



2015-16 and 2016-17 Men's Basketball Rules Changes

The following rules changes were approved by the NCAA Men's Basketball Rules Committee and the Playing Rules Oversight Panel. They will be incorporated into the rules book for the 2015-16 and 2016-17 seasons.

NOTE: Rules changes that are shaded were adopted by both the Men's Basketball Rules Committee and the Women's Basketball Rules Committee.

Rule	Change/Rationale
1-8 and Court Diagram	Expand the restricted area arc from 3' to 4'. Rationale: Increase freedom of movement for offensive players by reducing the potential for collisions under the basket. The data and feedback received from the use of a 4' arc as experimental rule during three postseason tournaments was positive. (Effective Division I: 2015-16; Divisions II and III: 2016-17)
1-12 and Court Diagram	Where possible, clear a 3-foot wide lane on both sides at the base of the basket stanchion. Rationale: To provide additional space for players to regain their balance after leaving the court.
1-17.1	To permit certain decals (e.g., institutional and conference websites, twitter handles) to be placed on the top edge of backboard frame. Rationale: To allow limited promotional opportunities on the edge of the backboard.
1-17.1	To permit an American flag and one conference or NCAA logo in the lower corners on the front of the backboard (not to exceed 5" X 8") for NCAA and conference postseason competition. Rationale: To permit postseason conference and NCAA tournament branding (and to continue to allow the American flag to be displayed on the backboard.)
1-22.4	A perceptible majority color of the game shorts shall be the color of the neutral zone. Rationale: The current rule states that "a majority color of the game shorts shall be the color of the neutral zone." This language is to clarify that it should be readily apparent that the majority of the game shorts are the color of the neutral zone.
1-22.7.a.1.a	To add an institutional logo to the items that may appear on the front of the game jersey (neutral zone), in addition to the school name, the school nickname or mascot. Rationale: To provide institutions with flexibility in identifying themselves. The logo shall be placed no closer than one inch from the uniform number (Rule 1-22.7.a.1.c).



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1-22.7.c	<p>To delete the restriction on the placement of an institutional logo and conference logo on the game jersey.</p> <p>Rationale: The current rule permits an institutional logo and/or a conference logo to appear on the game jersey; however, both logos may not appear on the same side of the game jersey. Deleting the restriction would permit a conference logo and an institutional logo to appear on the same side of the game jersey (e.g., an institutional logo at the apex of the neckline and the conference logo on the shoulder panel).</p>
1-22.11	<p>Institutional names, mascots or logos are permitted on the game shorts.</p> <p>Rationale: To permit institutions to place these items on the game shorts, provided that a perceptible majority of the game shorts are the color of the neutral zone. This change will allow for more than one institutional and/or conference logo on the game shorts.</p>
1-23.2	<p>One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on undergarments that appear below the game shorts.</p> <p>Rationale: The institutional logo is permitted on other articles worn by players (game jersey, game shorts, headbands and wristbands). This change will make the rule consistent.</p>
1-25.2	<p>One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on an arm sleeve, knee sleeve or leg sleeve.</p> <p>Rationale: The institutional logo is permitted on other articles worn by players (e.g., game jerseys, game shorts, headbands and wristbands). This change would make the rule consistent.</p>
1-26.9	<p>Move 1-26.9 (information about arm sleeves, knee sleeves and lower leg sleeves) from the equipment rule to 1-25 (the logo section).</p> <p>Rationale: NCAA bylaws do not restrict the size of a manufacturer's logo on equipment. By removing sleeves from the equipment rule, the size can be regulated (the logo must fit within a four-sided geometrical space that does not exceed 2 ¼ square inches).</p>
2-10.9	<p>Reduce the time permitted to replace a disqualified player from 20 to 15 seconds.</p> <p>Rationale: To increase the flow of the game.</p>
4-1, 4-17 and 10-1 Penalty	<p>No longer permit offense to score on a charging foul (e.g., airborne shooter).</p> <p>Rationale: Reward the defense for an offensive foul. Also, eliminate the controversial call where an official counts the basket and then awards free throws to the defensive team.</p>



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4-12.1	Permit institutions, conferences and postseason tournaments to allow six fouls on a player before disqualification as an experimental rule. Rationale: Experiment with a rule to allow players to remain in the game longer.
4-17.4 and 4-17.6	Restrict a secondary defender who has established legal guarding position from moving sideways to maintain legal guarding position on an airborne shooter/passer. Rationale: Codify a previously approved interpretation of the guarding rules relating to block/charge plays involving an airborne player.
4-17.6.e and A.R. 89	Make an exception to the guarding rule to allow a defender to be moving forward while airborne as long as he is moving in a direction in which he clearly will not make contact with the shooter. Rationale: Correct unfairness by prohibiting a shooter from drawing a defensive foul by jumping sideways into a defender who would otherwise clearly miss the shooter.
4-21.3 and 4-38	Clarify that an offensive player also has verticality rights and must be given enough space by the defender to allow the offensive player to make a normal basketball move. Rationale: Create more protection for an offensive player by restricting the defense from entering the offensive player's vertical space.
5-14.1	Prohibit coaches from calling a timeout during a live ball. Rationale: Prevent incorrect granting of timeouts when there is no player possession and reduce game stoppages. Coaches are still permitted to call timeouts when the ball is dead.
5-14.10	A team timeout, granted 30 seconds or less prior to a scheduled media timeout or granted after the designated time for a media timeout when there has been no stoppage in play, will become the scheduled media timeout. Rationale: Reduce game stoppages by combining a team called timeout with a media timeout under certain situations.



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5-14.10.a	<p>Reduce the number of 30-second timeouts from four to three and permit only two 30-second timeouts to be carried over into the second half.</p> <p>Rationale: Reduce stoppages in play, increase continuous action and aid in reducing end of game stoppages.</p>
9-11	<p>Once the 10-second count begins for the offensive team to cross the division line, the 10-second count shall be reset on all stoppages of the game clock, except when the defense causes the ball to be out of bounds, the offense retains possession after a held ball, or there is a technical foul assessed to the offensive team.</p> <p>Rationale: To reward the defense and to prevent the offense from gaining an advantage that is not intended by rule. Increase pace of play.</p>
9-12.3	<p>Shorten the shot clock from 35 seconds to 30 seconds.</p> <p>Rationale: Increase tempo of the game.</p>
9-12.4 and 11-2.c.2	<p>During instant replay, allow the officials to use the shot clock, in addition to the horn, to determine if a shot clock violation occurred.</p> <p>Rationale: Provide officials with an additional resource to make an accurate decision.</p>
9-15	<p>Eliminate the 5-second closely guarded rule for a player dribbling the ball.</p> <p>Rationale: Not necessary with reduction in shot clock and eliminate inconsistent officiating for this play.</p>
10-2.1.a	<p>No longer penalize the failure to have a proper division line and center circle.</p> <p>Rationale: There currently is no penalty for failure to have any other court markings. Removing this rule will make the rules book more consistent.</p>
10-3.1 and 11-2.1.d	<p>Add "faking being fouled by an opponent" as a Class A technical foul. Such acts include, but are not limited to, flopping or sudden movement of the head in an attempt to draw a foul. However, such fouls could only be assessed after an official has elected to use instant replay to review whether a flagrant foul has been committed and, in doing so, sees a clear violation of the rule involving faking being fouled.</p> <p>Rationale: Penalize this unsportsmanlike act, which is becoming more prevalent.</p>



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10-4	<p>Reduce Class B and Administrative technical foul penalty (e.g. dunking in pregame, replacing a disqualified player within the required time, failure to comply with lineup and roster requirements before the game) to one shot.</p> <p>Rationale: Reduce delays during the game, encourage continuous action and encourage enforcement of the rules which would facilitate these goals.</p>
10-4.1.e	<p>Delete the prohibition against pre-game and half-time dunking.</p> <p>Rationale: Current restriction no longer needed with today's equipment.</p>
11-2.1.d.1	<p>Permit instant replay after a call has been made to determine if any flagrant foul has been committed and not just a Flagrant 2 foul.</p> <p>Rationale: Conform the written rule to current officiating practice.</p>
11-2.1.e	<p>Permit instant replay during the entire game to determine if a shot clock violation occurred for failing to release the ball prior to the sounding of the shot clock horn. These reviews may only occur on successful tries for goal.</p> <p>Rationale: To improve fairness in the enforcement of this violation and in the awarding of points.</p>
11-2.1.e and 5-14.1	<p>During all instant replays in the last two minutes of the second period and the last two minutes of each extra period(s), substitutions or timeouts shall not be permitted until the results of the review have been reported to both coaches.</p> <p>Rationale: Allow officials to determine the outcome of the review before allowing coaches to make substitutions or call timeouts. This will also eliminate a situation that may occur if the call is reversed and a player who was substituted for may not return to the game.</p>
Appendix III, Section 4.g	<p>Allow a defensive player to use a forearm to apply equal pressure on the back of an offensive post player per Rule 4-28.</p> <p>Rationale: Permit certain defensive contact in low post on player with back to basket and provide coaching and officiating guidelines for defending post players.</p>
Appendix VIII	<p>Add a signal for officials to indicate a shortened time out per rule 5-14.14.b.</p> <p>Rationale: Proper signal is necessary to explain why the timeout is shortened.</p>