:** In (a), either team may request and be granted a timeout. In (b), only the team entitled to the throw-in shall be granted a timeout after the throw-in count has started.

**Art. 2.** A timeout shall not be granted until after the jump ball that begins the game and the conditions as described in Rule 5-9 are in effect.

**Art. 3.** In games not involving electronic media and also those with typed Internet coverage but **without** audio or video broadcast, the timeout format shall be:

- a. Four 75-second timeouts and two 30-second timeouts for each team per regulation game.
- b. The four 75-second timeouts may be used at any time.
- c. The two 30-second timeouts may be used at any time.
- d. A player or a coach from the same team may request successive 30-second timeouts.
  1. When successive timeouts are granted, players are permitted to sit on their bench only when the request has been made in advance.
  2. When successive 30-second timeouts are granted, a warning signal shall be sounded 15 seconds before the expiration of the final 30-second timeout.
- e. When there is an extra period(s), each team shall be entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously.
  1. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).
- f. Cheerleaders and mascots are permitted on the playing court only during a full timeout or an intermission.
- g. Bands/amplified music are permitted to play or be played only during any timeout or intermission.

**Art. 4.** In games involving electronic media (i.e., radio, television, or Internet audio or visual broadcast), when the electronic-media format calls for at least three electronic-media timeouts in either half, the following shall be in effect: (TELEVISION, RADIO OR INTERNET AUDIO OR VISUAL BROADCAST MUST BE PRESENT TO USE THIS ELECTRONIC-MEDIA TIMEOUT FORMAT.)

- a. When television is employed, there shall be four electronic-media timeouts in each half. These electronic-media timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks when the game clock is stopped.
  1. 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.
  2. When the first timeout requested by either team in the second half is granted and creates the first dead ball after one of the 16-, 12-, 8- or 4-minute marks, the electronic-media timeouts for those specified times shall occur after the next dead ball.

*Note: For NCAA Division I tournament games, the men's or women's Division I basketball committee may make the first team-called timeout in both halves an electronic-media timeout.*
- b. When radio or Internet audio or visual broadcast is being used, electronic-media timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks or after the 15-, 10- and 5-minute marks, when the game clock is stopped, depending on the electronic-media agreement.
  1. The first timeout requested by either team in the second half shall be 75 seconds long or longer when called for by the electronic-media agreement.
  2. When the electronic-media agreement calls for fewer than three electronic-media timeouts in one half, these electronic-media timeouts shall occur at the first dead ball after the minute marks specified by the electronic-media agreement.
- c. Each team shall be entitled to four timeouts, 30 seconds each in length.
- d. Each team may carry up to three 30-second timeouts into the second half.
- e. Each team shall be entitled to one 60-second timeout that may be used any time during the game.
  1. No conference shall be permitted to extend the 60-second timeout by electronic-media agreement in electronic-media games.

- f. A player or a coach from the same team may request successive 30-second timeouts.
  - 1. When these successive timeouts are granted, players shall be allowed to sit on their bench only when the request has been made in advance.
  - 2. When successive 30-second timeouts are granted, a warning horn shall be sounded 15 seconds before the expiration of the final 30-second timeout.
- g. Unused 30-second team timeouts from the second half may be used in extra period(s).
- h. A team-called 30-second timeout or a 60-second timeout (excluding the first timeout of the second half that becomes an electronic-media timeout) in a game involving electronic media can be shortened when the captain/coach notifies the official of the team's intent to do so.
  - 1. When a request has been made to shorten a timeout for a purpose other than a substitution(s), a warning signal shall be sounded immediately and 15 seconds later a game-clock horn shall be sounded to resume play.
  - 2. 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.
- i. Each team shall be entitled to one additional 30-second timeout during each extra period.
  - 1. The extra timeout shall not be granted until after the jump ball that begins the extra period and the conditions as described in Rule 5-9 are in effect.
  - 2. The first timeout requested in any extra period may become an electronic-media timeout when called for by the electronic-media agreement.
- j. Cheerleaders and mascots are permitted onto the playing court only during an electronic-media timeout or intermission.
- k. Bands and amplified music are permitted to play or be played only during any timeout or intermission.

*Note: (men) For Division II Men's NCAA tournament games, the format described in Rule 5-10.4 may be used without the presence of electronic media.*

**Art. 5.** When the electronic-media agreement calls for fewer than three electronic-media timeouts in one half, the format shall be as follows:

- a. Four 75-second timeouts and two 30-second timeouts for each team per regulation game.
- b. The four 75-second timeouts can be used at any time.
- c. The two 30-second timeouts can be used at any time.
- d. When there is an extra period(s), each team is entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously.
- e. When the electronic-media agreement calls for either two or one timeout(s) in either half, those timeouts shall occur at the first dead ball after the minute mark specified in the electronic-media agreement. When either of the teams uses a 75-second timeout(s) in either the first or second half, that timeout shall replace the next agreed-upon electronic-media timeout(s) for that half.

**Art. 6.** In games involving electronic media, when a foul (personal or technical) is committed that causes the ball to become dead at one of the specified time marks 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. 7.** In games involving electronic media, when a timeout has been recognized to be shortened for the sole purpose of making substitutions and the timeout causes the first dead ball after one of the specified time marks for electronic-media timeouts (16-, 12-, 8-, 4-), that timeout shall become an electronic-media timeout.

**Art. 8.** When a 30-second timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood or a correctable error, and it is the first 30-second timeout granted during the second half of the game, that timeout shall become an electronic-media timeout.

**Art. 9.** When a 30-second timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood or a correctable error, and that timeout 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.

**Art. 10.** A single charged full timeout in games not involving electronic media shall not exceed 75 seconds.

**Art. 11.** A single charged 60-second timeout in a game involving electronic media shall not exceed 60 seconds.

**Art. 12.** A single charged 30-second timeout shall not exceed 30 seconds.

**Art. 13.** Only one 75-second timeout, in games not involving electronic media, or either one 30-second timeout or 60-second timeout, in games involving electronic media, shall be charged in Rule 5-9.2.a, regardless of the amount of time consumed when an injured player remains in the game.

**Art. 14.** A warning signal to alert teams to prepare to resume play shall be sounded 15 seconds before the expiration of any charged or electronic-media timeout.

**Art. 15.** A second game-clock horn shall be sounded at the end of any charged or electronic-media timeout and play shall resume immediately.

**Art. 16.** Substitutions shall not occur after the warning signal to prepare to resume play until at least one live-ball period has occurred and the ball becomes dead.

**Art. 17.** During a 30-second timeout, players shall stand inside the boundary lines.

**Art. 18.** 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. 19.** Successive charged timeouts shall not be granted after the expiration of playing time for the second half or after the expiration of any extra period.

**A.R. 128.** After the second half expires with the score tied, A1 is charged with a flagrant technical foul. Either Team A or Team B then requests and is granted a timeout. At the expiration of the timeout, B1 attempts the first free throw, which is either successful or unsuccessful. After the free throw, either Team A or Team B requests and is granted a timeout. **RULING:** Illegal. The second timeout is considered to be immediately after the first timeout.

**A.R. 129.** After the second half expires with the score tied, Team A requests a 30-second timeout. The official grants and reports the timeout to the table, after which Team A requests either a 60-second timeout in an electronic media game or a 75-second timeout in a nonelectronic media game. **RULING:** Because the first timeout was granted and reported to the table, the second timeout request would be a successive timeout and should not be granted by the official.

**Art. 20.** The team that requests a timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent.

- a. When a request has been made to shorten any timeout for a purpose other than for substitution(s), a warning signal shall be sounded immediately and 15 seconds later another signal shall be sounded to resume play.
- 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.

**Art. 21.** A timeout shall be charged to a team for either length or fraction thereof consumed under Rules 5-9.4 and 5-9.5, regardless of the amount of time consumed.

**Art. 22.** In games not involving electronic media, one 75-second timeout or one 30-second timeout, when the 75-second timeouts have been utilized, and in games involving electronic media either one 30-second or 60-second timeout shall be charged to the team making the appeal in Rule 5-9.6, when no correction is made or when the time limit for correcting an error under Rule 2-11 expires.

**A.R. 130.** Team A coach requests a timeout for an official to assess whether a correctable error has occurred. The error is (a) correctable or; (b) not correctable. **RULING:** In (a) when the error is correctable, no timeout shall be charged to Team A. In (b) when the error is not correctable, a timeout shall be charged to Team A. When any portion of that timeout remains after the review of the request has been conducted, Team A shall be entitled to use that time. When the review requires the length of a timeout or longer, play shall resume immediately from the point at which it was interrupted at a designated spot.

## **Section 12. No Timeout Charged**

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

- a. In Rule 5-9.2.a, an injured player is ready to play immediately or is replaced until at least the next opportunity to substitute after the game clock has started after his or her replacement.

- b. **(Men)** In Rule 5-9.3, the player's request, within a reasonable amount of time, resulted from displaced eyeglasses or contact lenses.
- c. **(Women)** In Rule 5-9.9.b, the player's request during a 20-second time period resulted from bleeding or contact lenses.
- d. In Rule 5-9.3, a correctable error or a timing, scoring, or alternating-possession mistake is prevented or rectified.
  - 1. When the time limit for correcting an error under Rule 2-11 has expired, a 75-second timeout or a 30-second timeout when a 75-second timeout is not available shall be charged to the offending team in a game without electronic media and either a 30-second or 60-second timeout charged to the offending team in a game with electronic media.

### **Section 13. Time is Out—Start Game Clock**

**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.** When play is started by a jump ball, the game clock shall be started when the tossed ball is legally touched.

**Art. 3.** When a free throw is not successful and the ball is to remain live, the game clock shall be started when the ball is legally touched by or touches a player on the playing court.

**Art. 4.** When play is resumed by a throw-in, the game clock and shot clock shall be started when the ball is legally touched by or touches a player on the playing court.

### **Section 14. Excessive Timeout**

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

**Art. 2.** A 75-second timeout in games not involving electronic media or a 30-second timeout in games involving electronic media 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. Periods—How Started

**Art. 1.** The game and each extra period shall start with a jump ball between any two opponents.

**Art. 2.** The second half shall start with the team that controlled the alternating-possession arrow at the end of the first half given disposal of the ball at the division line opposite the scorers' table.

**Art. 3.** After any subsequent dead ball, the only way the ball may become live is to resume play by a jump ball, by a throw-in or by placing it at the disposal of a free-thrower.

**Art. 4.** 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 placed at the disposal of the thrower-in.
- c. On a free throw, the ball is placed at the disposal of the free-thrower.

**A.R. 131.** On a jump ball, the ball shall become live when it leaves the official's hand, but the game clock shall not start until the ball is touched. **RULING:** Most jump-ball violations occur after the ball leaves the official's hand. If the ball did not become live until touched, these would be acts during a dead ball and, therefore, be different from most other violations. (See Rules 5-11.2 and 9-8.)

### Section 2. Held Ball—Alternating Process

**Art. 1.** In held-ball situations, teams shall alternate taking possession of the ball at a designated spot nearest to where the held ball occurred.

**Art. 2.** The team that does not obtain control of the initial jump ball shall start the alternating process when the next alternating-possession situation occurs by being awarded the ball at a designated spot nearest to where the held ball occurred.

- a. When the ball is last touched by two opponents, both of whom are inbounds or out of bounds, the alternating-possession procedure has

not been established, so a jump ball shall take place between the two involved players.

- b. When the officials are in doubt as to who last touched the ball and the alternating-possession procedure has not been established, a jump ball shall take place between the two involved players.

**A.R. 132.** An official tosses the ball for the opening jump ball. Immediately after the ball is touched by the jumpers, A2 and B2 tie up the ball. **RULING:** Since possession has never been established, the official cannot use the alternating-possession arrow to award possession. An official shall conduct another jump ball. The players who tied up the ball—in this case A2 and B2—shall jump.

**A.R. 133.** During the opening jump ball, A1 illegally catches the tossed ball. The referee blows the whistle and awards the ball to B1 at a designated spot nearest to where the violation occurred. How is the alternating-possession arrow established? **RULING:** The first legal possession is by B1 on the throw-in. When the official hands the ball to the player from Team B, the alternating-possession arrow shall be set for Team A.

**Art. 3.** 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), indicating that the team that the arrow favored at the end of the first half shall maintain that status to start the second half.

### **Section 3. Alternating-Possession Situations**

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

- a. A held ball occurs.
- b. The ball goes out of bounds as in Rule 7-3.
- c. A double free-throw violation occurs.

**Exceptions:** Unless a free throw or throw-in is to follow or during a throw in. A live ball lodging on a basket support is a violation.

- d. A live ball lodges on a basket support unless a free throw or throw-in is to follow. **Exception:** During a throw-in, a live ball lodging on a basket support is a violation.
- e. The ball becomes dead when neither team is in control and no goal or infraction or end of a period is involved.
- f. A double personal foul, double flagrant personal foul, double intentional personal foul or simultaneous personal foul occur when

there is no team control as defined in Rules 4-13.2, and 4-13.4.

**Exception:** Rule 4-51.1.b.(1).

- g. An inadvertent whistle occurs and there is no player or team control.

**Art. 2.** The direction of the alternating-possession arrow shall be reversed immediately after an alternating-possession throw-in ends. An alternating-possession throw-in shall end when the throw-in touches or is legally touched by an inbounds player other than the thrower-in or when the throw-in team commits a throw-in violation.

**A.R. 134.** During an alternating-possession throw-in by Team A, (a) A3 fouled B3 after the throw-in pass was touched by A2, or (b) A3 fouled B3 when the ball was at the disposal of A1 for a throw-in. **RULING:** In (a), the alternating-possession arrow shall be reversed immediately when the throw-in pass was legally touched by A2. A3 committed a team-control foul and the ball shall be awarded to Team B at a designated spot. In (b), A3 has committed a team-control foul and the ball shall be awarded to Team B at a designated spot. Team A retains the arrow since a throw-in did not touch or was not legally touched by an inbounds player.

**A.R. 135.** Thrower-in A1 breaks the plane of the boundary line by extending the ball over the playing court during an alternating-possession procedure. B1 creates a held ball. The official awards the ball to Team A since the alternating possession for the throw-in did not end. Was the official correct? **RULING:** The official was correct. An alternating-possession throw-in ends when the throw-in ends or when the throw-in team violates provisions of the throw-in. A1 has five seconds to release the throw-in. The throw-in count shall end when the ball is released by the thrower-in so that the ball goes directly into the playing court. The throw-in shall end when a passed ball is controlled by an inbounds player. Breaking the boundary plane with the ball by extending the ball over the playing court is not a violation of the throw-in provisions but the act does cause the ball to come into play.

**Art. 3.** When the ball is awarded to the wrong team under the alternating-possession procedure, the error must be rectified before the throw-in ends.

**A.R. 136.** Team B is entitled to a throw-in under the alternating process. An official or the official scorer makes an error and the ball is erroneously awarded to Team A for the throw-in. **RULING:** Once the ball touches or is touched by an inbounds or out-of-bounds player, this situation cannot be corrected; however, Team B shall make the throw-in when the next alternating process occurs. Team B does not lose its throw-in opportunity as a result of the error.

**Art. 4.** The opportunity to make an alternating-possession throw-in shall be lost when the throw-in team violates the throw-in provisions.

**A.R. 137.** During the alternating process, Team A violates the throw-in provisions by (a) leaving a designated spot, or (b) failing to pass the ball directly into the playing court so that after it crosses the boundary line it touches or is touched by another player (inbounds or out of bounds) on the playing court before it goes out of bounds, or (c) consuming more than five seconds before the ball is released, or (d) carrying the ball onto the playing court, or (e) touching it in the playing court before it has touched another player, or (f) throwing the ball so that it enters the basket before touching a player. **RULING:** When Team A violates the throw-in provisions, it shall lose its turn for a throw-in under the alternating process. Team B shall make the throw-in on the next alternating process.

**Art. 5.** A foul by either team during an alternating-possession throw-in shall not cause the throw-in team to lose the alternating-possession arrow.

**A.R. 138.** Team A is entitled to a throw-in under the alternating process. Before the throw-in by Team A is completed, a foul is called on either Team A or Team B. **RULING:** The procedure for any fouls called shall not be affected by the alternating process. The foul shall be charged and penalized. Team A shall receive possession for the throw-in when the next alternating process occurs. Team A shall not lose its throw-in opportunity as a result of the foul.

## **Section 4. Position for Jump Ball**

**Art. 1.** For any jump ball, each jumper shall have both feet inside the half of the center circle that is farther from his or her team's basket.

**Art. 2.** Each jumper may face in either direction.

**Art. 3.** 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 them can jump and so that the ball will drop between them.

**Art. 4.** The ball shall be touched by one or both of the jumpers after it reaches its highest point.

**Art. 5.** 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. 6.** Neither jumper shall touch the tossed ball before it reaches its highest point, leave the center circle until the ball has been touched, catch the jump ball, nor touch it more than twice.

**A.R. 139.** During a jump ball, jumper A1 touches the ball simultaneously with both hands and then again touches the ball simultaneously with both hands. **RULING:** Legal. Touching the ball with both hands simultaneously shall be considered touching the ball once; however, when one hand touches slightly in advance of the second hand, that shall be ruled as touching the ball twice.

**Art. 7.** The jump ball and these restrictions end when the ball touches one of the eight non-jumpers, the playing court, the basket, the backboard or when the ball becomes dead.

**Art. 8.** When the referee or designated official is ready to make the toss, a non-jumper shall not move onto the center circle or change position around the center circle until the ball has left the official's hand.

**Art. 9.** None of the eight non-jumpers shall have either foot break the plane of the geometrical cylinder that has the center circle as its base, nor shall any player take a position in any occupied space until the ball has been touched.

**Art. 10.** 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. 11.** 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 referee's hand(s) during the toss.

## **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 on a basket support.
- d. An official blows the whistle.
- e. Time expires for a half or extra period.

**A.R. 140.** A1 rises and grabs the rebound clearly outside of the cylinder and, while airborne, dunks. Both hands are on the ball and in the basket when the red light or LED lights are activated, or when the light(s) are not present, the game clock horn sounds to signify the end of the period. **RULING:** This shall be ruled no goal; however, when the ball leaves the hands of A1 before the red light or LED lights are activated, or when the light(s) are not present, the game-clock horn sounds to signify the end of the period, the dunk shall be considered the same as a try in flight; and the goal shall count.

**A.R. 141.** The ball is deflected (tapped) by B1 (a) after an unsuccessful try for goal by Team A or, (b) after a throw-in by Team A with three 10ths of a second or less on the game clock. In both cases, the signal to end the period is activated while the

ball is in flight. The ball enters the basket from above and passes through the net. Does the goal count? **RULING:** No. The activation of the signal causes the ball to become dead while in flight and since the deflection (tap) is not a legal try (wrong basket), the goal shall not count.

- f. A foul occurs.
- g. Any floor violation (Rules 9-3 through 9-13) occurs, there is basket interference or goaltending (Rule 9-16) or there is a free-throw violation by the free-thrower's team (Rule 9-1).

**A.R. 142.** The ball is in flight during a try for field goal by A1 when time in a period expires. As time expires, the ball is on the ring or in the basket or is touching the cylinder when it is touched by: (a) A2; or (b) B1. The ball then goes through the basket or does not go through. **RULING:** In (a) or (b), the ball shall become dead when touched by anyone. However, when illegal touching is by B1, two points shall be awarded to A1 (three points shall be awarded to A1 when it is a three-point try). Whether the ball goes through the basket shall have no effect upon the ruling. (See Rules 4-62 and 9-16.)

## **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 half 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 his or her arms or elbows excessively without making contact. When the shooter, tapper or his or her teammates commit this infraction, the ball shall become dead immediately.

**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 he or she touches the floor or any object other than a player on or outside a boundary line. An airborne player's status shall be where he or she was last in contact with the floor.

**A.R. 143.** A1 blocks a pass near the end line. The ball falls to the floor inbounds but A1, who is off balance, falls outside the end line. A1 returns, secures control of the ball, and dribbles. **RULING:** Legal. A1 has not left the playing court voluntarily and was not in control of the ball when leaving the playing court. This situation is similar to one in which A1 makes a try from under the basket and momentum carries A1 off the playing court. The try is unsuccessful, and A1 comes onto the playing court and regains control of the ball.

**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, overhead equipment or supports.

**A.R. 144.** The ball rebounds from the edge of the backboard and across a boundary line. Before the ball touches the floor or any obstruction out of bounds, it is caught by a player who is inbound. **RULING:** The ball is inbound.

**A.R. 145.** The ball touches or rolls along the edge of the backboard without touching the supports. **RULING:** The ball shall be live unless ground rules to the contrary have been mutually agreed upon before the game.

**A.R. 146.** A throw-in by A1 strikes B1 who is inbounds, rebounds from B1 directly into the air, then strikes A1 who is still out of bounds. **RULING:** A1 shall be considered to have caused the ball to go out of bounds. The ball shall be awarded to Team B at a designated spot nearest to where the violation occurred.

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

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

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

**A.R. 147.** A1, while dribbling, touches a nearby chair or the scorers' table while A1's feet are inbound. **RULING:** A1 is out of bounds because A1 touched an object that is out of bounds; hence, the ball shall be considered to have gone out of bounds.

**A.R. 148.** A ball passed by Team A touches an official and goes out of bounds. **RULING:** Team B's ball.

**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 shall have caused the ball to go out of bounds.

**A.R. 149.** A1, while dribbling, touches B1, who is standing on a sideline. **RULING:** A1 is inbounds; however, when the ball in control of A1 touches B1, the ball is out of bounds and shall be awarded to Team A at a designated spot nearest to where the violation occurred.

## Section 3. Ball Touched Simultaneously/Officials' Doubt

**Art. 1.** Play shall be resumed by use of the alternating-possession arrow when the ball goes out of bounds and:

- a. Was last touched simultaneously by two opponents, both of whom are inbounds or out of bounds.
- b. When the officials are in doubt as to who last touched the ball.

## Section 4. 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 double violation.
- b. The last free throw of a penalty for a technical foul. (**Exception:** Rule 8-4.3)
- c. A field goal or a successful free throw for a personal foul as in Rule 8-4.1.a or an awarded goal as in Rule 9-16.
- 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. A flagrant personal foul or intentional personal foul.
- i. A double personal foul, double flagrant personal foul, double intentional personal foul or simultaneous personal foul.
- j. An inadvertent whistle.
- k. A held ball as in Rule 4-35.

### **Section 5. Out of Bounds, Ball in Play from**

**Art. 1.** When the ball is out of bounds after any violation as outlined in Rules 9-3 through 9-15, an official shall place the ball at the disposal of an opponent of the player who committed the violation for a throw-in from a designated spot nearest to where the violation occurred.

**A.R. 150.** When an official is required to hand/bounce the ball to the thrower-in, is it the duty of the official to wait until both teams are ready before doing so? **RULING:** No. The purpose of the rule requiring the official to hand/bounce the ball to the thrower-in in situations other than after a timeout is to indicate clearly which team is entitled to the throw-in after the official has given the direction signal and other necessary information. Teams are expected to be ready for all normal play situations. When the official inadvertently indicates the wrong team for a throw-in and discovers the error before play is resumed, the official should withhold the ball from play to permit the players to re-deploy themselves. Officials should not permit unusual delays to allow a team to set up a scoring play in the front court or to permit a specific player to take the ball for a throw-in. (See Rules 2-9.14.b and 10-3.1.c.)

**Art. 2.** When the violation is on a throw-in, 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 7-4.1.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 goal as listed in Rule 7-4.1.c, when a common foul is committed before the bonus is in effect or when the ball is kicked along the end line during the throw-in, the team not credited with the score shall make the throw-in per Rule 7-5.8.

**A.R. 151.** Team B has scored a field goal, and A1 has the ball along the end line for a throw-in. Team A is not in the bonus. Before the throw-in by A1, (a) B1 fouls A2 inbounds, near A1 or (b) B1 fouls A2 at the division line or (c) B1 fouls A2 beyond the division line. **RULING:** In (a), Team A, the team not credited with the score, may make a throw-in from the end of the court where the goal was made and from any point outside the end line. (See Rules 4-65.6 and 7-5.8). In (b) and (c), the ball shall be awarded at a designated spot nearest to where the foul occurred.

**A.R. 152.** After a goal by Team B, Team A has the ball for a throw-in from the end of the playing court from where the goal was made. (a) B1 kicks the ball along the sideline or; (b) B1 kicks the ball along the end line from where the throw-in was attempted. **RULING:** In (a), the kick is a floor violation and the ball shall be awarded to Team A at a designated spot nearest to where the violation occurred. In (b), the floor violation of kicking the ball victimizes Team A. Consequently, Team A shall retain the privilege to the throw-in from anywhere along the end line. In (a) and (b), the throw-in was not legally completed since the kick, an illegal act, is an exception to the ball touching or being touched by a player on the playing court. As a result, the shot clock shall not start. When this situation occurs in the last minute of the second half or an extra period, neither the game clock nor the shot clock shall be started because of the violation.

**Art. 7.** After a successful goal, when an intentional personal foul or a flagrant personal foul is committed near the end line, the team not credited with the score shall be permitted to make the throw-in from any point outside of the end line after taking its merited free throws.

**Art. 8.** After a goal as listed in Rule 7-4.1.c, the team not credited with the score shall make the throw-in from the end of the court where the goal was made and from any point outside the end line.

- a. 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 who is also out of bounds.

**A.R. 153.** Team A scores a field goal. Team B requests and is granted a charged timeout. **RULING:** When the timeout ends, Team B may make the throw-in from anywhere behind the end line. Team B's taking a timeout does not eliminate the privilege of throwing in from anywhere behind the end line. The same applies to a timeout after a successful free throw.

**A.R. 154. (Men)** A1 drives for a layup. After the ball leaves A1's hand but before it goes through the basket, A1 charges into B1. A1's try is successful. Team B is not in the

bonus. The out-of-bounds spot nearest to where the personal foul occurred is on the end line. When the ball is handed to the thrower-in for Team B, may this player move along the end line? **RULING:** Yes. Although Team B is not in the bonus, designating a spot shall not be necessary; rather, Team B shall be permitted to put the ball in play from any point out of bounds at the end line where the basket was scored since Team B was not credited with the score.

**A.R. 155.** After a score by Team B, A1 has disposal of the ball for a throw-in. A1 starts a throw-in to A2 but notices that A2 is defensively covered. While losing his/her balance, A1 passes the ball along the endline. A1's forward momentum carries him/her onto the playing court. A1 leaves the playing court, returns out-of-bounds and recovers the ball along the endline. Is this legal? **RULING:** No. A1 failed to pass the ball directly into the playing court, nor did A1 pass the ball along the endline to a teammate. When A1 touches the ball, he/she has violated the throw-in provisions.

**Art. 9.** After a direct or indirect technical foul, a player of the offended team may attempt the free throws and the ball shall be put back in play at the point of interruption.

**Exception: (Women)** *When an indirect technical foul is for excessive timeouts, the ball shall be put back in play by the offended team at the point of interruption after taking its merited free throws.*

**A.R. 156.** The coach from Team A is assessed a direct technical foul (a) during a try for goal while the ball is in flight; (b) during a throw-in; (c) during a jump ball. **RULING:** A player from Team B shall attempt the two free throws for the direct technical foul. In (a), although there was no team control when the whistle was blown, when the try is successful, play shall resume with the awarding of the ball to the team not credited with the score. When the try is unsuccessful, the ball shall be put back into play with the use of the alternating-possession arrow. In (b), the ball shall be put back into play at a designated spot for a throw-in, which, in this case, is the spot of the original throw-in. In (c), since there was no team control when the whistle was blown, play shall resume with another jump ball. The same procedure would be used for the remaining situations as described in Rule 4-13.4.

**A.R. 157.** (Men) B1 commits a personal foul against A1. The foul is the ninth team foul for Team B. Before the administration of the free throw(s), A1 and B1 are assessed intentional technical fouls for pushing each other. The official is informed that the technical foul assessed against A1 is his fifth and disqualifying foul. **RULING:** The technical fouls charged to A1 and B1 are offsetting. No penalty free throws shall be awarded. Play shall resume at the point of interruption, which was the bonus one-and-one for B1's personal foul. However, since A1 was disqualified, the bonus shall be attempted by A1's substitute unless no substitution is available. In that case, any teammate shall attempt the free throw(s).

**A.R. 158.** (Women): Team A scores a field goal in the last few seconds of a game. Before Team B secures the ball for a throw-in from the end of the playing court where the goal

was made, (a) A1 commits a technical foul by grabbing and holding B1 near the end line or (b) A1 commits a flagrant technical foul by punching B1 near the end line. **RULING:** In (a), a player from Team B may attempt the two free throws for the technical foul and the ball is put back into play at the point of interruption. Team B may make the throw-in from any point outside the end line. In (b), A1 is ejected. A player from Team B may attempt the two free throws for the flagrant technical foul and the ball is put back into play by a player from Team B at a designated spot at the division line at either side of the playing court.

**Art. 10.** After a double technical foul, the ball shall be put in play at the point of interruption.

**Art. 11.** After a flagrant technical foul or (**men**) intentional technical foul, a player of the offended team may attempt the free throws and the ball shall be put back in play by any player of that team from a designated spot at the division line at either side of the playing court.

**Art. 12.** After a double flagrant technical foul or (**men**) a double intentional technical foul, play shall resume at the point of interruption.

**Art. 13.** After a flagrant personal foul or an intentional personal foul, a player of the team to whom the throw-in has been awarded shall make the throw-in from a designated spot nearest to where the foul occurred.

**Art. 14.** After a double personal foul, the ball shall be put back in play at the point of interruption.

**Art. 15.** After a double flagrant personal foul or double intentional personal foul, play shall resume at the point of interruption.

**Art. 16.** After a simultaneous personal foul, the ball shall be put back in play at the point of interruption.

**Art. 17.** After any double personal foul or simultaneous personal foul committed while the try is in flight, play shall resume at the point of interruption. When the try is successful, the throw-in shall occur at the endline. When the try is unsuccessful, the alternating possession arrow shall be used.

**A.R. 159.** (Men) A1 drives to the basket and (a) the referee calls a player-control foul and an umpire calls a block or; (b) the referee calls a charge and an umpire calls a block. **RULING:** This is uncharacteristic of a double personal foul where one official adjudicates the obviously committed fouls against two opponents. In (a) and (b), the two officials disagree that the fouls occurred simultaneously. In (a), the ball shall be awarded to Team A, the team in control, at the point of interruption with no reset of the shot clock. In (b), the two officials disagree as to whether there was a charge or a block, however, the

ball was released by A1. Although there is no team control while a ball is in flight, when the goal is successful, play shall resume at the point of interruption by awarding the ball to Team B, the team not credited with the score, at the endline with the privilege to run the endline. When the try is not successful, play shall resume at the point of interruption with the use of the alternating possession arrow and a reset of the shot clock.

**A.R. 160.** A1 shoots and while the ball is in the air, the shot-clock horn sounds to indicate the end of the shot-clock period. While the ball is in the air, the official calls a double foul on A2 and B2. (a) The try is successful; (b) the try is unsuccessful but hits the ring/flange; or (c) the try is unsuccessful and does not hit the ring/flange. **RULING:** The official shall wait to see what happens to the try. The ball does not become dead until the try in flight ends. In (a), the goal shall count. Charge the fouls and award the ball to the team not credited with the score at the endline with that team being entitled to run the endline. The shot clock shall be reset. In (b), the alternating-possession arrow shall be used and the shot clock shall be reset. In (c), the alternating-possession arrow shall be used and the shot clock shall be reset even though a shot-clock violation occurred. The double foul takes precedence and the ball shall be awarded for a throw-in with the use of the alternating-possession arrow.

**Art. 18.** After the administration of the penalty for a personal foul, an indirect technical foul or a direct technical foul, the penalty for a single flagrant technical foul or **(men)** a single intentional technical foul shall be administered. The ball shall be put back into play by a player of the offended team at a designated spot at the division line at either side of the playing court.

**Art. 19.** After the administration of an indirect or direct technical foul, the penalty for a subsequent indirect or direct technical foul shall be administered. The ball shall be put back into play by a player of the offended team at the point of interruption, which is where the first technical foul was assessed.

**Art. 20.** After a free-throw violation by the shooting team as listed in Rule 9-1, any opponent of the shooting team shall make the throw-in from a designated spot nearest to where the violation occurred.

**Art. 21.** After an inadvertent whistle, play shall be resumed at the point of interruption.

**A.R. 161.** An official inadvertently blows the whistle and the shot-clock horn sounds while the ball, after being shot by A1, is in the air. How is play resumed when the shot (a) is successful or (b) does not strike the ring or flange or (c) strikes the ring or flange but does not enter the basket? **RULING:** In (a), the whistle, which was blown when there was no team control, and the shot-clock horn shall be ignored. The team not credited with the score shall be allowed to run the end line. In (b), ignore the inadvertent whistle and resume play by awarding the ball to Team B at the spot nearest to where the shot clock

violation occurred. The violation takes precedence over the inadvertent whistle. In (c), play shall be resumed by the alternating-possession procedure and the shot clock shall be reset to the full shot-clock period.

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

**Art. 1.** The throw-in shall start and the throw-in team shall have team control when the ball is placed at the disposal of a player entitled to the throw-in.

**Art. 2.** 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. 3.** The thrower-in shall release the ball within five seconds so that the pass goes directly into the playing court, except as provided in Rule 7-5.6.

**A.R. 162.** Team A scores a field goal. B1 catches the ball as it goes toward the floor from the basket. B1 steps out of bounds, runs a short distance and throws the ball to B2, who is standing out of bounds with one foot on but not beyond the end line. B2 does not break the plane of the inside edge of the end line until the ball has crossed the plane on the throw-in. **RULING:** Legal throw-in.

**Art. 4.** When the throw-in spot is adjacent to a front-court boundary line, the throw-in team may cause the ball to go into the back court.

**Art. 5.** The thrower-in shall not leave the designated spot until he/she has released the ball and the thrown-in ball crosses the plane of the sideline or endline.

**A.R. 163.** A1, on a throw-in from a designated spot, fumbles. A1 leaves the designated spot to retrieve the fumble. Is this a violation? **RULING:** No. Since there was a fumble, the official shall blow his/her whistle, which causes the ball to become dead, and then shall re-administer the throw-in.

**Art. 6.** Until the thrown-in ball crosses the plane of the sideline or end line:

- a. No opponent of the thrower-in shall have any part of his or her person over the inside plane of the sideline or endline;

**A.R. 164.** B1 makes contact with the ball being passed between A1 and A2 while they are out of bounds. (See Rule 7-5.8.) **RULING:** A defensive player shall not interfere with the ball not yet successfully thrown in. Indirect technical foul on B1.

- b. Teammates shall not occupy positions parallel to the nearest boundary line when an opponent desires a spot between the positions.

- c. Teammates may occupy adjacent positions near the sideline or endline when the teammates take adjacent positions that are perpendicular to the sideline or endline.

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# RULE 8

## Free Throw

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### Section 1. 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-thrower.

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

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

- a. **(Men)** Within this limit, opponents of the free-thrower may occupy the third lane space (with the spot closest to the end line being the first). If they opt not to, a teammate of the free-thrower may occupy the third space. No player shall occupy the fourth space.

**Art. 5. (Women)** A maximum of six players (four opponents of the free-thrower and two teammates of the free-thrower) 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 closer to the free-throw line after the block is designated for an opponent of the free-thrower. The next lane space on each side of the lane is designated for a teammate of the free-thrower. The next available space on each side of the lane is designated for an opponent of the free-thrower.
- c. Teammates of the free-thrower shall not occupy lane spaces designated for opponents of the free-thrower; opponents of the free-

thrower shall not occupy lane spaces designated for teammates of the free-thrower.

**Art. 6.** During a free throw for a personal foul, **(men)** each of the lane spaces adjacent to the end line shall be occupied by one opponent of the free-thrower unless the resumption-of-play method of placing the ball at the disposal of the free-thrower is in effect. No teammate of the free thrower shall be permitted to occupy these spaces. **(Women)** Each of the first lane spaces closer to the free-throw line after the block shall be occupied by one opponent of the free-thrower unless the resumption-of-play method of placing the ball at the disposal of the free-thrower is in effect.

**Art. 7. (Men)** The opponents of the free-thrower occupying the lane spaces adjacent to the end line shall be permitted to position themselves up to the edge of the block that is farthest from the end line. **(Women)** Each opponent of the free-thrower occupying the lane space on each side of the lane that is closer to the free-throw line after the block shall be permitted to position themselves up to the edge of the block that is closer to the free-throw line.

**Art. 8. (Men)** A teammate of the free-thrower shall be entitled to the second adjacent lane space on each side and an opponent of the free-thrower shall be entitled to occupy the next lane space on each side.

- a. No player shall be permitted to occupy the last (fourth) space on either side of the free-throw lane.
- b. Players shall be permitted to move along and across the lane to occupy a vacant space within the limitations listed in this rule.

**A.R. 163. (Men)** During the first of two free throws by A1, B2 does not occupy the third lane space and A3 takes it. Before the ball is handed to A1 for the second try, B2 requests permission to occupy the third space. **RULING:** Grant B2's request.

**Art. 9.** A player shall position one foot at the near proximity of the outer edge of the free-throw lane line. The other foot may be positioned anywhere within the designated 3-foot lane space.

**Art. 10.** Only one player shall occupy any part of a designated lane space. **(Women)** Only the first lane space above the block closer to the free-throw line on each side must be occupied.

**Art. 11.** 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 2. 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 is met.

**A.R. 164.** A2 attempts a free throw that should have been taken by A1. **RULING:** When the attempt by A2 is due to a justifiable misunderstanding, there shall be no penalty. The error shall be corrected under Rule 2-11. When it is reasonable to believe that A2 knew that A1 was the designated shooter, a direct technical foul for unsportsmanlike conduct shall be called. In such a case, the direct technical foul penalty shall be administered and the game shall be re-started at the point of interruption.

**Art. 2.** Under the following conditions, 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 teammate shall attempt the free throw(s):

- a. When the offended player must withdraw because of injury;
- b. When the offended player is bleeding or has blood on his or her uniform or person.
- c. When the offended player is disqualified.

**A.R. 165.** A1 is fouled by B1 and appears to be injured as a result. An official suspends play at the proper time. Team A indicates it desires a timeout. At the expiration of the timeout, it is apparent that a substitute for A1 is not necessary. Before the signal is given to resume play, A6 reports and is beckoned onto the playing court by an official. A6 indicates that he or she is to replace A1, which would avoid a timeout being charged to Team A. **RULING:** A1 shall be required to attempt the free throw(s) unless an injury prevents A1 from doing so. A6 should not have been beckoned onto the playing court since substitutions shall not occur after the warning signal.

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

## Section 3. 10-Second Limit

**Art. 1.** The try for goal shall be attempted within 10 seconds after the ball has been placed at the disposal of the free-thrower at the free-throw line.

## Section 4. 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. As after a field goal, when the try is successful and is for a personal foul, other than an intentional or flagrant foul.
- b. At the point of interruption when the free throw is for a direct or indirect technical foul.

**Exception: (Women)** *When an indirect technical foul is for excessive timeouts, the ball shall be put back in play 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 or any intentional 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 unless an infraction of the rules occurs during the officials' jurisdiction.

**A.R. 166. (Men)** With Team B leading, 50-48, A1 releases the ball for a try for goal. B1 fouls A1 while the ball is in flight and the game-clock horn sounds, indicating that time has expired for the second half. The try is unsuccessful. The official assesses an intentional technical foul against A1 for shoving B1. **RULING:** Since a single intentional technical foul has been committed, the point of interruption is not in effect. For a false double foul, each foul shall carry its own penalty and each penalty shall be administered in the order of occurrence of the fouls. A1 shall attempt two free throws for the foul committed by B1. When A1 misses the first try, the game is over. When A1 is successful with the two free throws, any player from Team B shall attempt the two free throws for A1's intentional technical foul. When the first try is successful, the game is over. When both tries are unsuccessful, an extra period(s) shall be played.

**Art. 3.** Play shall resume with the administration of the penalty for a personal foul after the penalty for a direct or indirect technical foul has been administered. [**Exceptions:** *A single flagrant technical foul and (men) a single intentional technical foul.*] (See Rule 7-5.11 for men and women, respectively.)

**Art. 4.** After the penalty for a personal foul, an indirect technical foul, or a direct technical foul, play shall resume with the administration of the penalty for a flagrant technical foul or **(men)** an intentional technical foul.

**Art. 5.** After the penalty for a direct or indirect technical foul is assessed before the start of a game or before any extra period, play shall resume with a jump ball. (**Exceptions:** *A flagrant technical foul and [men] and intentional technical foul.*)

- a. When an indirect or direct technical foul is assessed during the intermission for halftime, the point of interruption shall be a throw-in for the team with the alternating-possession arrow in its favor.

### **Section 5. Ball in Play When Free Throw is Missed**

**Art. 1.** When a free throw for a personal foul is unsuccessful, or when there is a multiple free throw for a personal foul and the last free throw is unsuccessful, the ball shall remain live.

**A.R. 167.** The official informs the players along the free-throw lane that two free throws shall be awarded when a one-and-one bonus is in effect. (a) While all other players remain inactive, A2 rebounds the ball and successfully scores a goal. The official discovers that he or she misinformed the players. (b) B2 rebounds the ball and passes it to the official, who is positioned out of bounds. The official discovers that he or she misinformed the players. **RULING:** The official's misinformation to the players caused the inactivity. As a result, in both (a) and (b), the ball shall be put in play with the use of the alternating-possession arrow. In (a), A2's goal shall not count. A1 did attempt his or her free throw, so there is no error to correct. When any time has elapsed off the game clock and the official has knowledge of this time, he or she shall rectify the situation.

**Art. 2.** When there is a multiple free throw and both a personal and a direct or indirect technical foul are involved, the tries for the indirect or direct technical fouls shall be attempted and play shall resume at the point of interruption.

***Exception: (Women)** When an indirect technical foul is for excessive timeouts, the ball shall be put back in play by the offended team at the point of interruption after its two free throws.*

**Art. 3.** When the last try is for an intentional personal foul or a flagrant personal foul, the ball shall be put back in play at a designated spot nearest to where the foul occurred.

### **Section 6. Ball in Play After False Double Foul**

**Art. 1.** After the last free throw after a false double foul (Rule 4-26.12), 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.

**A.R. 168.** Team A is assessed a direct technical foul. Right after the official hands the ball to B1 at the free-throw line, B2 flagrantly pushes A2. The referee ejects B2. **RULING:** No players shall take positions along the free-throw lane for B1's two free throws or for A2's two free throws. After A2's two free throws, Team A shall be awarded the ball for a throw-in at a designated spot nearest to where the foul occurred.

Art. 2. When the last foul is a double personal foul, double flagrant personal foul or a double intentional personal foul, play shall resume at the point of interruption. (See Rule 4-51.1.b)

### **Section 7. Ball in Play After False Multiple Foul**

**Art. 1.** After the last free throw after a false multiple foul (Rule 4-26.14), 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.

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# RULE 9

## Violations and Penalties

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### Section 1. Free Throw

**Art. 1.** The try shall be attempted from within the free-throw semicircle and behind the free-throw line.

**Art. 2.** After the ball is placed at the disposal of a free-thrower:

- a. The free-thrower 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.

**A.R. 169.** A1, at the free-throw line to attempt a free throw, is bounced the ball by an official, who starts a silent count. A1 strikes his or her knee or leg accidentally with the ball while bouncing it and the ball rolls toward the basket between the free-throw lane lines. **RULING:** The official shall sound the whistle at once, causing the ball to become dead. The official should caution the free-thrower, place the ball at the disposal of A1 and start a new silent count.

- b. The free-thrower shall not purposely fake a try nor shall the free-thrower'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. The free-thrower shall not leave the semicircle before the try contacts the ring, backboard or when the free throw ends.
- e. No player shall enter or leave a marked lane space.
- f. No opponent shall disconcert (e.g., taunt, bait, gesture or delay) the free-thrower.

**A.R. 170.** The ball is at the disposal of free-thrower A1. B1, within the visual field of A1, (a) raises the arms above the head, or (b) after the arms have been extended above the head, alternately opens and closes both hands. **RULING:** When the official judges the

act in either (a) or (b) to be disconcerting, the official shall assess a penalty. The burden not to disconcert shall be that of the free-thrasher's opponents.

**A.R. 171.** The official administering a free throw has alerted players that the game shall resume. A1, the free-thrasher, is not ready. **RULING:** When A1 is in the semicircle and does not take the ball or is outside the semicircle, the ball shall be placed on the free-throw line and the official shall start the count. A violation shall result when the free throw is not attempted in 10 seconds or when the free-thrasher enters the semicircle. When A1 is outside the semicircle, A1 shall not enter the semicircle. However, any player from Team A may request and be granted a timeout before the expiration of the 10-second time limit for shooting the free throw.

- 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-thrasher has released the ball. (See Rule 8-1.)
- 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 x 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-thrasher.
- j. Neither team shall have more than the maximum number of players permitted on the free-throw lane.
- k. **(Men)** No player shall occupy the fourth lane space on either side of the free-throw lane.
- l. **(Women)** An opponent of the free-thrasher shall occupy each lane space above and adjacent to the block.

**Art. 3.** No teammate of the free-thrasher may occupy either of the legal lane spaces nearest the basket.

**A.R. 172.** The official administering a free throw has alerted players that the game shall resume. Team B is not occupying the respective legal bottom marked spaces for men or women. **RULING:** Once the ball is placed at the disposal of A1, an automatic delayed violation shall be called on Team B for not occupying the bottom marked space on each side. However, any player from Team A may request and be granted a timeout before the

expiration of the 10-second time limit for shooting the free throw. However, the timeout shall not negate the violation by Team B.

## **Section 2. Free-Throw Violation Penalties**

**Art. 1. When a violation is by the free-thrower only or the free-thrower's teammate only, no point shall be scored by that free throw. The ball shall become dead when the violation occurs. For any violation or personal foul (common, intentional or flagrant), the ball shall be awarded at a designated spot nearest to where the violation or foul occurred.**

**A.R. 173.** Before a free throw by A1 is in flight, A3 steps into the free-throw lane, then A2 pushes B2. **RULING:** The ball becomes dead when A3 violates the free-throw lane provisions; therefore, the pushing of B2 by A2 shall be ignored unless it is flagrant, (**women**) direct technical for unsportsmanlike conduct or (**men**) intentional (See Rules 4-26.3 to 4-27.7)

**A.R. 174.** Before a free throw by A1 is in flight, A2 pushes B2, then A3 steps into the free-throw lane too soon. The bonus is in effect for both teams. **RULING:** The foul by A2, which created a false double foul, is a team-control foul and causes the ball to become dead immediately. Consequently, A3's violation shall be ignored. A1 shall attempt the free throw(s) with no players on the lane and when the last try is successful, Team B shall have the privilege to run the endline. When the last try is unsuccessful, play shall be resumed by awarding Team B the ball for a throw-in at a designated spot closest to where the team-control foul occurred.

**Art. 2. When a violation is by the free-thrower's opponent only:**

- a. When the try is successful, the goal shall count and the violation shall be disregarded;**
- b. When the try is not successful, the ball shall become dead when the free throw ends and a substitute free throw shall be attempted by the same free-thrower under the same conditions as those for the original free throw.**

**A.R. 175.** The ball is at the disposal of free thrower A1. B1 steps into the lane, and the official gives the delayed violation signal. A1 then requests a timeout. When the team returns to the free throw after the timeout, the official puts the ball at the disposal of A1 and again gives the delayed violation signal. The free throw is missed by A1, and the official awards a repeated free throw. **RULING:** The official is correct. Even though a timeout was taken by Team A, it does not negate the violation by B1.

**Art. 3. When there is a simultaneous violation by each team, the ball shall become dead when the violation by the free-thrower's team occurs, no point shall be scored, and 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 violations occurred.**

**A.R.176.** A2 and B2 commit lane violations (double violation) during (a) the first free throw of a one-and-one by A1 or (b) the first of two free throws by A1 or (c) the last or only free throw. **RULING:** In (a) and (c), the free throw shall be canceled and the alternating-possession rule shall apply. In (b), the first free throw shall be canceled and the second free throw shall be administered normally.

**A.R. 177.** A1 and B1 violated the lane lines simultaneously during A2's free throw. **RULING:** When the official is unable to discern which player committed the first violation, the ball shall be awarded to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violations occurred.

**Art. 4. When there is a lane violation by a teammate of the free-thrower and an opponent:**

- a. When the first violation is by the free-thrower's team, the ball shall become dead when the violation occurs, no point shall be awarded for that free throw and play shall be resumed by awarding the ball to the opponent of the team that committed the first violation at a designated spot nearest to where the violation occurred.**
- b. When the first violation is by the opponent of the free-thrower's team and the try is successful, the goal shall count and the violation shall be disregarded. When the try is not successful, the ball shall become dead when the free throw ends and a substitute free throw shall be attempted by the same free-thrower under the same conditions as those for the original free throw.**

**A.R. 178.** A1 is attempting the second of two free throws. B2 violates the lane followed by a lane violation by A2. The official inadvertently blows his/her whistle, which stops play, before A1 releases the ball for his/her attempt. The officials re-administer the free-throw attempt by placing the ball at the disposal of A1 for his/her free-throw attempt. Before A1's release of the ball for his/her try, B3 commits a lane violation. **RULING:** When A1's free throw attempt is unsuccessful, he/she shall be awarded a substitute free throw. When A1's attempt is successful, B2's violation shall be ignored.

**A.R. 179. (Women)** On the first shot of a one-and-one, A1 is shooting and B1 and B2 are occupying the two lane spaces adjacent to and above the block. A2 is occupying the next lane space on the left side of the basket (as she faces it). B3 lines up in the next lane space on the right side of the basket (as she faces it). A1 shoots the free throw and misses. **RULING:** A violation shall be called on B3 for lining up in a lane space that is designated for Team A. A1 shall repeat the one-and-one free throw.

**A.R. 180.** On a free throw by A1, B1 commits a lane violation. A1's free throw misses the ring and flange. **RULING:** Double violation; alternating-possession rule.

**Art. 5.** The out-of-bounds article in Rule 9-2.1 and the alternating-possession article in Rule 9-2.3 shall not apply when the free throw is to be followed by another free throw or when there are free throws by both teams.

**Art. 6.** In Rule 9-2.3, when a violation by the free-thrower occurs after disconcertion, a substitute free throw shall be awarded.

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

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

### **Section 4. Player Out of Bounds**

**Art. 1.** A player who steps out of bounds under his/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 7-5.8.a, does not receive the pass along the endline by a teammate and is the first to touch the ball after his or her return to the playing court.

**A.R. 181.** Team A sets a double screen for A1, who, in attempting to come across the free-throw lane, is legally obstructed by offensive and defensive players so that A1 leaves the playing court under the basket, circles around, returns to the playing court and then is the first to receive the ball. **RULING:** A violation has been committed by A1 for leaving the playing court and then becoming the first player to touch the ball upon return.

### **Section 5. Throw-in**

**Art. 1.** The thrower-in shall not:

- a. Leave a designated spot.
- b. Fail to pass the ball directly into the playing court so that after it crosses the boundary line, it touches or is touched by another player (inbounds or out of bounds) on the playing court before going out of bounds.
- c. Execute a throw-in that lodges between the backboard and the ring or comes to rest on the flange.

**A.R. 182.** During a throw-in by Team A, (a) A1's foot breaks the plane of the boundary line or (b) A1's hand(s) and the ball break the plane of the boundary line. **RULING:** No violation in either (a) or (b).

**A.R. 183.** Thrower-in A1 attempts deception by throwing the ball against the edge of the front face of the backboard, after which it caroms into the hands of A2. **RULING:** The edge and front face of the backboard are inbounds and, in this specific circumstance, shall be treated the same as the playing court; hence, the throw-in shall be legal.

- d. Consume more than five seconds from the time the throw-in starts until the ball is released.
- e. Carry or hand the ball to a teammate who is on the playing court.
- f. Touch the ball in the playing court before it has touched another player.
- g. Throw 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 he or she touches or is touched by the ball after it has crossed the vertical inside plane of the boundary line. Repeated infractions shall result in an indirect technical foul.

**Art. 3.** When the ball is located out of bounds and adjacent to a front-court boundary line, the thrower-in may pass the ball into the back court.

**Art. 4** The opponents of the thrower-in shall not have any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line.

## **Section 6. Travel, Kick, Fist, Through Basket from Below**

**Art. 1.** A player shall not travel or run with the ball, intentionally kick it, strike it with the fist or cause it to enter and pass through the basket from below.

## **Section 7. Double Dribble**

**Art. 1.** A player shall not dribble 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.** A player shall not violate Rule 6-4.

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

**Art. 3.** The toss shall be repeated when the referee or designee makes a bad toss.

### **Section 9. Three-Second Rule**

**Art. 1.** A player shall not be permitted to have any part of his or 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 his or her front court.

- a. A team in control of the ball for a throw-in adjacent to a front-court boundary line may not be called for a three-second violation.

**A.R. 184.** The ball is loose or there is an interrupted dribble. **RULING:** The three-second count shall be in effect. The team that had control before the loose ball or during an interrupted dribble shall maintain team control until the opponent secures control.

**Art. 2.** Allowance shall be made for 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.

- a. The player shall not pass the ball instead of trying for goal.

### **Section 10. (Men) 10-Second Violation**

**Art. 1.** An inbounds player (and his team) shall not be in continuous control of a ball that is in his back court for 10 consecutive seconds.

**A.R. 185. (Men)** A1 is in the back court and has dribbled for eight seconds when he passes the ball forward toward A2 in the front court. While the ball is in the air, going from back court to front court, the 10-second count expires. **RULING:** Violation. The ball shall be awarded to Team B at a designated spot nearest to where A1 was standing when he threw the ball.

**A.R. 186. (Men)** With A1 in his team's back court and while being pressured by B1 during an attempt to advance the ball, the official reaches a seven count on A1. At this point, while A1 is still dribbling, B1 touches the ball and it goes back toward B's basket.

A1 retrieves the ball and continues to dribble. **RULING:** There has been no change in team control. The 10-second count shall continue.

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

**Art. 1.** The team in control shall attempt a try for field goal within 35 seconds for **men** and within 30 seconds for **women** after any player on the playing court legally touches or is touched by the ball on a throw-in or when a team initially gains possession of the ball from a jump ball, an unsuccessful try for field goal or a loose ball.

**A.R. 187.** B1 blocks A1's try for goal and the shot clock expires. The shot-clock horn sounds (a) while the ball is loose on the playing court, or (b) while A2 gains possession of the ball, or (c) while the blocked try is in the air and the ball subsequently strikes the ring or flange or goes in the basket. **RULING:** In (a) and (b), Team A has committed a shot-clock violation because the try did not strike the ring or flange. In (c), the shot-clock horn shall be ignored and play shall continue with the shot clock reset upon possession by either team because A1 complied with the shot-clock rule when the try struck the ring or flange or entered the basket.

**Art. 2.** The try for field goal shall leave the shooter's hand before the expiration of the allotted shot-clock time, and the try subsequently shall strike the ring or flange or enter the basket.

**A.R. 188.** A1 releases the ball on a try for goal. After the ball leaves A1's hand(s), the shot-clock horn sounds. The ball (a) hits the backboard and goes through the basket; (b) hits the backboard and rebounds directly to A2 or B1 without hitting the ring or flange; or (c) hits the backboard, strikes the ring or flange and rebounds directly to A2. **RULING:** In (a), score the field goal. In (b), a shot-clock violation by Team A has occurred because the try did not hit the ring or flange. The referee shall sound the whistle, and the ball shall be awarded to Team B at a designated spot nearest to where the violation occurred. In (c), there is no shot-clock violation because the try hit the ring or flange. The shot clock shall be reset when Team A establishes possession of the ball on the rebound.

**A.R. 189.** B1 blocks A1's try for goal and the shot clock expires. The shot-clock horn sounds while B2 has gained possession of the ball. **RULING:** The shot-clock horn shall be ignored, the shot clock shall be reset and play shall continue.

### **Section 12. Ball in Back Court**

**Art. 1.** A player shall not be the first to touch the ball in his or her back court when the ball came from the front court while the player's team was in team control and the player or a teammate caused the ball to go into the back court.

**A.R. 190.** A1 is in possession of the ball in the front court and throws a pass to A2, who is located near the division line. A1's pass is errant. A2 leaves the playing court with

both feet in an attempt to prevent the ball from going into the back court. While in the air, A2 gains possession of the ball and throws it into the playing court, where it strikes the division line. The ball returns to the front court, where A3 recovers the ball before it is touched by an opponent. **RULING:** Team A has committed a back-court violation. The official shall blow the whistle for the back-court violation when the ball is touched by A3 in the front court after it touched the division line. Team A had control of the ball in its front court and the ball was last touched by Team A before going into the back court. Rule 9-12 says nothing about where the ball goes after it goes into the back court.

**A.R. 191.** A1 receives a pass in Team A's front court and throws the ball to his or her back court where the ball (a) is touched by a teammate, (b) goes directly out of bounds or (c) rests, rolls or bounces with all players hesitating to touch it. **RULING:** Violation when touched in (a). In (b), it is a violation for going out of bounds. In (c), the ball is live so that Team B may secure control. When Team A touches the ball first, it shall be a violation. The ball continues to be in team control of Team A. For **men**, the 10-second count shall start when the ball goes in the back court, while the 35-second shot clock shall continue to run. For **women**, the 30-second clock shall continue.

**Art. 2.** A player meets the conditions of Article 1 of this rule by having the ball touch any part of his or her body voluntarily or involuntarily.

**Art. 3.** A pass in the front court that is deflected by a defensive player so that the ball goes into the back court may be recovered by either team.

**Art. 4.** When the throw-in spot is located adjacent to a front-court boundary line, the throw-in team may cause the ball to go into the back court.

**Art. 5.** During a throw-in when the ball is located out of bounds and adjacent to either a front-court or back-court boundary line, an inbounds player in the front court who is not in control of the ball may cause the ball to go into the back court.

**Art. 6.** 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 back court.

**A.R. 192.** B1 (a) secures possession of a rebound from Team A's basket or (b) has the ball for a throw-in under Team A's basket. B1 is in the front court of Team A (in other words, the back court of Team B). B1 attempts a long pass down the playing court to teammate B2. A2, standing in Team A's front court close to the division line, leaps and intercepts a pass by B1, then lands in the back court of Team A with player control. **RULING:** In both (a) and (b), no violation has occurred. These are exceptions to the back-court rule. (See Rule 9-12.6.)

**Art. 7.** A player shall be permitted to be the first to secure control of the ball after a jump ball or throw-in while both feet are off the playing court and the player lands with one or both feet in the back court.

**Art. 8.** A player who is the first to secure control of the ball in the front court 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 back court, except as permitted in Rule 9-12.6.

### **Section 13. Elbow(s)**

**Art. 1.** A player shall not excessively swing his or her arm(s) or elbow(s), even without contacting an opponent.

**A.R. 193.** While A1's try for field goal is in flight toward Team A's basket, B1 violently swings arm(s) and elbow(s) but makes no contact with any Team A player. **RULING:** The official shall sound the whistle immediately; however, the ball shall not become dead until it is apparent whether the try is successful. When the try is successful, the basket shall count and the violation shall be ignored. When the try is unsuccessful, Team A shall be awarded the ball at a designated spot nearest to where the violation occurred. When a teammate of A1 committed the same violation, the ball shall become dead immediately when the try is successful, the basket shall not count. The ball shall be awarded to Team B at a designated spot nearest to where the violation occurred.

**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 feinting with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

### **Section 14. Closely Guarded**

**Art. 1.** Closely guarded violations occur when:

- a. A team in its front court (**men**) or on the playing court (**women**) controls the ball for five seconds in an area enclosed by screening teammates.

**A.R. 194.** Team A, while in possession of the ball, lines up four of its players side by side, just inbounds at a boundary line. The four players pass the ball back and forth to one another with their arms reaching out beyond the plane of the boundary line. The players are in (a) the front court or (b) the back court. **RULING:** In (a), after five seconds, a violation shall be called when a defensive player is within (**men**) 6 feet or (**women**) 3 feet of one of the offensive players. In (b), the 10-second rule applies for **men**.

- b. (1) (**Men**) A closely guarded player anywhere in his front court holds or dribbles the ball for five seconds. This count shall be terminated during an interrupted dribble.

- (2) **(Women)** A player in control of the ball, but not dribbling, is closely guarded when an opponent is in a guarding stance within 3 feet. A closely guarded violation shall occur when the player in control of the ball holds the ball for more than five seconds.

### **Section 15. Floor-Violation Penalties (Applies only to Rules 9-3 through 9-13)**

**Art. 1.** The ball shall become dead or remain dead when a violation occurs. The ball shall be awarded to a nearby opponent for a throw-in at a designated spot nearest to where the violation occurred.

**A.R. 195.** One official observes traveling, stepping out of bounds or another violation by A1. At approximately the same time, A1 tries for a field goal and another official observes contact by B1. **RULING:** The officials shall decide which act occurred first. There is nothing inherent in such acts to make it necessary to rule them as occurring simultaneously. When the violation occurred first, the ball became dead. When the ball was in flight during the try before the traveling or the touching of the boundary line, there was no violation. When the contact occurs after a violation is observed, it shall not be a foul unless an unsportsmanlike factor was involved.

**Art. 2.** When the ball passes through a basket during the dead-ball period immediately after a violation, no point(s) can be scored and the ball shall be awarded to an opponent at a designated spot nearest to where the violation occurred.

### **Section 16. Basket Interference and Goaltending**

**Art. 1.** A player shall commit neither basket interference nor goaltending.

**Art. 2.** 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.

**Art. 3.** A player may have a hand legally in contact with the ball, when this contact continues after the ball enters the cylinder or when, in such action, the player touches the basket.

### **Section 17. Basket-Interference and Goaltending Penalties**

**Art. 1.** When the violation is at the basket of the opponent of the offending player, the offended team shall be awarded:

- a. One point for basket interference or one point and an indirect technical foul for goaltending when, during a free throw, the ball is on its upward or downward flight.
- b. Two points when during a two-point field-goal try.

**c. Three points when during a three-point field-goal try.**

**Art. 2. The crediting of the score and subsequent 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.**

**Art. 3. 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.**

**A.R. 196.** B1 touches the ball while a throw-in is in the cylinder. **RULING:** Basket interference. Team A shall be awarded two points. Team B shall be awarded the ball for a throw-in, as after a goal scored, except that an official shall hand the ball to a player of Team B and the player or a teammate shall make the throw-in. (See Rule 7-5.1.)

**A.R. 197.** The ball is in flight during a three-point field-goal try by A1 when a period expires. After the expiration of time and while the ball is rolling on the ring, B1 taps it into the basket. **RULING:** Basket interference by B1. Three points shall be awarded to A1 because of the basket interference.

**A.R. 198.** The ball enters the basket during a field-goal try by A1. Before the ball is in flight for the try, A1 is fouled. A2 touches the ring while the ball is in the basket. **RULING:** Basket interference on A2. The goal shall be canceled. A1 shall be awarded two free throws because of the foul.

**A.R. 199.** A1 throws a ball that enters the basket from below, which (a) enters the cylinder above the ring; (b) is deflected by B1 and enters the cylinder above the ring; or (c) falls back through the bottom of the net untouched. **RULING:** (a) A1 has violated. (b) B1 has violated since the ball completely passed by the ring, which is the base of the cylinder. (c) After the ball clears the net, it remains live.

**Art. 4. 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.**

**Art. 5. 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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### Technical Fouls

#### Section 1. Forfeiture

**Art. 1.** The referee shall declare a forfeit when any player, squad member or bench personnel fails to comply with any technical-foul penalty or makes a travesty of the game.

**Art. 2.** The referee shall declare a forfeit when conditions warrant.

**Art. 3.** The referee shall declare a forfeit when a team refuses to play after being instructed to do so by an official.

**Art. 4.** The referee shall determine the length of time that shall elapse before a forfeit may be declared.

**Art. 5.** Conference policy may include an established time limit before a forfeit may be declared.

#### Section 2. Penalties Resulting in Ejection

**Art. 1.** Assessment of the following leads to ejection:

- a. Two direct technical fouls.
- b. (Men) One intentional technical foul with one direct technical foul.
- c. Three indirect technical fouls.
- d. Three (direct) bench technical fouls charged to the coach.
- e. Two direct bench technical fouls and one direct technical foul charged to the coach.
- f. Two indirect technical fouls with one direct technical foul.
- g. (Men) Two indirect technical fouls with one (men) intentional technical foul.
- h. Any flagrant foul.

*Note: The indirect technical fouls that can be part of these combinations are defined in Rules 10-3.8 through 10-3.19 for the player.*

**Art. 2. When a player, member of bench personnel or coach has been ejected for having incurred the maximum number of technical fouls, no additional technical fouls shall be assessed.**

### **Section 3. Indirect Technical Fouls**

The following shall result in an indirect technical foul to be charged to a team (coach), player or, in the case of a substitution, to that individual.

**Art. 1. Delay of game.** A team shall not delay the game. Delay of the game shall include, when the game clock is not running:

- a. Consuming a full minute by not being ready when it is time to start either half or any extra period;
- b. Failure to supply scorers with data per Rule 3-3;
- c. 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 any place on the playing court.
  1. One warning shall be given to a team that fails to comply; an indirect technical foul shall be assessed thereafter.
- d. Failing to remove chairs/stools immediately after the warning signal of any timeout and to complete cleanup before the final warning signal alerts all personnel that play is going to resume.
  1. One warning shall be given to a team that fails to comply; an indirect technical foul shall be assessed thereafter.

**Art. 2. Removal of Scorebook.** When there is evidence that the official scorer removed the scorebook and took it to the home team's locker room.

**Art. 3. Starting lineup/squad list.** A team shall not change its designated starting lineup or add to its squad list. (See Rule 3-3.)

- a. Infractions shall be penalized when discovered during the time the rule is being violated.

**Art. 4. Number of players.** A team shall not have more than five players legally on the playing court to participate.

- a. Infractions shall be penalized when discovered during the time the rule is being violated.

**Art. 5. Excessive timeouts.** A team shall not be granted excessive timeouts without incurring a penalty.

**Art. 6. Laser pointers.** The use of laser pointers by coaches and team members shall be prohibited.

**Art. 7. Center circle/division line.** The home team shall comply with the division-line and center-circle rules. (See Rules 1-4 and 1-5.)

**A.R. 200.** Team A and Team B are playing each other on Team D's home court in a tournament hosted by Team D. Team C will play Team D immediately after A's and B's game. There is no continuous division line or center circle on the playing court.

**RULING:** Neither Team A nor Team B shall be assessed an indirect technical foul but, when Team D plays Team C, Team D, when the situation still exists, shall be assessed an indirect technical foul to begin the game since it is the home team. Only the home team shall be responsible for having a center circle and division line on its home playing court. Team C will shoot two free throws and the game shall start with a jump ball.

**Art. 8. (Women) Tenth of a Second Game Clock, Red Lights/LED Lights, Shot Clocks.** The Division I home team shall comply with game-clock display, red light/LED lights and shot clock rules. (See Rules 1-17.3 and 4, 1-18.3)

**Art. 9. Substitution.**

- a. A substitute shall not enter the playing court without reporting to the scorers, without the substitute's name appearing on the pregame squad list or without being beckoned onto the playing court by an official (unless during an intermission).
- b. Substitutions between halves shall be reported to the official scorer before the signal that ends the intermission.

**Art. 10.** Wearing a number that is identical to that of a teammate (this also applies to all squad members included in the list of names supplied to the official scorer, Rule 3-3).

- a. This shall be penalized any time after the 10-minute mark is reached on the game clock that is counting down the time before the start of the game and before the referee approves the final score.

**Art. 11.** Wearing an illegal number.

- a. Such offender shall be penalized when discovered before the ball becomes live.

**Art. 12.** Wearing an illegal game jersey.

- a. Penalize offender with a single indirect technical foul whenever discovered before the ball becomes live.
- b. When a violation is committed by more than one member of a team, it shall be assessed with a single indirect technical foul.

**Art. 13.** 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 himself, herself or others.

**A.R. 201.** A1 dunks and in so doing grasps the ring with a free hand: (a) before the ball leaves his or her other hand; or (b) after the ball clears the net. **RULING:** In (a), A1 shall be assessed with two indirect technical fouls, one for grasping the ring and the other for dunking a dead ball. In (a), no goal shall be scored. In (b), the goal shall count and A1 shall be assessed an indirect technical foul for unnecessarily grasping the ring.

**Art. 14. (Men)** Dunking or attempting to dunk a dead ball before or during the game or during any intermission until jurisdiction of the officials has ended. This applies to all squad members. **(Women)** Dunking or attempting to dunk a dead ball during the game. This applies to all squad members.

**A.R. 202.** Team A is ahead by one point. The game-ending horn sounds with the ball loose at the division line. Clearly after playing time has expired, A1 grabs the ball and dunks. The referee, who is near the free-throw line, on his or her way to the scorers' table to check/approve the final score, sees this action by A1 and assesses an indirect technical foul. Team A's coach pushes the referee after the indirect technical foul is called. The referee ejects the coach and awards Team B four free throws. **RULING:** The referee is correct. The officials' jurisdiction does not end until the approval of the final score. Until the officials' jurisdiction ends, an official may call a technical foul, correct a correctable error (Rule 2-10), or correct a bookkeeping mistake by the official scorer.

**A.R. 203. (Men)** Fifteen minutes before the game is scheduled to start and during the warm-up drills, squad member A6 dunks and is charged with the infraction. In defiance, A6 dunks a second and third time. **RULING:** Team B shall be awarded six free throws and A6 shall be ejected.

**A.R. 204.** A1 is dribbling toward the basket and contact is made by B1 immediately before the start of the act of dunking. A1 continues the attempt to dunk. **RULING:** When the official sounds the whistle and calls a foul on either A1 or B1, the basket shall not count. For **men**, A1 shall not be assessed an indirect technical foul for dunking a dead ball, as long as the official believes there was reasonable doubt that A1 heard the whistle or that he could not react quickly enough to stop the dunk.

**A.R. 205.** A1 is in the act of dunking, and a foul is called on B2 or B1 off the ball. **RULING:** When A1 has started the throwing motion, the goal, when successful, shall count. No indirect technical foul shall be called on A1 for dunking. When the foul off the ball is committed before A1 starts his throwing motion, the official still shall not call an

indirect technical foul on A1 for dunking a dead ball when there is reasonable doubt that A1 heard the whistle. The referee shall not count the basket and shall penalize for the foul that was committed off the ball.

**Art. 15.** Intentionally slapping or striking the backboard or causing either the backboard or ring to vibrate while the ball is in flight during a try, or while the ball is touching the backboard, is on the basket ring, in the basket net or the cylinder.

**Art. 16.** Placing a hand(s) on the backboard to gain an advantage.

**Art. 17.** Deceptively leaving the playing court for an unauthorized reason and returning at a more advantageous position.

**A.R. 206.** A player steps out of bounds to avoid contact. **RULING:** This shall not be called an indirect technical foul unless the player leaves the playing court to deceive or gain a more advantageous position in some way. When the player is a dribbler, the ball shall be ruled out of bounds. When the player returns to the playing floor and is the first to touch the ball, a violation has occurred since he/she left the playing court under their own volition.

**Art. 18.** Purposely delaying his or her return to the playing court after being legally out of bounds.

**Art. 19.** 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 violation is called.

- a. One warning shall be given to the team that fails to comply; an indirect technical foul shall be assessed thereafter.

**Art. 20.** Touching a ball in flight during a free throw.

**Art. 21.** Delaying the game by preventing the ball from being promptly made live or by preventing continuous play. This shall also apply to bench personnel.

- a. 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.

**A.R. 207.** After a field goal by B1 with two minutes left to play: (a) B2 reaches through the end-line plane and slaps the ball from the hands of A1 or touches the ball as it is passed along the end line after the score; or (b) after a warning, B2 prevents the ball from being promptly put in play by slapping the ball away. **RULING:** In (a) and (b), an indirect technical foul shall be charged to B2 for delaying the game. When A1, in making the throw-in, reaches through the end-line plane into the playing court and B1 slaps the ball from the hands of A1, without B1 breaking the plane above the end line, B1 has not committed a violation because the ball is in play once it crosses the end line.

#### **Section 4. Penalty for Indirect Technical Fouls**

**Art. 1.** The penalty for an indirect technical foul shall be two free throws awarded to a player of the offended team. The ball shall be put back in play at the point of interruption.

- a. (Women) An indirect technical foul for excessive timeouts shall carry the additional penalty of loss of possession.
- b. (Men) When the indirect technical foul is for dunking before the game or during intermission, the next period shall begin with two free throws awarded to the offended team. Play shall resume with a jump ball if the indirect technical foul occurred during pregame warm-up or before an extra period or with an alternating-possession throw-in if the indirect technical foul occurred at halftime.

**Art. 2.** Indirect technical fouls shall count neither toward a player's five fouls for disqualification nor toward the team-foul total.

**Art. 3.** When double indirect technical fouls are committed before the start of the game, no free throws shall be awarded. The game shall begin with a jump ball.

**Art. 4.** When double indirect technical fouls are committed during a game, no free throws shall be awarded and play shall resume at the point of interruption.

**Art. 5.** Indirect technical fouls as described in Rule 10-3.1 through 10-3.8 and 10-3.20 shall be charged to the head coach of the offending team but do not count toward ejection.

**Art. 6.** A player who receives a combination of three indirect technical fouls, as described in Rules 10-3.8 through 10-3.19, or a combination of two of these indirect technical fouls with one direct technical foul or with (men) one intentional technical foul, shall be ejected.

**Art. 7.** An indirect technical foul for excessive timeouts shall not be penalized when discovered after the ball becomes live.

#### **Section 5. Indirect Technical Fouls for Unsportsmanlike Conduct by Followers**

Any follower(s) of a team shall be assessed an indirect technical foul for unsportsmanlike conduct that includes but is not limited to the following:

Art. 1. Musical Instruments, Amplified Music, Artificial Noisemakers, Laser Pointers. The playing of musical instruments and/or amplified music and the use of artificial noisemakers while the game is in progress shall be prohibited. The use of laser pointers shall be prohibited at all times.

- a. The only time the game, once started, is not “in progress” is during a timeout or intermission.

Art. 2. Debris on Court. Purposely throwing debris onto the playing court after the officials’ jurisdiction has begun.

Art. 3. Delaying a game by preventing the ball from being promptly made live or by preventing continuous play.

- a. When the delay does not interfere with play, it shall be ignored and play shall continue or be resumed at the point of interruption.

**A.R. 208.** Team B leads, 67-66. A1’s two-point try for goal is successful. Two seconds remain on the game clock. Assuming that the successful try was a game-ending and winning goal, bench personnel and fans from Team A go onto the playing court to celebrate. **RULING:** When the celebration causes a delay by preventing the ball from being promptly made live or prevents continuous play, an indirect technical foul shall be assessed to the offending team. Any player from Team B shall attempt the two free throws and play shall resume at the point of interruption. When the celebration does not delay or interfere with play, the celebration shall be ignored.

Art. 4. Disrespectfully addressing an official, which includes the use of profanity or language that is abusive, vulgar or obscene.

Art. 5. Using electronic transmission to communicate with those in the bench area or passing knowledge acquired with the use of electronic instruments (e.g., headsets, cellular telephones, modular telephones, television, radio, Internet video or visual broadcast) to and from the bench area.

## **Section 6. Penalty for Unsportsmanlike Conduct by Followers**

**Art. 1. The penalty for an indirect technical foul assessed to a follower(s) shall be two free throws awarded to a player of the offended team. The ball shall be put back in play at the point of interruption.**

**Art. 2. Indirect technical fouls shall not count toward the team-foul total nor shall they be charged to any specific team member.**

**Art. 3.** When double indirect technical fouls are committed before the start of the game, no free throws shall be awarded. The game shall begin with a jump ball.

**Art. 4.** When double indirect technical fouls occur during the game, no free throws shall be awarded and play shall resume at the point of interruption.

**Art. 5.** Before penalizing a follower(s) of a team for violating Rule 10-5, the official shall have knowledge as to what team's follower(s) committed the act.

**Art. 6.** When the misconduct of a 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 case, an indirect foul shall not be assessed.

### **Section 7. Direct Technical Fouls for Unsportsmanlike Player Conduct**

Unsportsmanlike acts of players include, but are not limited to, the following:

**Art. 1.** Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.

**Art. 2.** 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.

**Art. 3. (Women)** A direct technical foul is also a non-flagrant foul by any player that involves contact or causes contact with an opponent while the ball is dead.

**Art. 4.** Purposely obstructing an opponent's vision by waving or placing hand(s) near his or her eyes.

**Art. 5.** Climbing on or lifting a teammate to secure greater height.

**Art. 6.** Knowingly attempting a free throw to which he or she is not entitled.

**Art. 7.** Inciting undesirable crowd reaction.

**Art. 8.** Using tobacco.

## **Section 8. Penalty for Direct Technical Fouls Involving Unsportsmanlike Conduct of Players**

**Art. 1.** The penalty for direct technical fouls involving unsportsmanlike conduct of players or team members shall be two free throws awarded to a player of the offended team. The ball shall be put back in play at the point of interruption.

**Art. 2.** The direct technical fouls described in Section 7 of this rule shall count toward a player's five fouls for disqualification and toward the team-foul total.

**Art. 3.** When double direct technical fouls are committed, no free throws shall be awarded. Play shall resume at the point of interruption.

**Art. 4.** A maximum of two direct technical fouls assessed to a squad member shall result in ejection of the offender.

**Art. 5. (Men)** A combination of one direct technical foul and one intentional technical foul shall result in ejection of the offender.

## **Section 9. Direct Technical Fouls for Unsportsmanlike Conduct of Bench Personnel**

Any bench personnel of a team shall be assessed a direct technical foul for unsportsmanlike conduct that includes but is not limited to the following:

**Art. 1.** Disrespectfully addressing an official.

**A.R. 209.** The official is advancing up the playing court to cover the play and as the official passes Team A's bench with his or her back to it, someone on that bench uses uncomplimentary language. The official is certain from which bench the uncomplimentary language came but not from which party. **RULING:** When the official cannot, with assurance, determine the violator, the official shall charge the direct technical foul to the head coach. The official alone shall decide to whom a direct technical foul shall be charged. It is not the prerogative of the coach or other bench personnel to come forward as the party guilty of unsportsmanlike bench decorum.

**Art. 2.** Attempting to influence an official's decision.

**Art. 3.** Using profanity or language that is abusive, vulgar or obscene.

**A.R. 210.** A1 is driving toward the basket when an official, while trailing the play and advancing in the direction in which the ball is being advanced, is sworn at by the coach of Team B. **RULING:** The official shall withhold the whistle until A1 has either made or missed the layup. The official then shall sound the whistle and assess the offending coach a direct technical foul, which could be flagrant.

**Art. 4.** Taunting or baiting an opponent.

**Art. 5.** Objecting to an official's decision by rising from the bench or using gestures.

**Art. 6.** Inciting undesirable crowd reactions.

**Art. 7.** Entering the playing court unless done with the permission of an official to attend to an injured player (see exceptions under bench-area restrictions).

**Art. 8.** Failing to replace a disqualified or injured player within 20 seconds when a substitute is available.

**A.R. 211.** A4 is disqualified from receiving his or her fifth foul. The coach of Team A does not have a substitute ready to enter the game after the permitted 20 seconds.

**RULING:** The referee shall blow the whistle and call a direct technical foul on Team A. This direct technical foul shall be assessed to the head coach, shall be one of the two direct technical fouls that the head coach can accrue before being ejected and shall count toward the bonus. Team A's substitute shall enter the game. Team B shall shoot two free throws and the ball shall be put back in play at the point of interruption.

**Art. 9.** Using tobacco.

**Art. 10.** Refusing to occupy the team bench to which the team was assigned or to occupy the location for a timeout as described in Rule 5-10.18.

**Art. 11.** Using electronic transmission (e.g., headsets, cellular telephones, modular telephones, television, radio, audio or video Internet broadcast), or knowledge gained resulting from thereof, to communicate to and from the bench area or using television monitors or replay equipment at courtside for coaching purposes.

**A.R. 212.** The referee notices that the head coach of Team A is using electronic transmission (e.g., headsets, cellular telephones, modular telephones) to communicate with someone in the stands. This is discovered (a) before the start of the game or (b) during the game. **RULING:** In (a), the official asks the coach to remove the headset and discontinue using it. In (b), a direct technical foul shall be assessed to the head coach.

**Art. 12.** When there is evidence that the coach instructed for the scorebook to be removed from the scorer's table.

## **Section 10. Penalty for Unsportsmanlike Conduct of Bench Personnel**

**Art. 1.** The penalty for a direct technical foul involving unsportsmanlike conduct of bench personnel shall be two free throws to a player of the offended team. The ball shall be put back in play at the point of interruption.

**Art. 2.** The bench direct technical fouls in Section 9 of this rule shall count toward a substitute's five fouls toward disqualification (even though that team member is not participating in the game at that moment) and toward the team-foul total.

**Art. 3.** When double direct technical fouls are committed, no free throws shall be awarded. The ball shall be put back in play at the point of interruption.

**Art. 4.** All of the direct technical fouls mentioned in Section 9 of this rule shall be assessed/charged to the offender, shall also be charged to the head coach or co-head coaches and shall count toward the team-foul total.

**Art. 5.** Two direct technical fouls assessed to bench personnel shall result in ejection of the offender.

**Art. 6.** The head coach or co-head coaches shall be ejected after (a) two direct technical fouls have been assessed to him, her or them, (b) three bench direct technical fouls have been charged to his or her team or (c) a combination of one direct technical foul and two bench technical fouls have been assessed to him, her or them.

**Art. 7.** An assistant coach who replaces the ejected head coach shall not inherit any direct technical fouls the head coach accumulated; however, the assistant coach shall be responsible for direct technical fouls previously assessed to him or her in that game.

### **Section 11. Bench-Area Restrictions**

**Art. 1.** All bench personnel except the head coach shall remain seated on the bench while the ball is live except to react spontaneously to an outstanding play, immediately sitting down on the bench afterward.

**A.R. 213.** A team has co-head coaches. **RULING:** Before the start of the game, the team shall designate who the coach with "standing" privileges shall be. Both coaches shall be assessed all direct technical fouls.

**A.R. 214.** The head coach of Team A is standing within the coaching box to coach his or her team. Likewise, two assistant coaches and 10 squad members are standing while the game clock is running and the ball is live. Is this legal? **RULING:** When only one other person is illegally standing, an official shall assess the individual illegally standing with a direct technical foul, which shall count as a bench technical to the coach. When more than one other person is standing, an official shall assess a direct technical foul to the head coach only.

**Art. 2.** A head coach may leave his or her place on the bench but, in doing so, shall stay within his or her team's coaching box.

**Art. 3.** Bench personnel shall be permitted to leave the bench area only under the following circumstances:

- a. A coach or team attendant may leave the coaching box to seek information from the official scorer or official timer during a timeout or an intermission.
- b. A team member may leave the bench area to report to the scorers' table.
- c. A coach, squad member or team attendant may leave the bench area at any time to point out a scoring or timing mistake, or to request a timeout to ascertain whether a correctable error needs to be rectified (Rule 2-11).
  1. When there was no mistake on the part of the official scorer or official timer, or the error is not correctable, a timeout shall be charged to the offending team.
- d. The head coach may leave the bench area when a fight may break out or has broken out on the playing court to prevent the situation from escalating.

**Art. 4.** Any team member other than the head coach who leaves the bench area when a fight may break out or has broken out shall be ejected.

- a. No direct technical fouls shall be assessed.

**A.R. 215.** A6 and B6 leave the bench because a fight has broken out. A6 and B6 do not participate in the fight. **RULING:** A6 and B6 shall be ejected. No free-throw penalties or direct technical fouls shall be assessed to A6 and B6 or the coaches of Team A and Team B. Because neither participated in the fight, no fighting penalty or suspension shall be invoked against them.

**A.R. 216.** A6, A7, A8, A9, A10, B6 and B7 leave the bench because a fight has broken out on the playing court between A1 and B1. A6, A7, A8, A9, A10, B6 and B7 participate in the fight. **RULING:** A6, A7, A8, A9, A10, B6 and B7 shall be ejected immediately upon leaving the bench, entering the playing court and participating in the fight. Flagrant technical fouls shall be assessed to A6, A7, A8, A9, A10, B6 and B7 for leaving the bench to participate in a fight. A6's, A7's, B6's and B7's flagrant technical fouls are offsetting and no free throws shall be awarded. Any player from Team B shall attempt the six free throws resulting from A8's, A9's and A10's flagrant technical fouls. The flagrant technical fouls assessed to A6, A7, A8, A9 and A10 shall be charged to the head coach because these individuals are bench personnel. Since three bench technical fouls have been assessed to

the coach from Team A, he or she shall be ejected. The flagrant technical fouls assessed B6 and B7 shall also be charged to the coach of Team B but do not lead to ejection since three bench technical fouls are required for ejection. A1 and B1 shall be assessed flagrant technical fouls for fighting and shall be ejected. A1's and B1's flagrant technical fouls are offsetting, so no free throws shall be attempted by either team. A1, A6, A7, A8, A9, A10, B1, B6 and B7 shall be subject to the suspension penalty for fighting.

**Art. 5.** Any bench personnel other than the head coach who leaves the bench area when a fight may break out or has broken out shall be ejected.

- a. No direct technical fouls shall be assessed when they do not participate in the fight.

**Art. 6.** During an intermission or a timeout charged to a team, the coach and/or team attendants may confer with their players at or near the bench within the bench area.

- a. In all other circumstances, bench personnel shall remain in the bench area. No part of a foot may touch or be beyond the outer edge of the boundaries of the bench area.

## **Section 12. Penalty for Infractions of Bench-Area Restrictions**

**Art. 1.** The penalty for infractions of bench-area restrictions is the same as that for any other direct technical foul as in Rule 10-10.

## **Section 13. Flagrant Technical Fouls**

**Art. 1.** A flagrant technical foul can be either contact or non-contact.

**Art. 2.** A flagrant non-contact technical foul is an infraction that involves extreme, sometimes persistent, vulgar, abusive conduct.

- a. It is a flagrant non-contact technical foul when a player participates after changing his or her uniform number without reporting the change to the official scorer and an official.
- b. It is a flagrant non-contact technical foul when a player participates after having been disqualified.

**A.R. 217.** A1, who has been disqualified: (a) reports to the official scorer and is subsequently beckoned onto the playing court by an official; or (b) reports to the official scorer and is beckoned onto the playing court. A1 is not discovered until he or she has participated and scored. **RULING:** Flagrant technical foul in both (a) and (b). A1 shall be ejected. The offended team shall be awarded two free throws; the ball shall be awarded to the offended team. In (b), any score made by A1 shall count.

- c. It is a flagrant non-contact technical foul when a player leaves the playing court and goes into the stands when a fight may break out or has broken out.

**Art. 3.** A flagrant contact technical foul is severely or excessively contacting an opponent when the ball is dead.

### **Section 14. Penalty for Flagrant Technical Fouls**

**Art. 1.** The penalty for a flagrant technical foul shall be two free throws awarded to a player of the offended team and possession of the ball to the offended team at a designated spot at the division line.

**Art. 2.** The offender(s) shall be ejected.

**Art. 3.** When a flagrant technical foul is called for fighting, refer to Rule 10-18 for resulting suspension.

**Art. 4.** A flagrant technical foul shall count toward the team-foul total.

**Art. 5.** When double flagrant technical fouls are committed, no free throws shall be awarded.

**Art. 6.** The offenders in a double flagrant technical foul shall be ejected.

**Art. 7.** After a double flagrant technical foul, the ball shall be put in play at the point of interruption.

### **Section 15. (Men) Intentional Technical Fouls**

**Art. 1.** An intentional technical foul involves intentionally contacting an opponent in a non-flagrant manner when the ball is dead.

### **Section 16. (Men) Penalty for Intentional Technical Fouls**

**Art. 1.** The penalty for an intentional technical foul shall be two free throws awarded to a player of the offended team and possession of the ball to the offended team at a designated spot at the division line.

**Art. 2.** The offender shall not be ejected.

**Art. 3.** A combination of one intentional technical foul with two indirect technical fouls (see Rules 10-3.8 through 10-3.19) and with one direct technical foul shall result in the ejection of the offender.

**Art. 4.** An intentional technical foul shall count toward a player's five fouls for disqualification and toward the team-foul total.

**Art. 5. When double intentional technical fouls are committed, no free throws shall be awarded.**

**Art. 6. The offenders in a double intentional technical foul shall not be ejected.**

**Art. 7. After a double intentional technical foul, the ball shall be put in play at the point of interruption.**

### **Section 17. Fighting**

**Art. 1.** Fighting, as defined in Rule 4-23, includes, but is not limited to:

- a. An attempt to strike an opponent with the arms, hands, legs or feet.
- b. An attempt to punch or kick an opponent, regardless of whether contact is made.
- c. An attempt to instigate a fight by committing an unsportsmanlike act toward an opponent that causes the opponent to retaliate by fighting.

As determined by the officials, fighting is a flagrant foul and can be either personal (during a live ball) or technical (during a dead ball).

### **Section 18. Penalty for Fighting/Flagrant Personal Fouls**

**Art. 1. When fighting occurs during a dead ball, it shall be ruled a flagrant technical foul. (See Rule 10-14 for penalty.)**

**A.R. 218.** After a violation by A2, A1 gets involved in a fight. B6 leaves the bench and enters the court but does not participate in the fight. A1 shall be ejected and shall be subject to the fighting penalty and suspension. Any player from Team B is permitted to attempt the two free throws for A1's infraction. B6 shall be ejected for leaving the confines of the bench area and entering the playing court. No free-throw penalty or direct technical shall be assessed to B6. Because B6 did not participate in the fight, no fighting suspension shall be involved. The acts committed by A1 and B6 are not offsetting; they are two separate acts.

**Art. 2. When fighting by a player occurs during a live ball, it shall be ruled a flagrant personal foul.**

**Art. 3. For any flagrant foul committed by bench personnel, a player or follower, two free throws shall be awarded and the offender shall be ejected.**

**Art. 4. For any flagrant personal foul, the ball shall be awarded to the offended team at a designated spot nearest to where the foul occurred. For**

any flagrant technical foul, the ball shall be awarded to the offended team at the division line at either side of the playing court.

Art. 5. When double flagrant personal fouls are committed, the offending players shall be ejected, no free throws shall be awarded and the ball shall be put in play at the point of interruption.

### **Section 19. Suspensions for Fighting**

Art. 1. Any member or team personnel who participates in a fight (regardless of whether he or she is a player at the time) shall be assessed a flagrant technical foul. No free throws shall be attempted by either team when there are double flagrant fouls that are offsetting.

Art. 2. 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. 3. When an individual participates in a second fight, that individual shall be suspended for the remainder of the season, including tournament competition.

Art. 4. When an individual participates in a fight during his or 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 member or team personnel would be eligible.

Art. 5. When an individual with eligibility for the next season participates in a fight during his or 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. 6. Any team member or other bench personnel under suspension for fighting shall not be in the team's bench area. (See Appendix I for a summary of fight-reporting procedures.)

Art. 7. The referee may declare a forfeit when any individual fails to comply with any part of the penalties of this rule.

Art. 8. After a game, conference offices or the assigning authority may correct an error in 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.**

## **Personal Fouls**

### **Section 20. By Players**

**Art. 1.** A player shall not hold, push, charge, trip or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s) or knee(s) or by bending his or her own body into other than a normal position; nor use any unreasonably rough tactics.

**Art. 2.** A player shall not contact an opponent with his or 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 his or her hand(s) on an opponent to inhibit the freedom of movement of the opponent in any way or to aid an opponent in starting or stopping.

**Art. 4.** 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. 5.** A player shall not use the forearm and hand to prevent an opponent from attacking the ball during a dribble or when trying for goal.

**Art. 6.** A player may hold his or her hand(s) and arm(s) in front of his or her own face or body for protection and to absorb force from an imminent charge by an opponent.

**Art. 7.** Contact caused by a defensive player approaching the player with the ball from behind is pushing; contact caused by the momentum of a player who has tried for goal is charging.

### **Section 21. By Dribbler**

**Art. 1.** 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. 2.** When a dribbler, without contact, 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. 3.** When a dribbler has obtained a straight-line path, the dribbler may not be crowded out of that path; when an opponent is able to legally obtain a defensive position in that path, the dribbler shall avoid contact by changing direction or ending the dribble.

**A.R. 219.** A player who is guarding moves into the path of a dribbler and contact occurs.

**RULING:** Either player may be responsible, but the greater responsibility shall be that of the dribbler when the player who is guarding conforms to the following principles that officials shall use in reaching a decision. The defensive player shall be assumed to have attained a guarding position when the defensive player is in the dribbler's path facing him or her. When the defensive player jumps into position, both feet must return to the floor after the jump before he or she can have attained a guarding position. No specific stance or distance shall be required. The guard may shift to maintain his or her position in the path of the dribbler, provided that the player who is guarding does not charge into the dribbler nor otherwise cause contact as outlined in this section. The responsibility of the dribbler for contact shall not shift merely because the player who is guarding turns or ducks to absorb shock when contact caused by the dribbler is imminent. The player who is guarding shall not cause contact by moving under or in front of a passer or thrower after the passer or thrower is in the air with his or her feet off the floor.

**Art. 4.** The player intending to become the dribbler shall not be permitted additional rights to start a dribble or in executing a jump try for goal, pivot or feint.

## **Section 22. By Screener**

**Art. 1.** A player shall not 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.

**Art. 2.** A screener shall not make contact with the opponent when setting a screen within the visual field of that opponent.

**Art. 3.** A screener shall not take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction.

**A.R. 220.** B1 maneuvers to a position in front of offensive post player A1 to prevent A1 from receiving the ball. A high pass is made out of the reach of B1. The offensive post player A1 moves toward the basket to catch the pass and try for goal. As the pass is made, B2 moves into the path of A1, in a guarding position. **RULING:** This action involves a screening principle. B2 has switched to guard a player who does not have the ball; therefore, the switching player shall assume a position one or two strides in advance of offensive post player A1 (depending upon the speed of movement of A1) to make the action legal. When A1 has control of the ball (provided that the offensive post player A1 is not in the air at the time), the play shall become a guarding situation. When it is a guarding situation involving the player with the ball, time and distance shall be irrelevant.

**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 23. Personal-Foul Penalties**

**Art. 1.** The offender shall be charged with a personal foul. When that personal foul is that offender's fifth foul, including any combination of personal fouls, direct technical fouls and (men) intentional technical fouls, the player shall be disqualified.

**Art. 2.** The offended player shall be awarded free throw(s) as follows:

**a. One free throw for:**

1. A personal foul against a player who attempts a field goal and whose try is successful.
2. Each non-flagrant personal foul that is a part of a multiple personal foul, but is not a player-control foul or team-control foul, regardless of whether the offended team is in the bonus.
3. For each foul of a multiple foul, when a two-point try is successful or unsuccessful.
4. For each foul of a multiple foul when the three-point try is successful.

**b. Two free throws for:**

1. A personal foul against a player who attempts a field goal and whose try is unsuccessful.

- 2. An intentional personal or flagrant personal foul and the ball awarded at a designated spot nearest to where the foul occurred.**
- a. Any flagrant personal foul shall result in ejection of the offender. The ball shall be awarded to the offended team after the free throws at a designated spot nearest to where the foul occurred.**

**A.R. 221.** One or both foul(s) of either a multiple personal foul or a double personal foul is flagrant. **RULING:** For a multiple personal foul, one free throw shall be awarded for each non-flagrant personal foul and two free throws shall be awarded for the flagrant personal foul. For a double personal foul, no free throws shall be awarded. In either case, any player who commits a flagrant personal foul shall be ejected.

- 3. (Women) A blocking personal foul against the airborne shooter when the basket is missed.**
  - 4. Each common foul committed by the defensive team, beginning with a team's 10th foul that results from a combination of personal fouls and direct technical fouls during the half.**
  - 5. Each flagrant personal foul of a multiple personal foul and the ball awarded to the offended team at a designated spot nearest to where the foul occurred.**
  - 6. The situation when either personal foul of a multiple foul is intentional or flagrant, after which the ball shall be awarded at a designated spot nearest to where the foul occurred.**
  - 7. For each foul of a multiple foul when a three-point try is unsuccessful.**
- c. 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 intentional or flagrant, the ball also shall be awarded to the offended team at a designated spot nearest to where the foul occurred.**
- d. Bonus free throw for:**
- Each common foul (except a player-control or team-control foul) beginning with a team's seventh foul (including personal fouls, direct technical fouls, (men) intentional technical fouls and flagrant technical fouls) during the half, provided that the first attempt is successful.**

- e. **No free throws for:**
  - 1. **Each common foul before the bonus rule takes effect.**
  - 2. **A player-control personal foul.**
  - 3. **A team-control foul.**
  - 4. **A double personal foul or simultaneous personal foul, even when one or both of the fouls are flagrant or intentional.**
- 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 direct or indirect technical foul, the ball shall be put back in play at the point of interruption.**
  - 1. **When one of the fouls is a single (men) intentional technical foul or a single flagrant technical foul, the penalties shall be administered in the order of occurrence and the ball shall be awarded to the offended team at the division line on either side of the playing court.**
- g. **Personal-foul penalty exception: After the game-clock horn sounds to end the second half or an extra period, only those free throw(s) necessary to determine a winner or whether an(other) extra period is necessary shall be awarded.**

**A.R. 222.** The score is tied when the referee calls a shooting foul on Team B (a) as the game-clock horn sounds simultaneously to end the game or (b) when four seconds remain on the game clock. **RULING:** In (a), the referee shall award two free throws to A1. When A1 makes the first shot, the game shall be over. In (b), A1 shall be awarded two free throws. When A1 makes both free throws, Team B shall be awarded the ball out of bounds at the end line under Team A's basket.

**A.R. 223.** Team A is winning, 79-70, when a foul is called against Team B (a) as the game-clock horn sounds simultaneously to end the game or (b) when five seconds remain on the game clock. **RULING:** In (a), no free throws shall be awarded because a winner already has been determined—in this case, Team A. In (b), the free throw(s) shall be awarded because time remains on the game clock.

**Section 24. Summary—Administration of Double Fouls**

<b>Foul</b>	<b>Penalty</b>	<b>Resumption of Play</b>
Double personal foul	No shots	Point of interruption
Double flagrant personal foul	No shots, ejection	Point of interruption
Double intentional personal foul	No shots	Point of interruption
Simultaneous personal foul	No shots	Point of interruption.
Double technical foul (dead ball)	No shots	Point of interruption
Double flagrant technical foul	No shots, ejection	Point of interruption
(Men) Double intentional technical foul	No shots	Point of interruption
Simultaneous technical foul	No shots	Point of interruption

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# Appendix I

## Fight-Reporting Procedures

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1. The referee shall inform the offender(s), the head coach and the official scorer that an ejection for fighting was issued (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, to 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 in 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 but 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. Coach and Bench Decorum

Coaches and/or other bench personnel who engage in the following actions are in violation of the bench-decorum rules and should be assessed a direct technical foul for:

- a. Questioning the integrity of an official by words or gestures.
- b. Physically charging toward an official.
- c. Directing personal, vulgar or profane remarks or gestures toward an official.
- d. Excessively demonstrating officiating signals (e.g., traveling, holding, verticality) or excessively demonstrating by use of gestures or actions that indicate displeasure with officiating. When not excessive, a warning should be given to keep such behavior from becoming excessive.
- e. Voicing displeasure about officiating through continuous verbal remarks. A warning could be given initially to keep it from becoming continuous.
- f. Using disrespectful or unsportsmanlike words, gestures or actions toward an opposing player or coach.
- g. Leaving the coaching box for an unauthorized reason.

### Section 2. Screening

Officials responsible for coverage away from the ball must be diligent in detecting and penalizing illegal screens. Some guidelines for officials to use when officiating screening situations:

- a. When a player uses arm(s), hand(s), hip(s) or shoulder(s) to force through a screen or to hold or push the screener, it is a personal foul.
- b. When contact results because a player sets a screen while moving, the screener commits a personal foul.

- c. When a screener takes a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction, it is a personal foul.
- d. When a player sets a screen outside the visual field of a stationary opponent and does not allow this opponent a normal step to move, it is a personal foul.
- e. In cases of blind screens, the opponent may make inadvertent contact with the screener; and, if the opponent is running rapidly, the contact may be severe. Such a case is to be ruled as incidental contact, provided that the opponent stops (or attempts to stop) on contact and moves around the screen, and provided that the screener is not displaced if he or she has the ball.
- f. A player who is screened within his or her visual field is expected to avoid contact by going around the screener.
- g. A player may not use the arm(s), hand(s), hip(s) or shoulder(s) to force his or her way through a screen or to hold the screener and then push the screener aside in order to maintain a guarding position relative to his or her opponent.

### **Section 3. Hanging on the Ring**

Players should not be permitted to hang on the basket ring in an excessive, emphatic manner during dunks when there is no possibility of a resulting injury occurring. The intent of the rule does not permit a player to hold the ring and lift his or her body or legs, or in general, hang on the ring for emphasis. This is especially true for a player who dunks the ball on a breakaway or when no defender is nearby. Injuries, sometimes serious, can occur as a result of hanging on the ring. Game delays also result when damaged equipment must be fixed or replaced. When there is no obvious injury circumstance to be avoided by hanging on the ring, doing so is an indirect technical foul and shall be called.

### **Section 4. Intentional Personal Fouling**

Guidelines for calling the intentional personal foul are:

- a. Any personal foul that is not a legitimate attempt to directly play the ball or a player is an intentional personal foul.

- b. Running into the back of a player who has the ball, wrapping the arm(s) around a player and grabbing a player around the torso or legs are intentional personal fouls.
- c. Grabbing a player's arm or body while initially attempting to gain control by playing the ball directly is an intentional personal foul.
- d. Grabbing, holding or pushing a player away from the ball is an intentional personal foul.
- e. Undue roughness used to stop the game clock is an intentional personal foul and, if severe, should be called a flagrant personal foul.
- f. It is an intentional personal foul when, while playing the ball, a player causes excessive contact with an opponent.

The intentional personal foul must be called within the spirit and intent of the intentional-foul rule.

### **Section 5. (Women) Legal Defense**

There has been a lack of consistency in foul calls in this area. The following information should be taken into consideration when making these calls:

- a. The defender has legally established her position when she has put both feet down on the floor and is facing her opponent. Once she has done this, she may move backward or laterally.
- b. The defender is entitled to any spot on the playing court she desires, provided that she gets to that spot first, without contact with an opponent. A defender who establishes a position directly under the cylinder or behind the backboard when a dribbler becomes an airborne shooter is not in a legal guarding position, regardless if she got to the spot first. If contact occurs, the official must decide whether the contact is incidental or a foul has been committed by the defender. **Exception:** When a dribbler takes a path to the basket parallel with the endline, the defender's position directly under the cylinder or behind the backboard is a legal guarding position and, if contact occurs, the official must decide whether the contact is incidental or a foul has been committed by the dribbler or airborne shooter
- c. If contact occurs by the dribbler moving forward at a faster pace than the legal defender is retreating or if the dribbler drops her lead shoulder or

uses her forearm to push into the defender, a player-control foul shall be called on the dribbler.

- d. The dribbler shall not:
  1. Charge into an opponent who has established a legal guarding position;
  2. Attempt to dribble between two opponents; or
  3. Attempt to dribble between an opponent and a boundary where sufficient space is not available for illegal contact to be avoided.
- e. If a defender is able to establish a legal position in the path of the dribbler, the dribbler must avoid contact by changing direction or ending her dribble.
- f. The dribbler must be in control of her body at all times. If illegal contact occurs and the dribbler is not in control of her body, the responsibility for the contact belongs to the dribbler.

### **Section 6. (Men) Post Play**

Some guidelines to officials in making correct, consistent calls in low-post play:

- a. Observe the entire play, especially when responsible for off-ball coverage.
- b. Anticipate the play but not the call when post players are in fronting situations.
- c. A defensive player pushing a leg or knee into the rear of the offensive player shall be a personal foul on the defender.
- d. An offensive player dislodging a defensive player from an established position by pushing or backing in shall be a personal foul on the offensive player.
- e. A player using the “swim stroke” arm movement to lower the arm of an opponent shall be charged with a personal foul.
- f. Post players using hands, forearms or elbows to prevent an opponent from maintaining a legal position shall be charged with a personal foul.

**Section 7. (Men) Hand-Checking (Impeding the Progress of a Player)**

To curtail hand-checking, officials must address it at the beginning of the game, and related personal fouls must be called consistently throughout the game. Some guidelines for officials to use when officiating hand-checking:

- a. When a defensive player keeps a hand or forearm on an opponent, it is a personal foul.
- b. When a defensive player puts two hands on an opponent, it is a personal foul.
- c. When a defensive player continually jabs by extending his arm(s) and placing a hand or forearm on the opponent, it is a personal foul.

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# Appendix IV

## Foul Penalty Chart

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**FOUL/PENALTY CHART**

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count toward DQ?	Count for Bonus	Ejection?
<b>Double Personal</b>	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption.	Yes	Yes	No
<b>Double Flagrant Personal</b>	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption.	No	Yes	Yes
<b>Double Intentional Personal</b>	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption.	Yes	Yes	No
<b>Simultaneous Personal</b>	Live	Committed by each team at approximately the same time but not by opponents against each other.	No free throws	Player	Point of interruption.	Yes	Yes	No
<b>Double Technical</b>	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.	Yes	Yes	No
<b>Double Flagrant Technical</b>	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
<b>(Men) Double Intentional Technical</b>	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.	Yes	Yes	No

## FOUL/PENALTY CHART

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count toward DQ?	Count for Bonus	Ejection?
<b>Simultaneous Technical</b>	Live or dead	Direct or indirect and 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	Player, bench personnel or follower.	Point of interruption.	Yes	Yes	No
<b>Multiple</b>	Live	Two or more opponents commit personal fouls against the same opponent at approximately the same time.	One free throw for each foul: 1. No try involved 2. Successful or unsuccessful 2-pt. try 3. Successful 3-pt. try. Two free throws for each foul: 1. Intentional or flagrant foul 2. Unsuccessful 3-pt. try.	Player	Administer free-throw penalty. For team-control fouls, intentional fouls and flagrant fouls, throw-in from designated spot.	Yes	Yes	No
<b>False Multiple</b>	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	Fouls administered in sequence of occurrence; however, when one of the fouls is direct or indirect technical foul, point of interruption.	Yes	Yes	No
<b>Bench-Restriction Technicals</b>	Live or dead	Unsportsmanlike conduct on bench personnel.	Two free throws	Bench personnel	Point of interruption	Yes if team member	Yes	Automatic when two direct are charged to head coach or after three bench directs to his or her team.
<b>False Double</b>	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 foul is missing.	Each foul carries its own penalty.	Player, bench personnel or follower	Fouls administered in sequence of occurrence, however, when the last foul is a direct or indirect technical or any double personal or simultaneous personal foul, point of interruption.	Yes	Yes	No

# Appendix V

## Major Rules Differences

### (Men's/Women's and NCAA/High School)

ITEM	NFHS	NCAA
Airborne shooter	In air after release of try or tap	Men—No rule Women—Same as NFHS
Closely-guarded	Holding or dribbling in front court at 6-foot distance	Men—Same as NFHS Women—Holding only, front/back court, 3-foot distance
Coaching box: Size Loss of use	State option, 14-foot box maximum  If coach is charged with a technical foul	Extends from 28-foot mark to end line  No rule
Delay-of-Game Warning	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
Disqualification: Players Non-team bench Head coach Player Participants After DQ Time to Replace	Fifth foul or second technical  Second technical  Third (direct or indirect) or second direct technical  Direct technical foul also charged to head coach  30 seconds, warning horn at 20 seconds	Fifth personal and/or includes direct technical fouls. Men—Intentional technical fouls  Second direct technical foul  Second direct technical foul or third combination of directs and bench.  Indirect technical charged to head coach  20 seconds, warning horn at 5 seconds
Double fouls Personal Technical	Point of interruption  Point of interruption	Same as NFHS  Same as NFHS
Fighting	Ejection	Ejection. One-game suspension followed by season suspension—team and coaches

ITEM	NFHS	NCAA
Free Throw Players on lane  Restrictions-Violations  Delay	Maximum of 4 defensive and 2 offensive players, two spaces nearest shooter must be vacant  Restrictions end when ball touches ring, backboard or free throw ends  Technical after warning for huddles and contacting free-thrower	Men—Same as NFHS, bottom two spaces include block Women—Same as men, bottom two spaces must be vacant  Restrictions end on release of the ball  No rule
Headbands & Wristbands	Must be same as dominant color of the jersey or white; only one logo permitted (team or manufacturer); must be same color for everyone on team	Same as NFHS.
Headwear	State association may approve for medical, cosmetic, religious	No rule
Officials on court	Fifteen minutes before start	Men—One at 30 minutes Women—On floor at 15 min. and must return at 3 min.
Player-control foul	Includes airborne shooter	Men—No airborne shooter Women—Same as NFHS
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 in bounds
Shot clock	No rule	Men—35 seconds Women—30 seconds
Stop clock	No rule	After made basket with 59.9 seconds or less in 2nd half or overtime
Substitutions	Bleeding player directed to leave game (may remain with time-out) Player with lost/irritated contacts may remain in the game	Men: Same as NFHS. Women: Player with blood or lost/irritated contact may stay in game if ready to play within 20 seconds.
Team-control Fouls	Ball awarded out-of-bounds (no bonus free throws) when foul committed by any player of the team in control (offensive team)	Same as NFHS (except: team control exists during a throw-in.
Technical fouls Penalty	Two free throws and possession awarded to offended team	All—Two free throws

ITEM	NFHS	NCAA
Resuming play	Throw-in opposite table	Point of interruption Women—Same, except excessive timeout, loss of ball.
Ten-second rule	Must advance from back court	Men—Same as NFHS Women—No restriction
Timeout(s)		
Number and length	Three 60-second and two 30-second timeouts per game	Media—Four 30-second and one 60-second Non-media—Four 75-second and two 30-second
Reduction	Reduced if both teams are ready	Reduced if calling team notifies official (non-media)
Excessive	Technical foul	Men—Two shots and point of interruption Women—Two shots and loss of ball
Request	Recognized when a player is in control	Shall not be recognized when an airborne player's momentum carries him/her out-of-bounds or into backcourt
TV replay monitor	Not allowed	Permitted for specific situations
Unconscious player	No return without physician's (M.D. or D.O.) authorization	No rule
Uniforms		
Arm Sleeve(s)	No rule	Illegal, unless worn for medical reasons
Same number style/color front and back	Required	Not required
Home White Jerseys	Required in 2007-08	Not required
Horizontal lettering	Plane of letters may not overlap with plane of numbers, must be 1" from outside edge of numbers at any point	Must be 1" from outside edge of numbers at any point
Shirts designed to be worn outside the game pants	Not prohibited	Prohibited
Undershirt	Individual player must have same length sleeves	No unaltered sleeves, no cut-off sleeves or necklines, may not extend below elbow
Undergarments	Compression pants may not extend below the game pants	Same as NFHS

<b>ITEM</b>	<b>NFHS</b>	<b>NCAA</b>
Worn	Jerseys/pants may not be removed within visual confines of playing area	No rule
Videotape	Illegal to use during the game or intermission for coaching	Illegal only at courtside

*Note: These differences do not include court markings; equipment; length of periods, game and overtime; officials' signals and mechanics; etc.*

## FOUL/PENALTY CHART

Foul Name	Ball Status	Description	Penalty	Charge to	Resumption of play	Count DD 1	Count for Bonus?	Ejection?
<b>Personal</b>	Live	Committed by player, illegal contact with opponent.	Free throw(s) to offended player when shooting or foul in bonus, except for player-control foul or team-control foul.	Offending player	Throw-in at designated spot to offended team when not shooting or not in bonus or when a player-control or team-control foul. When shooting foul, throw-in at designated spot after free throw(s) from any point behind the end line (last free throw is successful) or live ball.	Yes	Yes	No
<b>Common</b>	Live (is subset of personal fouls)	Personal when not shooting, foul not intentional, not part of a multiple, double or simultaneous.	Free throw(s) to offended player when in bonus, except for player-control or team-control foul.	Same as personal	Throw-in at designated spot to offended team when not in bonus or when team-control or player-control foul. If one-and-one, live ball when a foul is committed by either team, throw-in from any point behind the end line.	Yes	Yes	No
<b>Player Control</b>	Live	Common foul committed by a player when he or she is in control of the ball.	No free throw(s).	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
<b>Team Control</b>	Live	Common foul committed by a player when he or she is in possession of the ball for a throw-in.	No free throw(s).	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
<b>Indirect Technical</b>	Live or dead	Administrative or conduct in nature.	Two free throws.	Player, squad member, coach, bench personnel.	Point of interruption.	No	No	For those listed in rule 100, this is automatic when a combination of three including one direct is reached.
<b>Women: If for excessive contact</b>	Live or dead	Using dirty conduct.	Two free throws plus loss of possession.	Player or coach.	Throw-in to offended team at point of interruption.	Yes	Yes	Automatic after two.
<b>Direct Technical</b>	Live or dead	(Women) Non-flagrant contact.	Two free throws.	Player, squad member, coach, bench personnel, followers.	Point of interruption.	Yes	Yes	Automatic
<b>Flagrant Personal</b>	Live	Severe or excessive contact with an opponent.	Ejection of offender, two free throws to offended player.	Player	Throw-in to offended team at designated spot nearest to where foul occurred.	No	Yes	Automatic
<b>Flagrant Technical</b>	Dead	Extreme unsporting conduct or as severe, excessive contact with opponent.	Ejection of offender, two free throws to any member of offended team.	Player, bench personnel or follower.	Throw-in at designated spot at division line to offended team.	No	Yes	Automatic
<b>Intentional Personal</b>	Live	An act that is not a legitimate foul or foul by a non-flagrant player. Not based on severity.	Two free throws to offended player.	Player	Throw-in to offended team at designated spot.	Yes	Yes	No
<b>(Men) Intentional Technical</b>	Dead	Contact with opponent in non-flagrant manner.	Two free throws to any member of offended team.	Player	Throw-in to offended team at division line.	Yes	Yes	No

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# Appendix VI

## Timeout Comparison Chart

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Type of Game	Team Time-outs 1st Half	Team Time-outs 2nd Half	Team Time-outs Extra Periods	Electronic Media Timeouts 1st Half	Electronic Media Timeouts 2nd Half	Media Timeouts Extra Periods
No electronic media or Internet coverage without audio or video. (Rule 5-10.3)	Four 75-second and two 30-second timeouts per team per regulation game. All carry over to second half if not used in first half.	Any not used in first half.	Any not used in regulation or any prior extra period(s) plus one 75-second timeout per team for each extra period.	None	None	None
Radio, Internet with audio or visual broadcast and media agreement that calls for fewer than three timeouts in at least one half.	Same as above.	Same as above.	Same as above.	Either two, one or none, depending on the media agreement. The length shall be determined by media agreement. Each shall occur at the first dead ball after the minute mark specified in the media agreement. When either team uses a 75-second timeout in the half, that timeout replaces the next agreed-upon media timeout of the half.	Either two, one or no more, depending on the media agreement. The length shall be determined by media agreement. Each shall occur at the first dead ball after the minute mark specified in the media agreement. When either team uses a 75-second timeout in the half, that timeout re-places the next agreed-upon media timeout of the half.	The first team-called timeout in each period becomes a media timeout, if that is part of the media agreement.

Television	Four 30-second timeouts and one 60-second timeout per team.	Each team carries over any unused timeouts from the first half but no more than three 30-second timeouts each. The fourth is lost if it was not used in the first half. The first 30-second timeout requested by either team in this half only becomes a media timeout, the length of which is determined by the media agreement.	Any not used in regulation, second half or any previous extra period(s) plus one extra 30-second timeout per team per extra period.	Four media timeouts, the length of which is determined by media agreement. These timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks. Neither team's 60-second timeout can be extended by media agreement.	Four more media timeouts, the length of which is determined by media agreement. These timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks. The first 30-second timeout called by either team in this half only shall be 75 seconds long or a media timeout, the length of which is determined by media agreement. Neither team's 60-second timeout can be extended by media agreement.	Same as above.
Radio, Internet with audio or visual broadcast and media format calls for at least three media timeouts in either half.	Same as above.	Same as above.	Same as above.	Three media timeouts, the length of which shall occur after the 16-, 12-, 8- and 4-minute marks or after the 15-, 10- and 5-minute marks, depending on the media agreement. Neither team's 60-second timeout can be extended by media agreement.	The electronic-media timeouts shall occur after the 16-, 12-, 8- and 4-minute marks or after the 15-, 10- and 5-minute marks, depending on the media agreement. The first 30-second timeout called by either team in this half only shall become a media timeout, the length of which is determined by media agreement. Neither team's 60-second timeout can be extended by media agreement.	Same as above.

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# Appendix VII

## Official Men's Basketball Signals

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Start Clock



Stop Clock



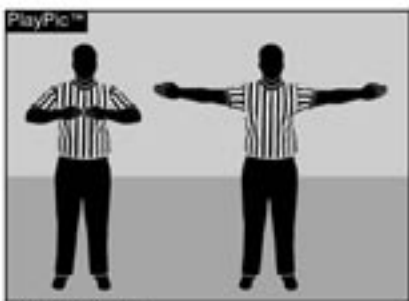
Stop Clock for Foul



Foul: Optional 'Bird Dog'



30-second Timeout



60-Second Timeout



Beckon Substitute



Holding Foul

Pushing or  
Charging Foul

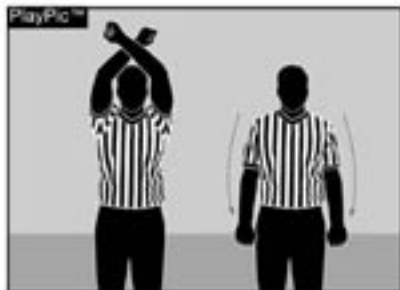
hand-checking Foul



Player Control Foul



Technical Foul



Intentional  
Foul

Intentional Foul:  
Excessive Contact



Illegal Use of  
Hands Foul



Double Foul



Blocking Foul



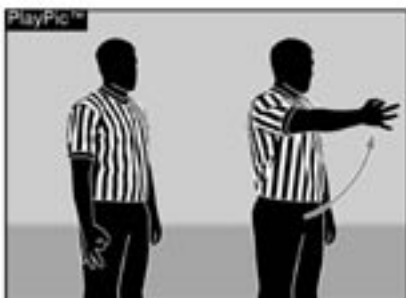
Throw-in Spot or  
Designated Spot Violation



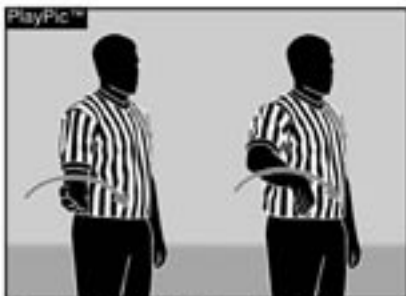
5-second Violation



10-second Violation



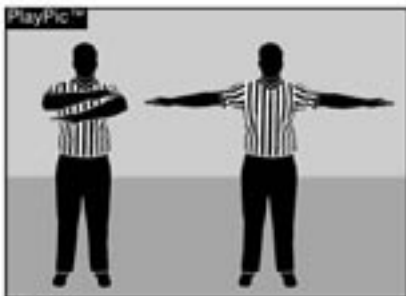
Three-second Violation

Kicking Violation or  
Tripping Foul

Over and Back or Palming/Carrying Violation



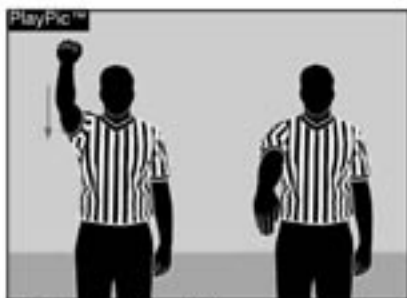
Shot Clock Violation



No Score



Shot Clock Reset

**Goal Counts or is Awarded****Excessive Swinging of Elbows****Bonus Free Throw****Traveling Violation****One Free Throw**



Two Free Throws

Directional Signal or Media  
Timeout: Point Toward Table

Three Free Throws

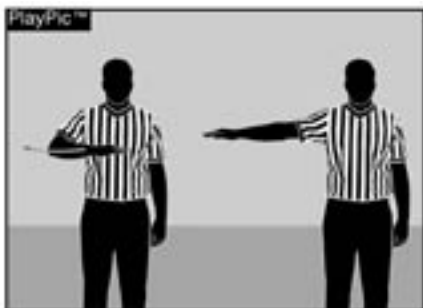


Illegal Dribble Violation



Three-Point Attempt

Three-Point Successful



Visible Count

Stop Clock for  
Jump Ball

Not Closely Guarded

Delayed-Dead Ball:  
Withheld Whistle

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# Appendix VIII

## Official Women's Basketball Signals

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Start Clock



Stop Clock



Stop Clock for Jump Ball



Stop Clock for Foul



Stop Clock for Foul:  
Going Other Direction

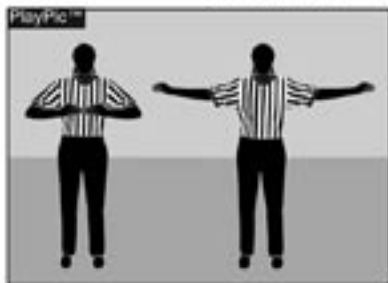
## Timeouts



30-Second Timeout

30-Second Timeout for  
SubstitutionTwo Consecutive 30-  
Second Timeouts

60-Second Timeout



Full Timeout

Media Timeout: Point  
Toward Table

## Violations



Traveling Violation



Illegal Dribble Violation

Excessive Swinging of  
Elbows Violation

Over and Back or Palming/Carrying Violation

## Violations



Shot Clock Violation



Five-Second Violation



Kicking Violation



Three-Second Violation

## Fouls



Hack/Hit on Arm Foul



Blocking Foul



Holding Foul



Pushing Foul



Punch: Team Control Foul

## Fouls



Handchecking Foul



Double Foul



Intentional Foul



Technical Foul

## Information



Shot Clock Reset to 30 Seconds



Last-Second Shot/Lock Down Near 5 Seconds - No Rotation



Set Shot Clock to 15 Seconds



Becken Substitute



Not Closely Guarded



Throw-in or Designated Spot



Directional Signal

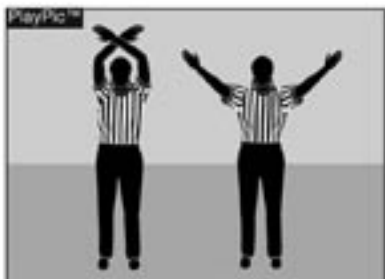
## Scoring/Shooting



Delayed-Dead Ball:  
Withheld Whistle



Three-Point Field Goal Attempt and Successful



No Score



Bonus Free Throw



Number of Free Throws



Goal Counts or  
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<b>Violations/penalties</b>									
back court.....	9	12	-	152					
ball out of bounds.....	9	3	-	149					
basket, ball through from									
below.....	9	6	-	150					
basket interference.....	9	16	-	155					
penalties.....	9	17	-	155					
cell phones.....	10	9	11	166					
closely guarded.....	9	14	-	154					
definition of violation.....	4	71	-	107					
double dribble.....	9	7	-	150					
elbow(s).....	9	13	-	154					
fist.....	9	6	-	150					

The NCAA salutes **360,000**  
student-athletes participating in  
**23** sports at **1,000**  
member institutions

