

BASKETBALL

2010 AND 2011 MEN'S AND WOMEN'S RULES



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RESPECT.

It's the name of the game.

Sportsmanship is a core value of the NCAA. The NCAA Committee on Sportsmanship and Ethical Conduct has identified **respect** and **integrity** as two critical elements of sportsmanship and launched an awareness and action campaign at the NCAA Convention in January 2009.

Athletics administrators may download materials and view best practices ideas at the Web sites below:

www.NCAA.org, then click on "Academics and Athletics," then "Sportsmanship" and

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2010 & 2011 NCAA MEN'S AND WOMEN'S BASKETBALL RULES

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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P.O. BOX 6222

INDIANAPOLIS, INDIANA 46206-6222

317/917-6222

WWW.NCAA.ORG

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Manuscript Prepared By: Ed Bilik, *Secretary-Rules Editor, NCAA Men's Basketball Rules Committee;* and Debbie Williamson, *Secretary-Rules Editor, NCAA Women's Basketball Rules Committee*

Edited By: Ty Halpin and Rachel Seewald, *Associate Directors of Playing Rules Administration.*

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NCAA Men's Basketball Rules Committee



Chair
Bobby Lutz
Division I
University of North
Carolina, Charlotte
704/687-4939
Term expires:
9-1-10*



**Secretary-Rules
Editor**
Ed Bilik
912/598-5134
edbilik@aol.com
Term expires:
5-10-10*



Mike Brey
Division I
University of Notre
Dame
574/631-5222
mbrey@nd.edu
Term expires:
9-1-11 *



Adam Brick
Division I
George Mason
University
703/993-9117
abrick@gmu.edu
Term expires:
9-1-12*

**Not eligible for reappointment.*



Robert Corn
Division II
Missouri Southern
State University
417/625-9330
corn-r@mssu.edu
Term expires:
9-1-11*



Scott Eaton
Division II
Northern Kentucky
University
859/572-6539
eatons@nku.edu
Term expires:
9-1-12*



Fran McCaffery
Division I
Siena College
518/783-2543
fmccia@siena.edu
Term expires:
9-1-13*



Steve Moore
Division III
College of Wooster
330/263-2176
smoore@wooster.
edu
Term expires:
9-1-10*



Gerald Myers
Division I
Texas Tech
University
806/742-3355
Term expires:
9-1-12*



Robert Passage
Division III
Kalamazoo College
269/337-5804
rpassage@kzoo.edu
Term expires:
9-1-13*

**Not eligible for reappointment.*



Jim Schaus
Division I
Ohio University
740/593-0983
schaus@ohio.edu
Term expires:
9-1-11*



John Thompson
Division III
North Carolina
Wesleyan College
252/985-5218
jthompson@ncwc.
edu
Term expires:
9-1-11*



Ken Wagner
Division II
Brigham Young
University, Hawaii
808/675-3764
wagnerk@byuh.edu
Term expires:
9-1-12*

Members who attended annual meeting but whose terms expired September 1, 2009, or otherwise left the committee:

III Dick Hack, University of Pittsburgh, Greensburg

I Reggie Witherspoon, University at Buffalo, the State University of New York

NCAA Women's Basketball Rules Committee



Chair
Amy Backus
Division I
Yale University
203/432-7668
amy.backus@yale.
edu
Term expires:
9-1-10*



**Secretary-Rules
Editor**
Debbie Williamson
910/658-3731
williamsondebbie
@yahoo.com
Term expires:
9-1-14*



Brenda Alexander
Division III
New York City
College of
Technology
718/260-5103
balexander@
citytech.cuny.edu
Term expires:
9-1-10*



Mary Ellen Burt
Division III
Union College (NY)
518/388-6546
burtm@union.edu
Term expires:
9-1-12*

**Not eligible for reappointment.*



Leslie Claybrook
Division I
Rice University
713/348-5829
claybrook@rice.edu
Term expires:
9-1-12*



Shimmy Gray-Miller
Division I
Saint Louis University
314/977-3174
grayyt@slu.edu
Term expires:
9-1-11*



Lynn Griffin
Division II
University of
Indianapolis
317/788-3306
llgriffin@uindy.edu
Term expires:
9-1-10*



David Marsh
Division II
Northwood
University
(Michigan)
989/837-4389
dmarsh@northwood.
edu
Term expires:
9-1-10*



Curt Miller
Division I
Bowling Green State
University
419/372-7070
millerc@bgsu.edu
Term expires:
9-1-13*



Don Mulhern
Division III
University of
Wisconsin,
Superior
715/395-4672
dmulhern@
uwsuper.edu
Term expires:
9-1-13*



Lynn Plett
Division II
Missouri Western
State University
816/271-5863
lplett@
missouriwestern.edu
Term expires:
9-1-11*



Lee Ann Riley
Division I
Stephen F. Austin
State University
936/468-3208
lriley@sfasu.edu
Term expires:
9-1-11*



Cathy Roberts
Division I
University of North
Carolina, Greensboro
336/334-5537
csroberts@uncg.edu
Term expires:
9-1-10*

Members who attended annual meeting but whose terms expired September 1, 2009, or have otherwise left the committee:

III Keith Mondillo, Gwynedd-Mercy College

Men's and Women's Committee Actions for 2010 & 2011

This year the Men's and Women's Basketball Rules Committees reviewed more than 46 rules change proposals. Feedback gathered during the year was vital to their discussion regarding rules changes. Approximately 52 percent of coaches responded to the men's and women's surveys. In addition, the women's rules committee hosted Rules Forums and gathered feedback from more than 300 coaches.

During the 2008-09 season, a subcommittee comprised of members from the men's and women's rules committees examined the uniform rule in an effort to meet the request of coaches and apparel manufacturers to allow more color and design freedom on the uniform. As a result, the uniform rule was rewritten to accommodate those requests. The rule change establishes a neutral zone of a single color, which is restricted to permit only an institutional or player's name and player's number. However, there is no color or design restriction outside the neutral zone. This rule change will go into effect beginning with the 2012-13 season following an extensive educational effort for all involved.

The most significant rule change approved by the men's committee was to address contact around and under the basket. A restricted area arc was proposed and discussed by the committee, but ultimately, the men's committee decided to make the area under the basket off limits to secondary defenders. It is the committee's hope that this rule change will address contact concerns without changing court markings.

For the first time in women's basketball, the courtside monitor may be used to review a flagrant foul. Although this has been a rule for men's basketball, the women's basketball rules committee felt it necessary to adopt this rule giving all officials access to use the courtside monitor to penalize basketball's most egregious act. Both the men's and women's committee added to that rule the option for the official to call an intentional personal

or a technical foul for contact during a dead ball when after reviewing the monitor it is discovered that a flagrant foul did not occur.

This season, all NCAA institutions are required to have movable rims. Beginning next season, the 2010-11 season, NCAA Divisions II and III institutions will be required to have a game clock that shows a 10th-of-a-second display and a red light placed behind each backboard or LED lights placed around each backboard. Also beginning next season, NCAA Division III institutions will be required to have shot clock displays recessed and mounted on the backboard supports.

This rules book begins a two-year rules book cycle. The next rules book will not be printed until the 2011-12 season. This two-year cycle will allow the committee to more closely examine our current game, as well as, discuss with stakeholders in the game the direction, concerns and needs of the game. While the hope is that the current rules remain unchanged for two years, the committee does have the liberty to review rules changes that are considered emergency in nature or critical to the game.

Men's Changes for 2010 & 2011

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

Court and Equipment. 1-12.5. Neon, electric, LED or artificially lit signage shall not be permitted on the backboards or backboard supports. When the signage is improperly positioned or located, the referee shall instruct home contest management to deactivate such signage.

Court and Equipment. 1-15.2. The ball's color shall be Pantone Matching System (PMS) Orange 151, Red-Orange 173, or Brown 1535.

Officials and Their Duties. 2-13.2.d. Determine if a contact flagrant foul occurred. When it is determined that a contact flagrant foul did not occur but an intentional personal or a contact dead ball technical foul did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized.

1. When there is a foul called for contact, the officials, with a plausible reason, may review the severity of that foul during the dead ball period following the call. When the ball becomes live, there shall be no further review of the made call.

2. When the officials fail to observe the foul, the time frame in 2-13.6 shall be used to penalize the infraction.

Officials and Their Duties. 2-13.6. When officials err and fail to observe a contact flagrant foul or a fight, they are permitted to correct and penalize these infraction(s), with the use of a monitor review, within the following time frame:

- a. When the game clock was stopped:
 1. During the first dead ball after the clock was properly started.
- b. When the game clock was running:
 1. During the first dead ball after the clock was properly stopped; or
 2. Before the second live ball when the ball became dead after a successful goal but the clock continued to run.

When it is determined that a contact flagrant foul or a fight did not occur or did not occur within the prescribed time frame, play shall be resumed where the stoppage of play occurred to review the act. When it is determined that a contact flagrant foul or a fight did occur within the prescribed time frame, the infraction(s) should be properly penalized and play shall be resumed by awarding the ball to the offended team where the stoppage of play occurred to review the flagrant act. (Men) When a flagrant technical foul or a contact dead ball technical foul is assessed, play shall be resumed by awarding the ball to the offended team at the division line on either side of the playing court. Any previous activity before the monitor review shall not be cancelled or nullified.

Players, Substitutes, and Equipment. 3-3.2. After the 10-minute mark is reached on the game clock that is counting down the time before the start of the game and until the end of the game, a team shall be charged a maximum of one administrative technical foul for changes made to the scorebook. The only changes permitted are those necessitated by obvious injury, illness, blood on the uniform, the replacement of a designated starter to shoot a technical-foul free throw, or the correction of a scoring or bookkeeping mistake.

Players, Substitutes, and Equipment. 3-5; 3-6 and 3-8. (In summary) The rule on uniforms was rewritten to allow more freedom of design while protecting the integrity of the number. In summary, an area designated as the Neutral Zone will house only the player or institutional name/mascot,

and player number. There will be no color or design restrictions outside the Neutral Zone. The game shorts must be a color similar to that of the Neutral Zone. Also, the committee will allow a headband or hair control device to be beige in color.

Players, Substitutes, and Equipment. 3-9.6. (In summary) Mouth guard protectors were added to the list of appropriate basketball equipment.

Contact Dead Ball Technical Foul. Rule 4-23.3.f. A contact dead ball technical foul occurs when the ball is dead and involves contact that is unnecessary, unacceptable and excessive.

Secondary Defender Under Basket. 4-35.7. A secondary defender may not establish initial legal guarding position under the basket when playing a player who is in control of the ball (i.e., dribbling or shooting) or who has released the ball for a pass or try for goal. A secondary defender is a teammate who has helped a primary defender who has been beaten by an opponent because he failed to establish or maintain a guarding position.

“Under the basket” is defined as from the front and side of the ring to the front of the backboard. A player is considered under the basket when any part of either foot is in this area. (Note: An approved ruling will indicate that a player straddling this area is considered to be under the basket.)

In establishing position in any outnumbering fast break situation, a player may not establish initial legal guarding position under the basket since there is no primary defender. When illegal contact occurs, such contact shall be called a blocking foul, unless the contact is intentional or flagrant.

Definitions. 4-58. A standard collegiate scorebook/scoresheet is recommended.

Live Ball and Dead Ball. 6-2.3. After an initial jump ball or a jump ball for the start of an extra period(s) when possession is not gained by either team which would establish the alternating possession procedure, a jump ball shall take place between any two players.

Injured Free Throw Shooter. 8-2.3 When a player is injured and is unable to attempt his free throw attempt(s), the coach from the opposing team shall select one of the four remaining players on the playing court to attempt the free throw(s). When the foul is intentional or flagrant and the injured player is unable to attempt the free throw(s), the injured player's

coach shall select any player or team member to attempt the free throw attempt(s).

Women's Changes for 2010 & 2011

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

Court and Equipment. 1-12.5. Neon, electric, LED or artificially lit signage shall not be permitted on the backboards or backboard supports. When the signage is improperly positioned or located the referee shall instruct home contest management to deactivate such signage.

Court and Equipment. 1-15.2. The ball's color shall be Pantone Matching System (PMS) Orange 151, Red-Orange 173, or Brown 1535.

Officials and Their Duties. 2-13.2.d. Determine if a contact flagrant foul occurred. When it is determined that a contact flagrant foul did not occur but an intentional personal or a player-substitute technical foul for dead ball contact did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized.

1. When there is a foul called for contact, the officials, with a plausible reason, may review the severity of that foul during the dead ball period following the call. When the ball becomes live, there shall be no further review of the made call.

2. When the officials fail to observe the foul, the time frame in 2-13.6 shall be used to penalize the infraction.

Officials and Their Duties. 2-13.6. When officials err and fail to observe a contact flagrant foul or a fight, they are permitted to correct and penalize these infraction(s), with the use of a monitor review, within the following time frame:

- a. When the game clock was stopped:
 1. During the first dead ball after the clock was properly started.
- b. When the game clock was running:
 1. During the first dead ball after the clock was properly stopped; or
 2. Before the second live ball when the ball became dead after a successful goal but the clock continued to run.

When it is determined that a contact flagrant foul or a fight did not occur or did not occur within the prescribed time frame, play shall be resumed where the stoppage of play occurred to review the act. When it is determined that a contact flagrant foul or a fight did occur within the prescribed time frame, the infraction(s) should be properly penalized and play shall be resumed by awarding the ball to the offended team where the stoppage of play occurred to review the flagrant act. Any previous activity before the monitor review shall not be cancelled or nullified.

Players, Substitutes and Equipment. 3-3.2. After the 10-minute mark is reached on the game clock that is counting down the time before the start of the game and until the end of the game, a team shall be charged a maximum of one administrative technical foul for changes made to the scorebook. The only changes permitted are those necessitated by obvious injury, illness, blood on the uniform, the replacement of a designated starter to shoot a technical-foul free throw, or the correction of a scoring or bookkeeping mistake.

Players, Substitutes, and Equipment. 3-5, 3-6 and 3-8. (In summary) The rule on uniforms was rewritten to allow more freedom of design while protecting the integrity of the number. In summary, an area designated as the Neutral Zone will house only the player or institutional name/mascot and player number. There will be no color or design restrictions outside the Neutral Zone. The game shorts must be a color similar to that of the Neutral Zone.

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Live Ball and Dead Ball. 6-2.3. After an initial jump ball or a jump ball for the start of an extra period(s) when possession is not gained by either team which would establish the alternating possession procedure, a jump ball shall take place between any two players.

Points of Emphasis

In each edition of the NCAA Men's and Women's Basketball Rules, 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

Charge/Block/Player Control Fouls

The charge, block and player control foul situations that occur at the basket area are points of emphasis. The expectation is that any illegal contact that occurs at the basket area by either offensive or defensive player (block, charge or player control fouls) shall be penalized as prescribed by the rules.

To discourage a secondary defensive player from attaining initial guarding position under the basket with the sole purpose of drawing a charge rather than making a legitimate attempt to play the offensive player, the Rules Committee passed a rule that calls for such an action to be ruled a block on the defensive player. A secondary defender has been defined as a teammate who has helped a primary defender who has been beaten by an opponent because he failed to establish or maintain a guarding position.

This rule change does not discourage team defense in that the “help” by the secondary defensive player may be established anywhere on the playing court other than under the basket.

Excessive Swinging of the Elbows

Last year, there were increases in excessive swinging of the elbows. This action should not be ignored because of the associated danger to another player. Contact resulting from an illegally thrown elbow can cause serious injury. Consequently, excessive swinging of the elbow(s) is a point of emphasis.

When the arm and elbow, with the shoulder as a base (pivot) are swung with a speed that exceeds the rest of the body as it rotates on the hips or on the pivot foot, that action is considered to be excessive. Contact, after such an action, shall not be ignored but shall be called a flagrant foul. When the player's arm(s) and elbow(s) are swung excessively but without contact, a violation has been committed.

When the arms and elbows and the rest of the body move with the same or similarly generated speed and contact occurs, that contact is not considered to be excessive. However, the contact is illegal, and a foul shall be assessed.

Player(s)/Team Member(s) Interactions

A concern of the Rules Committee is the developing relationship between players and team members that demonstrates a lack of mutual respect. A goal of the “Rules of the Game” is to provide a safe environment where players can execute their individualistic skills. Important to the attainment of that goal is that players and team members develop a positive respect for each other through their involvement and display acceptable forms of sportsmanlike behavior.

Basketball is a competitive game, which by its very nature may lead to adversarial relationships between opponents. However, the relationship should not foster a negative interaction. Taunting, baiting, ridiculing, finger-pointing, trash talking or inappropriate gestures (obscene, provoking, and intimidating) are unacceptable forms of unsportsmanlike behavior. Individuals should employ a behavior that respects the skill level of an opponent and should not create an atmosphere that negatively influences the attitude of the game.

Since sportsmanship in the behavior of players and team members is a core value, appropriate measures must be taken to control any demeaning and/or degrading action.

Additional Major Concerns for Men

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

Disconcertion

By rule, no opponent shall be permitted to disconcert (e.g. taunt, bait, gesture or delay) the free thrower after the ball has been placed at his disposal. A free throw is a penalty for a committed infraction and any disconcertion that interferes with the completion of that penalty shall be properly addressed. Special attention shall be directed to the act of raising the arms by an opponent, along the lane, while the free thrower is in his habitual motion of attempting his try. This act of disconcertion is unsportsmanlike and must be called.

Three-second Rule

The Rules Committee is concerned with uncalled three-second violations. The basis for this concern is that these uncalled infractions provide a distinct advantage for the offensive team.

As a reminder, a player is not permitted to have any part of his body in the three-second lane for more than three consecutive seconds while the ball is in control of his team in his front court. (Exception 9-9.1.a).

A three-second count shall be suspended when a player who has been in the lane for fewer than three seconds has made a conscientious effort to leave the lane, usually by taking the shortest distance out of the area. When the player decides not to leave the area and has been in the lane for more than three seconds, he has committed a violation.

When a player, who has been in the lane for fewer than three seconds, immediately dribbles or makes a move to try for a goal, the three second count shall be suspended to allow for the completion of the try. However, when the player passes the ball or aborts his try for goal, the suspended count shall continue. When that player is in the lane for more than three seconds, a violation has been committed.

Points of Emphasis for Women

Contact on and by the Ball Handler/Dribbler

Illegal contact by defenders *on* the ball handler/dribbler and illegal contact on the defender by the ball handler/dribbler will once again be a point of emphasis for women's basketball. Much progress has been achieved in application and consistency in enforcement; however, there remains room for improvement. A ball handler/dribbler is any player with player control (holding or dribbling) outside the lane area, either facing or with her back to the basket; or a player with the ball in the lane area facing the basket. Coaches must teach players proper offensive and defensive techniques to be utilized in this situation. Officials must continue to enforce these guidelines to promote consistency. By doing so, players/coaches adhering to the rules will be rewarded, and the desired outcome of a more "free-flowing" and "wide-open" game will be achieved.

Contact on the Ball Handler/Dribbler. The defender is permitted one touch with one hand (front or back) on the ball handler/dribbler in order to "measure up" – this has been called a "hot-stove" touch. This one-time

measure-up is the only defensive touch permitted on the ball handler/dribbler. Previous guidelines will again be enforced for this basketball season. A foul shall be called on the defender when:

- a) She contacts the ball handler/dribbler: with an arm-bar (contact with the forearm that is away from the body); more than once with the same hand or alternating hands; with two hands; or with one hand and keeps it on.
- b) She uses the hands/arms to hold or push the ball handler/dribbler.
- c) She uses her body to hold, reroute, impede or displace the ball handler/dribbler.
- d) Any holding, pushing or displacement occurs.

Contact by the Ball Handler/Dribbler. Again, emphasis will also be placed on the illegal actions of the ball handler/dribbler as she attempts to create distance between herself and her opponent, resulting in an advantage that was not intended by rule. A foul shall be called on the ball handler/dribbler when:

- a) She contacts and holds off her opponent by extending the non-dribbling arm or creates space by displacing her defender.
- b) She initiates contact and dribbles (charges) into her legally established defender.
- c) She “backs down” and displaces her legally established defender.
- d) Any holding, pushing or displacement occurs.

Traveling

This is the third year traveling will be a point of emphasis. Great progress has been made in nearly all aspects of the game that involve traveling; however, special emphasis still is needed in two areas: the spin move to the basket and perimeter shooters taking an extra “hop” just after they receive the ball or just before releasing the try.

a) Spin Move. A spin move is typically utilized by a ball handler/dribbler in an effort to create separation from her defender and to close the distance to the basket. It is an exciting and athletic move; however, the rules regarding traveling must still be followed. When the player gathers the ball – usually with two hands – by rule, she has ended her dribble. When she ends the dribble, she establishes a pivot foot. That pivot foot may be lifted but it must not be returned to the playing court before the ball is released on a pass or try for goal.

Many players are performing this move illegally when they gather the ball and establish a pivot foot, spin on the other foot and then return the pivot foot to the court as a “plant” foot before the ball is released on a pass or try for goal. This is likely done to change the player’s momentum from horizontal to vertical and propel them upward for a jump shot. Once that pivot foot is returned to the court and the player has not yet released the ball, a traveling violation has occurred.

b) Shooter’s Hop. When a stationary perimeter shooter receives a pass while in contact with the court a pivot foot has been established. When after receiving this pass the shooter then immediately hops with both feet to achieve a desired shooting position, she has violated the provisions of the travel rule. The shooter may legally perform a jump stop prior to releasing the try if she is moving or dribbling, and with one foot on the court, she jumps off that foot and simultaneously lands on both feet. From that position she may jump and release a try, but may not pivot on either foot.

Sportsmanship – Player/Bench Behavior

Player. For the third consecutive year, player technical fouls for unsporting behavior have increased. This trend continues to concern stakeholders in the game of women’s basketball. Excitement, passion and emotion continue to be desired qualities in our players, but they must be harnessed and displayed appropriately. Some specific areas of concern are:

- a) Players’ taunting and attempting to intimidate opponents with words and/or gestures during live and dead balls.
- b) Nonincidental dead-ball contact with/on an opponent. (*NOTE: Contact that occurs after a whistle has blown, that is not incidental and cannot be ignored, by rule, must be penalized with a technical foul.*)
- c) Opponents’ posturing up or squaring off as if to fight – or actually engaging in a fight.

Bench. Head coaches are expected to stay within the confines of the coaching box; wandering beyond the box and onto the court is dangerous to players and distracting to the game. Assistant coaches and all bench personnel are to remain seated while the ball is live, except to spontaneously react to an outstanding play, immediately sitting down afterward. The head coach should be *the* spokesperson for the team and address officials appropriately with questions and/or concerns.

Significant Editorial Changes

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

1-15

2-12.5.a

3-5 through 3-9

4-15.2.d

4-19.1.d

4-29.3.f

4-34.1

4-37.1.b

4-53.1

4-69

5-13.10.e

6-1.4

6-5.1.f

8-6

8-7

9-1.2.e

10-1.13

10-1.Penalty g.1

10-3.12

10-4.9 Penalty

10-6.1.n

Preface

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 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 Men's and Women's Basketball Rules, the administrative rules that may be altered by mutual consent of the competing institutions are **Rule 1, Sections 2, 3, 17, 20 and 3-5.10**. 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 that 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.

Debbie Williamson, Women's Secretary-Rules Editor: P.O. Box 2689, Buies Creek, North Carolina 27506, williamsondebbie@yahoo.com.

Note: Officials may find updates and interpretations on the World Wide Web at:

Men: www.ncaambb.arbitersports.com

Women: www.ncaawbb.arbitersports.com

Rules Supplements

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 nonmovable ring. The pressure-release mechanism should maximize these characteristics, as well as protect both the ring and backboard. Movable rings are required.
9. **Ring Testing.** It is *required* for Division I and *recommended* for Divisions II and III 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.

Division II and Division III Note: Starting with the 2010-11 season, a game clock that shows a 10th-of-a-second display shall be required.

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.

Divisions II and III Note: Starting in 2010-11, a red light placed behind each backboard or LED lights placed around the backboard shall be required.

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.

THE COURT

(Must be at least 8 inches wide if a contrasting color belt is used instead of 2-inch-wide line.)

The diagram illustrates the standard dimensions and line specifications for a basketball court. The court is rectangular, measuring 94 feet in length and 50 feet in width. Key features include:

- Sideline:** A solid line running along the long sides.
- End Line:** A solid line at each end of the court.
- Division Line:** A solid line down the center of the court.
- Center Circle:** A circle with a 6-foot radius centered on the division line.
- Three-Point Line:** An arc parallel to the sidelines, 23 feet 9 inches from the end lines.
- Free-Throw Line:** A solid line 19 feet from the end lines.
- Key (Paint):** A trapezoidal area extending 16 feet 5 inches from the end lines, 12 feet wide at the baseline and 19 feet wide at the free-throw line.
- Rebounding Area:** Two rectangular areas, one on each side of the key, measuring 12 feet by 4 feet.
- Out-of-Bounds Area:** A 2-foot wide area outside the three-point line.
- Coaching Box:** A rectangular area at each end, 6 feet wide and 28 feet deep.
- Team Bench Area:** A rectangular area at each end, approximately 3 feet deep and 12 feet wide from the boundary lines.

Line Specifications:

- All lines shall be 2 inches wide (neutral zones excluded).
- Minimum of 3 ft. unobstructed space outside the court.
- Optimum width 50 ft. inside sidelines.
- Length 94 ft.
- Width 50 ft.
- Baseline distance from end line: 4 ft., 1 ft., 3 ft., 6 ft. radius (outside), 18 ft., 10 in., 19 ft., 2 in. line.
- Distance from sideline to three-point line: 2 in. line, 12 in. wide by 8 in. deep, 15 ft., 4 ft., 72 in. (key width), 15 in. (key depth), 12 ft. (rebounding area width), 4 ft. (rebounding area depth).
- Distance from baseline to key: 18 ft., 10 in., 19 ft., 2 in. line.
- Distance from end line to key: 4 ft., 1 ft., 3 ft., 6 ft. radius (outside), 18 ft., 10 in., 19 ft., 2 in. line.
- Distance from end line to coaching box: 28 ft.
- Distance from end line to team bench area: 12 ft.
- Distance from end line to out-of-bounds area: 2 ft.

Other Notes:

- WOMEN'S LINE 19 FT. 9 IN. IN RADIUS TO OUTSIDE EDGE OF THREE-POINT LINE
- AN "X," NCAA LOGO OR NCAA BASKETBALL LOGO IS REQUIRED. SEE RULE 1-3.6.
- SCORER'S TABLE
- COACHING BOX 28 FT. DEEP AND 3 FT. EXTENDED ONTO COURT
- TEAM BENCH AREA 12 FEET FROM THE BOUNDARY LINES

RULE 1

Court and Equipment

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

Art. 4. A shadow line is a line that designates the required 2-inch width by use of border or outline lines at least 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.

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

- 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 1½ feet by 2½ feet.

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, 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, except lane-space marks and blocks, are part of the lane.

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

Art. 3. 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. From the center of the basket to the outside edge of the three-point field-goal line, the women's line shall be a distance of 19 feet, 9 inches and the men's line shall be a distance of 20 feet, 9 inches.

Art. 2. The three-point field-goal lines shall be two separate solid 2 inch lines that contrast in color and have no form of embellishment or belt between the two lines. The 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 and shall be bound by the end line and no farther than the 28-foot line as noted in the diagram.

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

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

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

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

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

Art. 5. Backboards shall not be tinted.

Section 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 $\frac{3}{4}$ 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. Neon, electric, LED or artificially lit signage shall not be permitted on the backboards or backboard supports. When the signage is improperly positioned or located, the referee shall instruct home contest management to deactivate such signage.

Art. 6. During game conditions, all movement (vibration, etc.) of the backboard (because of any type of 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 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. Movable rings are required. Movable rings may flex both to the front and the sides.

Art. 4 (Men) All competitive rings shall be tested for rebound elasticity once before the season (July 15-October 15) and once before the postseason. The rebound elasticity requirement shall be 35 percent to 50 percent energy absorption and be within a 5 percent differential between baskets on the same court.

Note: For Division II and Division III ring testing is recommended (see supplement number 9).

Section 15. The Ball

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

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

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

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

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

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

Art. 7. The air pressure that will give the required reaction shall be stamped on the ball. The ball shall be inflated to an air pressure such that when it is dropped

to the playing surface from a height of 6 feet measured to the bottom of the ball, it will rebound to a height, measured to the top of the ball of:

- 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 29½ inches.

- b. **(Women)** The circumference of the ball shall be within a maximum of 29 inches and a minimum of 28½ 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.*

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 NCAA, team or conference logos, names or abbreviations on the playing court, provided they do not obscure any of the required lines. (See Rule 10-2.1.)

Art. 5. Commercial logos shall be permitted on the playing court when they conform to the following standards:

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

Note: See Rules 3-5.5.c and 3-8 for logos and labels on players' uniforms/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 2010-2011 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-by-18-inch rectangle painted on the backboard) placed behind each backboard or LED lights placed around the backboard shall be required. See the Court and Equipment Rules Supplement, (No. 11 "Timing Equipment") for more specifications.

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

Division II and Division III Note: Starting with the 2010-2011 season, a red light placed behind each backboard or LED lights placed around the backboard shall be required.

Section 18. Shot-Clock Displays

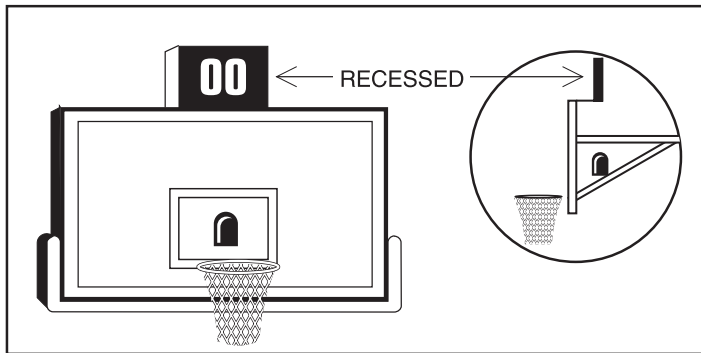
Art. 1. Two visible shot clocks, one at each end of the court, shall be mandatory.

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 2010-2011, 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.

RULE 2

Officials and Their Duties

Section 1. The Officials

Art. 1. The officials shall be:

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

Art. 2. The officials' uniform shall be a black-and-white striped shirt that may have a 3-inch-wide black insert, and black pants.

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

Section 2. Officials' Authority

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

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

Section 5. The Referee—Pregame Duties

Before the game starts, the referee shall:

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

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

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

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

Art. 5. Check the official scorebook for starting lineups.

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

Section 6. The Referee—Duties During Game

During the game, the referee shall:

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

Art. 2. Administer the alternating-possession 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 7. Officials' Duties

During the game, officials shall:

Art. 1. Put the ball in play.

Art. 2. Determine when the ball becomes dead.

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

Art. 4. Administer penalties.

Art. 5. Grant and charge timeouts.

Art. 6. Correct errors and mistakes within the prescribed time frames. Officials may use play-by-play, a digital stopwatch and table officials to correct mistakes.

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

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

Art. 9. (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-second 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. (See Rule 4-17.2.)

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.

Art. 15. Notify a team and its head coach when a team takes its final allowable charged timeout.

Section 8. Officials' Duties Related to Conduct

The officials shall:

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

Art. 2. Penalize flagrant acts by any offender.

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

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

Art. 5. Inform the head coach and the official scorer that an ejection for fighting was issued.

Section 9. Duties of Scorers

The scorers shall:

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

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

Art. 3. Record the personal and technical fouls 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 a player has committed his or her fifth foul.

Art. 5. Notify an official immediately when a **(men)** second CLASS A technical (AA) foul and **(women)** second technical foul is charged to a coach, squad member or any bench personnel.

Art. 6. (Men) Notify an official immediately when a combination of one CLASS A technical foul and two CLASS B technical fouls (ABB) or three CLASS B technical fouls (BBB) have been assessed.

Art. 7. (Women) Notify an official immediately when a head coach receives a combination of one direct technical foul and two indirect technical fouls or three indirect technical fouls.

Art. 8. Record in the scorebook any ejection for fighting.

Art. 9. Record the timeouts charged to each team and notify an official when a 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, **(men)** CLASS A technical fouls and **(women)** all technical fouls.

Art. 12. The official scorebook shall remain at the scorers' table throughout the game, including all intermissions.

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. 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. 15. 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.

Art. 16. When a correctable error is called to the official scorer's attention while the game clock is running, the timer shall not use the game-clock horn until the ball has become dead.

Art. 17. Correct a scoring or bookkeeping mistake any time before the referee approves the final score.

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

Section 10. 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 digital stopwatch. The game clock and digital 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. Notify an official when the timer has information pertaining to a timing mistake.

Art. 7. Start the game clock as prescribed in Rule 5-9.

Art. 8. Start the digital stopwatch for a charged timeout, to replace a disqualified player, (women) to remedy a lost, irritated or displaced contact lens, and signal the referee when it is time to resume play.

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

Art. 10. Sound a warning horn 15 seconds before the expiration of an intermission or charged timeout. A second signal shall be given at the expiration of an intermission or a charged timeout. Play shall be resumed immediately upon the sounding of the second signal.

Art. 11. Stop the game clock as prescribed in Rule 5-10.

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

Art. 13. 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. 14. 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. 15. Enter the playing court or use other means to immediately notify the referee when the timers' red light signal or LED lights fail to operate or be seen or when a game-clock horn fails to sound or is inaudible. When, in the meantime, a goal has been made or a foul has occurred, the referee shall consult the timers.

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

Section 11. Duties of Shot-Clock Operator

The shot-clock operator shall:

Art. 1. Use a 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 there is less time remaining on the game clock than on the shot clock, in which case the shot clock shall be turned off.

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

Art. 4. Have an alternate timing device available.

Art. 5. Start the 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;

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

- b. When the following occurs:

1. A single personal foul;
2. A single technical foul assessed to the defense;
3. A single flagrant technical foul; or
4. **(Men)** a single contact dead ball (CLASS A) technical foul.

- c. When a held ball occurs (**Exceptions:** Rules 2-11.7.e, 2-11.7.i and 2-11.7.j);
- d. When a try for goal strikes the ring or flange and then possession is gained by either team;
- e. When a violation occurs;
- f. When an intentionally kicked or fisted ball occurs with 14 seconds or less remaining, set to 15 seconds;
- g. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

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

- a. The ball is deflected out of bounds by a defensive player;
- b. When an intentionally kicked or fisted ball occurs with 15 seconds or more remaining;
- c. A player is injured or loses a contact lens;
- d. A charged timeout has concluded;
- e. During team control as defined in Rule 4-15, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team;

- f. After any double foul or simultaneous personal foul or technical fouls when there is team control as defined in Rule 4-15;
- g. After an inadvertent whistle when there is team control as defined in Rule 4-15;
- 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;
- i. After a simultaneous held ball as described in Rule 4-37 occurs during a throw-in or (**women**) after an unsuccessful try that does not contact the ring or flange and the alternating-possession arrow favors the throw-in team; and
- 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.*

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

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

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

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

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

- 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 technical foul.

Section 12. Correctable Errors

Art. 1. The correctable errors are as follows:

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

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

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

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

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

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

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

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

Art. 6. An appeal for a correctable error may be made by a coach, player, table official (includes an approved standby official) or game official.

Section 13. Games with Replay/Television Equipment

Art. 1. Courtside replay equipment, videotape or television monitoring must be located on a designated courtside table (i.e., within approximately 3 to 12 feet of the playing court), in order to be utilized by game officials. An on-screen graphic display on the monitor may be used only when the display is synchronized with the official game clock.

Art 2. Officials may use such available equipment only in the following situations:

- a. Free Throws.
 1. Determine who shall attempt a free throw(s) when there is uncertainty.
 2. Determine whether a player who was fouled on his or her unsuccessful field-goal try, at or near the three-point line, shall attempt either two or three free throws.
 3. Determine whether the wrong player was permitted to attempt a free throw as per 2-12.1.c.
 4. Determine whether a player was permitted to attempt a free throw at the wrong basket as per 2-12.1.d.
- b. Scoring.
 - 1 Determine whether a try for goal was a two- or three-point attempt.
 2. Prevent or rectify a scoring mistake by the scorer.
 3. Determine whether a score was erroneously counted or canceled as per 2-12.1.e.
- c. Timing.
 1. Determine whether the game clock or shot clock malfunctioned. A correction to the game clock must be made in the half or extra period in which it occurred. A correction to the shot clock must be made in the shot clock period in which it occurred.

2. Determine whether a timing mistake has occurred in either starting or stopping the game clock. Determination is based on the judgment of the official. After the mistake to either start or stop the game clock, 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. 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.
3. Determine the correct time to be placed back on the game clock when the referee blows the whistle, signals for the game clock to be stopped, and in his/her judgment time has elapsed before the game clock stopped.
4. Determine whether the shot clock failed to properly start, stop, set or reset or that the shot clock has malfunctioned. Determination is based on the judgment of the official. The mistake or malfunctioning problem may only be corrected in the shot clock period in which it occurred. Any activity after the mistake or malfunction has been committed and until it has been rectified shall be canceled, excluding a flagrant personal foul, intentional personal foul or any technical foul.
- d. Determine if a contact flagrant foul occurred. When it is determined that a contact flagrant foul did not occur but an intentional personal, (men) contact dead ball technical foul or (women) a player-substitute technical foul for dead ball contact did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized.
 1. When there is a foul called for contact, the officials, with a plausible reason, may review the severity of that foul during the dead ball period following the call. When the ball becomes live, there shall be no further review of the made call.
 2. When the officials fail to observe the foul, the time frame in 2-13.6 shall be used to penalize the infraction.

Art. 3. When there is a reading of zeros on the game clock and after making a call on the playing court, the officials shall use such available equipment in the following situations:

- a. Determine whether a try for field goal entering the basket was released before the reading of zeros on the game clock at the end of the first half, or at the end of the second half/extra period only when necessary to determine the outcome of a game. (See Rule 5-7.2.b.) When it is determined that the try for goal was successful, the official is permitted to put the exact time back on the game clock as to when the ball passed through the net.
- b. Determine whether a shot-clock violation occurred before the reading of zeros on the game clock at the end of the first half, or at the end of the second half/extra period only when necessary to determine the outcome of a game.
- c. Determine whether a foul occurred before the reading of zeros on the game clock at the end of the first half, or at the end of the second half/extra period only when necessary to determine the outcome of a game. When it is determined that the foul occurred before the reading of zeros on the game clock, the official is permitted to put the exact time back on the game clock as to when the foul was committed.

Art. 4. In games with a 10th-of-a-second game clock display and where an official courtside monitor is used, the reading of zeros on the game clock is to be used to determine whether a try for goal, a shot-clock violation or a foul occurred before or after the expiration of time in any period. When the game clock is not visible, the officials shall verify the original call with the use of the red/LED light(s). When the red/LED light(s) are not visible, the sounding of the game-clock horn shall be utilized. When definitive information is unattainable with the use of the monitor, the original call stands.

Art. 5. The officials shall use such available equipment to determine whether a fight occurred and the individuals who participated or left the bench area.

Art. 6. When officials err and fail to observe a contact flagrant foul or a fight, they are permitted to correct and penalize these infraction(s), with the use of a monitor review, within the following time frame:

- a. When the game clock was stopped:
 1. During the first dead ball after the clock was properly started.

b. When the game clock was running:

1. During the first dead ball after the clock was properly stopped; or
2. Before the second live ball when the ball became dead after a successful goal but the clock continued to run.

When it is determined that a contact flagrant foul or a fight did not occur or did not occur within the prescribed time frame, play shall be resumed where the stoppage of play occurred to review the act. When it is determined that a contact flagrant foul or a fight did occur within the prescribed time frame, the infraction(s) should be properly penalized and play shall be resumed by awarding the ball to the offended team where the stoppage of play occurred to review the flagrant act. (Men) When a flagrant technical foul or a contact dead ball technical foul is assessed, play shall be resumed by awarding the ball to the offended team at the division line on either side of the playing court. Any previous activity before the monitor review shall not be canceled or nullified.

Art. 7. The officials shall not use such available equipment for judgment calls such as:

- a. Determine who committed a foul or whether a foul occurred. **Exception:** *A flagrant foul*
- b. Determine whether basket interference or goaltending occurred.
- c. Determine whether a violation occurred.
- d. Determine whether the ball was released before the sounding of the shot-clock horn, except as in 2-13.3.b.

RULE 3

Players, Substitutes and Player Equipment

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.

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

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

Section 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 names and uniform numbers of squad members who may participate, and those of the five starting players.

Art. 2. After the 10-minute mark is reached on the game clock that is counting down the time before the start of the game, and until the end of the game, a team shall be charged a maximum of one administrative technical foul for changes made to the scorebook. The only changes permitted are those necessitated by obvious injury, illness, blood on the uniform, the replacement of a designated starter to shoot a technical-foul free throw, or the correction of a scoring or bookkeeping mistake.

Art. 3. A team shall be assessed one administrative technical foul for all requirements regardless of the number of infractions that occur and regardless of when they occur for either Rules 3-3.1 or 3-3.2.

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 before the warning horn.

Art. 3. Substitutions during a timeout must report to or be in position to report to the official scorer before the warning horn. Substitutions shall not be permitted after the warning horn. *Exception: Rule 3-4.16.*

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 stopped. *Exception: 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 when the game clock has been stopped after successful field goals in the last 59.9 seconds of the second half or any extra period and before the clock has been properly started except for the following:

- a. Those substitutions permitted by rule including, but not limited to, injury, blood, violation, foul, disqualification, timeout, or for a lost, displaced or irritated contact lens or displaced eyeglasses.
- b. There shall be no substitutions during the dead ball period when the clock is stopped for the made basket to correct a timing mistake or for an inadvertent whistle. After the clock has been properly started following a made basket, then all substitution rules apply.

Art. 7. (Women) A bleeding player or a player who has a lost, displaced or irritated contact lens is required to be substituted for if the issue cannot be resolved within 20 seconds. However, a timeout may be requested and granted when this player desires to remain in the game. When the condition is remedied within the granted timeout, the player is permitted to remain in the game.

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.

Art. 9. An entering player shall not replace a free-throws 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 throws for personal fouls, a substitute may enter the game only before the final attempt in the sequence unless otherwise authorized by the rules or after the final attempt has been successfully converted.

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

Art. 11. During free throws for a technical foul, only substitutes allowed by rule shall be permitted to enter the game before the final attempt. All other substitutes shall only be permitted to enter the game after the final attempt.

Art. 12. When a player is required to be replaced, such as for disqualification, injury or blood, **(women)** a lost, irritated or displaced contact, 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. (See Rule 3-4.11.)

Art. 13. A player who has been withdrawn or replaced by a substitute may re-enter the game at the next opportunity to substitute, provided that the game clock has been properly started after the withdrawal or replacement.

Art. 14. A player who legally enters the game during a dead ball may leave the game during that same dead-ball period without penalty.

Art. 15. A player(s) 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. 16. An immediate substitute shall be required when a timeout has been granted for a player who is injured, bleeding, has a blood-saturated uniform, **(women)** a lost, irritated or displaced contact lens and that player is not ready to resume play after the final horn that indicates the expiration of the timeout. The opponents shall be permitted to counter with a substitution.

Art. 17 (Men) When an injured player is unable to attempt his free throw try(s), the coach from the opposing team shall select one of the four remaining players on the playing court to attempt the free throw try(s). When the foul is intentional or flagrant

and the injured player is unable to attempt the free throw try(s), the injured player's coach shall select any player or team member to attempt the free throw try(s).

Art. 18. 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 (Game Jersey and Pants)

Art. 1. The color, style and design of all teammates' game jerseys and game pants shall be alike.

Art. 2. Opposing team uniforms shall be of contrasting colors. The home team shall wear light game jerseys and game pants and the away team shall wear dark game jerseys and game pants. This rule may be altered by mutual consent of the competing institutions. Team uniform and game jersey colors shall be defined by the color of the neutral zone. The majority of the color of the game pants shall be the color of the neutral zone.

Art. 3. The neutral zone(s) of the game jersey shall be of the same single color. A tonal design effect is permitted within the neutral zone(s) provided the tonal shift is not more than 15 percent of any one shade of color.

Art. 4. The neutral zone of the game jersey shall meet the following requirements:

- a. The front neutral zone shall be measured from the shoulder panel and extend to the bottom of the game jersey. It shall be a minimum 12 inches wide measured 6 inches in each direction from the center of the neckline.
- b. The back neutral zone shall be measured from the shoulder panel and extend to the bottom of the game jersey. It shall be a minimum 12 inches wide measured 6 inches in each direction from the center of the neckline.
- c. For the purposes of defining the neutral zone, the shoulder panel shall be measured from the top of the shoulder/shoulder seam and extend a maximum of 4 inches toward the bottom of the game jersey on both the front and back.



Art. 5. Only the following are permitted in the front and back neutral zones:

a. A player or institutional name/mascot.

1. No more than two identifying names or abbreviations may be placed on the front or back of the game jersey. The name(s) shall:

- Identify the school, the school nickname or mascot, or the player's name;
- Be placed horizontally.
- Be placed no closer than 1 inch from the uniform number.

b. A player number with Arabic numerals.

- Each team member's game jersey shall be numbered on the front and back. The number shall be located in the neutral zone(s).
- The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, and 55. Team rosters can include 0 or 00, but not both.
- The numbers on the front and back of the game jersey shall be centered horizontally in the neutral zone and be of the same color and style.

4. The number shall be at least 6 inches high on the back and at least 4 inches high on the front and not less than 1-inch wide.
 5. Duplicate numbers are not permitted to be worn by members of the same team.
 6. The number shall be one single solid color that contrasts the neutral zone and may be bordered by no more than a ½-inch border of any color(s).
- c. An institution's or a conference's official logo/mascot and/or a commemorative/memorial patch meeting the size restrictions of Rule 3-8.3 and located between the apex of the front/back neckline and the shoulder seam. When the American flag is used, it can only be located between the apex of the front neckline and the shoulder seam on the left side of the game jersey and shall meet the size restrictions of Rule 3-8.3.

Art. 6. There shall be no other letters, numbers, or decorative elements between a number and a name unless it is part of the institution's official logo.

Art. 7. There shall be no color or design restrictions outside the neutral zones.

Note: Starting with the 2012-2013 season, the uniform rules in Rule 3-5, shall be required.

Art. 8. 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.

Section 6. Undergarments

Art. 1. An undershirt is considered to be part of the game jersey and must be a color similar to that of the game jersey as defined by the neutral zone. In addition, the sleeves and neckline of undershirts shall be unaltered (e.g., no 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.

Art. 2. Undergarments shall not extend below the game pants and shall be of the same color to that of the game pants.

Note: Starting with the 2012-2013 season, the uniform rules in Rule 3-6 shall be required.

Section 7. Headbands and wristbands

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

- a. Be a single non-abrasive and unadorned item made of cloth, elastic, fiber, soft leather, pliable plastic or rubber;
- b. Be single solid-colored, similar to the dominant color of the game jersey, white, black or beige;
- c. Be not wider than 2 inches;
- d. Bear one manufacturer's logo or one institutional logo/mascot that shall meet the restrictions of Rule 3-8.2. These logos shall appear only once; and
- e. Exclude hard items including, but not limited to, barrettes, beads and bobby pins.

Art. 2. Wristbands shall meet the same restrictions as headbands as stated in 3-7.1.

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

Section 8. Logos, labels, trademarks, patches

Art. 1. A visible manufacturer's or distributor's label or trademark is not permitted on the game jersey or undershirt.

Art. 2. A single manufacturer's or distributor's normal logo, label or trademark appearing only once may be worn on the game pants and all other items of apparel excluding the game jersey and undershirt.

- a. The manufacturer's or distributor's logo, label or trademark shall be contained within a four-sided geometrical space (i.e. rectangle) that does not exceed 2 ¼ square inches.

Art. 3. The following shall not exceed 2 ¼ square inches:

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

Art. 4. When an institution's uniform or any item of apparel worn by a student-athlete contains an identification label or washing instructions, they shall be located no more than 2 inches from the bottom of the game jersey's torso and the entire label shall be

contained within a four-sided geometrical space not to exceed $2\frac{1}{4}$ square inches. The following may be included in the identification label:

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

Section 9. 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 or leg when the material is padded so as not to create a hazard for other players.

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

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

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

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

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

Art. 9. The use of an arm sleeve, knee sleeve and lower leg sleeve is permissible for medical reasons but its utilization shall be verified by either the individual's coach or team's medical personnel.

RULE 4

Definitions

Section 1. Airborne Shooter

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

Art. 2. An airborne shooter is a player who has released the ball on a try for goal until that player 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. (See Rule 6-3.)

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

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

Section 3. Back Court/Front Court

Art. 1. 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. 2. 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. 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.

- 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.

Art. 4. 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. 5. Regardless of where the throw-in spot is located, the throw-in team may cause the ball to go into the back court.

Art. 6. After the throw-in ends, 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. 7. 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. It makes no difference if the first foot down was in the front court or back court.

Art. 8. After a jump ball or during a throw-in, the player in his/her front court, who makes the initial touch on the ball while both feet are off the playing court, may be the first to secure control of the ball and land with one or both feet in the back court. It makes no difference if the first foot down was in the front court or back court.

Section 4. Basket

Art. 1. Each basket consists of an 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 5. Basket Interference

Art. 1. 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. 2. 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;
- c. Reaches through the basket from below and touches the ball before it enters the cylinder; or
- d. Pulls down a movable ring so that it contacts the ball before the ring returns to its original position.

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 or grabs the basket.

Section 6. Batting the Ball

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

Section 7. Bench Area

Art. 1. The boundaries of the bench area shall be formed from the outer edge of the sideline and an imaginary line extended from the sideline to the back of the team bench and the 28-foot line (coaching box line).

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

Section 8. Bench Personnel

Art. 1. Bench personnel includes anyone in the team bench area and any team member before the start of the game, during the game and after the signal to end any period.

Section 9. Blocking

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

Section 10. Charging

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

Section 11. 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 the seventh team foul in a half, 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. From this point, two free throws shall be awarded for each common foul (except a player-control or team-control foul).

Art. 3. The team-foul total shall consist of a combination of the following fouls:

- a. **(Men)** Personal fouls (includes player-control fouls) and CLASS A technical fouls.
- b. **(Women)** Personal fouls (includes player-control fouls) and all technical fouls.

Section 12. Boundary Lines

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

Section 13. 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 14. Continuous Motion

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

Section 15. 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.
- d. During an interrupted dribble.

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

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

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

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

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

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

Section 16. Cylinder

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 17. Delay

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

- a. Failure to supply scorers with data per Rule 3-3.1 (See Rule 10-2.2.a);
- b. Consuming a full minute by not being ready when it is time to start either half or any extra period (See Rule 10-2.5.a);
- c. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as but not limited to, followers or bench personnel entering the playing court before player activity has been terminated. When the delay does not interfere with play, it shall be ignored, and play shall be continued or be resumed at the point of interruption (See Rule 10-2.9.d, 10-4.7 and 10-6.2.h);
- d. Repeatedly delaying the game by preventing the ball from being promptly put into play, such as delaying the administration of a throw-in or free throw by engaging in a team huddle anywhere on the playing court (See Rule 10-2.5.b);
- e. Failure to have the court ready for play after the final horn to end any timeout (See Rule 10-2.5.c);
- f. Attempting to gain an advantage by interfering with the ball after a goal or by failing to immediately pass the ball to the nearest official after a whistle is blown (See Rule 10-3.11 and 10-6.1.m); or
- g. **(Women)** The opponents of the thrower-in having any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line. (See Rule 10-3-7.)

Art. 2. One team warning shall be given for each of the delays in Rule 4-17.1.d through g. Each warning shall be reported to the official scorer.

Thereafter, a technical foul shall be assessed for the delay that has previously received a team warning.

Section 18. Designated Spot

Art. 1. The designated throw-in spot shall be 3-feet wide with no depth limitation.

Art. 2. The designated spot is the location at which a thrower-in is presented disposal of the ball out of bounds.

Art. 3. The thrower-in must keep one foot on or over the designated spot until the ball is released. Pivot foot restrictions and the traveling rule are not in effect for a throw-in.

Section 19. 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 and the official begins the throw-in count.

Section 20. Disqualified Player

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

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

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

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

Art. 5. A disqualified player shall be replaced within a 20-second time limit. A horn shall be sounded both 15 seconds before the expiration of this time limit and at the end of the time limit, with the latter horn indicating that play shall resume.

Section 21. Dribble

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

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

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

Art. 4. The dribble ends when:

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

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

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

- a. Player-control foul;
- b. Granting of a timeout request; or
- c. (Men) Five-second closely guarded dribbling violation.

Section 22. Dunk

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 23. 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 number or combination of technical fouls;
- c. Participating in a fight;
- d. Leaving the bench area during a fight situation as bench personnel but not participating in the fight;
- e. Participating after having been disqualified for a reason other than ejection; or
- f. **(Women)** After the game begins, participating after changing one's uniform number without reporting the change to the scorer and a game official.

Section 24. Entering Player

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

Section 25. 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 26. Fighting

Art. 1. A fight is a flagrant foul.

Art. 2. A fight is a confrontation involving one or more players, coaches or other team personnel wherein (but not limited to) a fist, hand, arm, foot, knee or leg is used to combatively strike the other individual.

Art. 3. When during a confrontation, an individual attempts to strike another individual with any of the actions defined in Art. 2, whether there is contact is irrelevant. The perpetrator shall be deemed to have been involved in a fight.

Art. 4. When during a confrontation, an individual uses unsportsmanlike acts or comments 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. 5. 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. 6. 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. 7. 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. 8. Anytime an individual uses a closed fist in an unsportsmanlike manner, it shall be deemed that the individual has initiated a fighting act and shall be penalized accordingly.

Art. 9. When any flagrant foul is ruled to be a fight, the fighting penalty shall be invoked.

Section 27. Followers

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

Section 28. Forfeit/No Contest

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

Art. 2. The referee shall declare a forfeit when any player, squad member or bench personnel fails to comply with any technical-foul penalty or makes a travesty of the game.

Art. 3. The referee shall declare a forfeit when conditions warrant.

Art. 4. The referee shall declare a forfeit when a team refuses to play after being instructed to do so by an official.

Art. 5. The referee shall determine the length of time that shall elapse before a forfeit may be declared.

Art. 6. Conference policy may include an established time limit before a forfeit may be declared.

Art. 7. A “no contest” is when a team does not appear at the game site because of inclement weather, an accident, vehicle breakdown, illness or catastrophic cause. An institution shall not, for statistical purposes, declare a forfeit for nonfulfillment 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 29. Foul

Art. 1. 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. 2. Personal foul. A personal foul shall be a foul committed by a player that involves illegal contact with an opponent while the ball is live.

- a. **Common foul.** A common foul 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.
 1. **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.
 2. **Team-control foul.** A team-control foul is a common foul that is committed by a member of a team that has team control.
- b. **Double personal foul.** A double personal foul occurs when two opponents commit personal fouls against each other at approximately the same time.
- c. **Flagrant personal foul, live ball.** A flagrant personal foul shall be a personal foul that involves severe contact with an opponent or involves contact that is extreme in nature while the ball is live.
- d. **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:
 1. Causing excessive, nonflagrant contact with an opponent while playing the ball;
 2. Contact that is not a legitimate attempt to play the ball or player, specifically designed to stop or keep the clock from starting;
 3. Pushing or holding a player from behind to prevent a score;

4. Fouling a player clearly away from the ball who is not directly involved with the play, specifically designed to stop or keep the clock from starting; and
 5. Contact with a player making a throw-in. **(Women)** This act shall also serve as a team warning for reaching through the boundary. (See Rule 4-17.1.g.)
- e. **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.

Art. 3. Technical Fouls

- a. **Administrative technical foul.** A technical foul that is not specific to an individual's conduct including but not limited to court/equipment requirements, rosters, benches, illegal uniforms/numbers, scorebook, team delays, excessive timeouts, team followers. (See Rule 10-2.)
- b. **(Women) Bench technical foul.** A technical foul that involves unsporting conduct of bench personnel (See Rule 10-4).
- c. **(Men) CLASS A and CLASS B technical fouls.** A CLASS A technical foul involves unsportsmanlike conduct or behavior by a player, substitute, coach or bench personnel. A CLASS B technical foul is an infraction of the rules that neither involves contact with an opponent nor causes contact with an opponent and falls below the limit of an unsportsmanlike act. Examples of CLASS A and CLASS B technical fouls shall include:
 1. Unsportsmanlike conduct; using profanity, vulgarity, taunting, baiting (CLASS A);
 2. Hanging on the ring, except when doing so to prevent an injury (CLASS B).
- d. **(Women) Indirect and direct technical foul.** Direct refers to a technical foul assessed to a head coach for his/her own behaviors. Indirect refers to a technical foul assessed to a head coach for the actions of only bench personnel.
- e. **Double technical foul.** A double technical foul occurs when opponents commit technical fouls against each other at approximately the same time.

f. **Flagrant technical foul.** A flagrant technical foul can be either contact or non-contact.

1. A flagrant contact technical foul occurs when the ball is dead and the contact is severe (**serious, deliberate**) or extreme (applied to the greatest degree).

a. An exception may be a foul committed by an airborne shooter.

2. A flagrant non-contact technical foul is an infraction that involves extreme, sometimes persistent, vulgar, abusive conduct and occurs during either a live or dead ball.

g. **(Men) Contact dead ball technical foul.** A contact technical foul occurs when the ball is dead and involves contact that is unnecessary, unacceptable and excessive.

h. **(Women) Player/Substitute technical foul.** A technical foul that involves the conduct of a player or a substitute. (See Rule 10-3.)

i. **Simultaneous technical foul.** A simultaneous technical foul occurs when there is a technical foul committed by each team, at approximately the same time, but not by opponents against each other.

Art. 4. False double foul. A false double foul occurs when there are fouls by both teams, the second of which occurs before the game clock is started after it is stopped for the first but such that at least one of the attributes of a double foul is absent.

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

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

Section 30. 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 31. 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 32. Game Clock

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

Section 33. 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 34. Goaltending

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

Exceptions: *Rules 10-3.6; 10-6.1.i*

- 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.

Art. 3. When the entire ball is above the level of the ring during a field-goal try and contacts the backboard, it is considered to be on its downward flight. In such a case, it is goaltending when the ball is touched by a player.

Section 35. 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.

Exception: *(Men) Rule 4-35.7*

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

- a. The guard shall have both feet touching the playing court. When the guard jumps into position initially, both feet must return to the playing court after the jump, for the guard to attain a guarding position.
- b. The guard's torso shall face the opponent.
- c. No time and distance shall be required.
- d. When the opponent with the ball is airborne, the guard shall have attained legal position before the opponent left the playing court.

Exception: *(Men) Rule 4-35.7*

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;

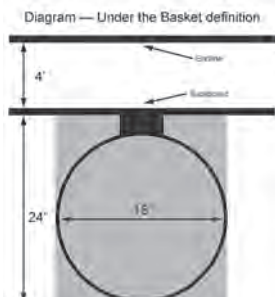
- b. The guard shall give the opponent the time and distance to avoid contact;
- c. The distance given by the opponent of the player without the ball need not be more than two strides; and
- d. When the opponent is airborne, the guard shall have attained legal position before the opponent left the playing 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; and
- g. May turn or duck to absorb shock when contact by the dribbler is imminent. In such a case, the dribbler shall not be absolved from the responsibility of contact.

Art. 7. (Men) A secondary defender shall not establish initial legal guarding position under the basket when playing a player who is in control of the ball (i.e. dribbling or shooting) or who has released the ball for a pass or try for goal. "Under the basket" is defined as from the front and side of the ring to the front of the backboard. The player is considered under the basket when any part of either foot is in this area.

In establishing a position in any outnumbering fast-break situation, a player shall not establish initial legal guarding position under the basket.



Section 36. 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. Attempting a try for field goal; or
- c. 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 37. 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; or
- b. On the ball to prevent an airborne player from throwing the ball or attempting a try and both players return to the playing court with both hands on the ball or (men) the airborne player returns to the playing court never losing control of the ball.

Section 38. Holding

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

Section 39. Inadvertent Whistle

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

Section 40. 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 41. 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 42. 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, backboard or official.

Section 43. Jumpers

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

Section 44. 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 45. 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.

Section 46. 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 the three-point line with at least one foot in contact with the playing floor behind the line before the release of the try and the other foot not contacting the line or the playing floor in front of the line.

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

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

Section 47. Multiple Free Throw

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

Section 48. Pass

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

Section 49. 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 50. Pivot

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

Section 51. Player

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

Section 52. Playing Court

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 53. Point of Interruption

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

- a. An official's inadvertent whistle, as in Rules 4-39 and 7-5.15.
- b. An interrupted game, as in Rule 5-4.
- c. A correctable error, as in Rule 2-12.1.
- d. Any double foul or simultaneous personal foul, as in Rule 4-29.
- e. Any technical foul(s). *Exceptions: (Men) single contact dead ball technical foul and single flagrant technical foul.*

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.
 1. A ball that is not in contact with a player or the playing court retains the same status as when it was last in contact with a player or the playing court. This does not apply to a try in flight.

***Exceptions:** (Men) A single contact dead ball and a single flagrant technical foul (ball awarded at the division line).*

- b. **(Women)** A throw-in to the offended team at a designated spot nearest to where the ball was located when the stoppage occurred for a technical foul for an excessive timeout or a single flagrant technical foul.
- c. A free throw or a throw-in when the stoppage occurred during this activity or when a team is entitled to such with no reset of the shot clock.
- d. An alternating-possession throw-in at a designated spot with a reset of the shot clock when the point of interruption is such that neither team is in control and no goal, infraction, nor end of half/extra period is involved.

***Exception:** (Women) Rule 2-11.7.i.*

Section 54. Post Player

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 4-67) and approximately three feet just outside the lane.

Section 55. 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 56. Resumption of Play

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

Section 57. 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 58. Scorebook

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

Section 59. 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 shall:

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

Art. 3. A player shall not:

- a. Cause contact by setting a screen outside the visual field of a stationary opponent that does not allow this opponent a normal step to move.

- b. Make contact with the opponent when setting a screen within the visual field of that opponent.
- c. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction.

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

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

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

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

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

Section 60. (Men) Secondary Defender

A secondary defender is a teammate who has helped a primary defender after that player has been beaten by an opponent because he failed to establish or maintain a guarding position.

Section 61. Shooter

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

Section 62. Shot Clock

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.

Section 63. Shot-Clock Try

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.

Section 64. Substitute

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 or has waited at the scorers' table to be beckoned into the game by an official.

Section 65. 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.

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 66. Team Member

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

Section 67. Three-Second Lane

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 68. 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 as outlined in Rule 7-6.

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

Art. 5. 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.

Section 69. Timeout

Art. 1. A designated allocation of time, varying in length as defined in Rule 5-13, provided to a team that causes a stoppage in the game.

Art. 2. The electronic-media timeout format consists of a series of timeouts provided to a team to ensure designated time allotments for advertising segments that have been purchased (paid advertising) for a live game. The electronic-media timeout format shall not be used when advertising segments have not been purchased for a live game.

Section 70. 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.

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.

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.

Art. 6. It is traveling when a player falls to the playing court while holding the ball without maintaining a pivot foot.

Section 71. Try for 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.

Art. 2. A three-point try shall occur when a try leaves the player's hand when that player is outside the three-point line with at least one foot in contact with the playing floor behind the line and the other foot not contacting the line or the playing floor in front of that line.

Art. 3. 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.

Art. 4. A try shall end when the throw is successful, when it is certain the throw is unsuccessful, when the thrown ball touches the floor or when the ball becomes dead.

Art. 5. A dunk attempt is a try.

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.

Art. 7. 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 that airborne player returns to the floor.

Section 72. Uniform

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 73. Unsportsmanlike Conduct

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

Section 74. 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 75. Violation

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

Section 76. Warm-ups

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.

RULE 5

Scoring and Timing Regulations

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.

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 all activity and time consumed shall count as though each team had gone in the proper direction. Play shall be resumed with each team going in the proper direction.

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

Art. 5. 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 technical foul and the correct time shall be added to the game clock.

Art. 6. A goal from a free throw shall be credited to the free-throwser and shall count one point for the free-throwser's team.

Art. 7. (Women) When a player-control foul occurs after a goal, the goal shall be canceled.

Art. 8. The only infractions for which points are awarded are goaltending or basket interference by the defensive team.

Art. 9. 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.

Section 2. Winning Team

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 (See Rule 4-28), 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

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

Section 5. Protests

The NCAA 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 nonvarsity 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 have 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 zeros 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.

Art. 4. 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.

Art. 5. Except for disqualification or ejection, no penalty or part of a penalty shall carry over from one half or extra period to another.

Art. 6. 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. 7. When a technical foul occurs after the ball has become dead to end a period that is to be followed by another period, the next period shall be started by administering the free throws. Play shall resume at the point of interruption for a technical foul or **(men)** by awarding the ball at the division line on either side of the playing court when the technical is a flagrant or contact dead ball technical foul.

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

Section 8. 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. 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 10. Stopping Game and Shot Clocks

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

Art. 1. Signals:

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

Art. 2. Stops play:

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

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

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

Art. 5. Responds to the official scorer's signal to grant a head coach's request to address the possibility of a correctable error as in Rule 2-12 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. 6. Suspends play immediately when necessary to protect an injured player.

Art. 7. Suspends play after the ball is dead or controlled by the injured player's team or when the opponents complete a play after 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. 8. 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. 9. 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.

Art. 10. Recognizes each successful field goal in the last 59.9 seconds of the second half or any extra period.

Section 11. Timing Mistakes and Malfunctions

The following articles pertain to mistakes and malfunctions in games played without a replay/television equipment. For timing mistakes and malfunctions in games with replay/television equipment, see Rule 2-13.

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 mistake of either starting or stopping the game clock, such a mistake shall be corrected during the first dead ball but before the next live ball is touched inbounds or out of bounds by a player other than the thrower-in. When the clock should have been continuously running, the mistake shall be corrected before the next live ball is touched inbounds or out of bounds by a player other than the thrower-in.

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.

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

Art. 4. When an obvious mistake by the shot-clock operator has occurred in failing to start, stop, set or reset the shot clock or when a shot clock has malfunctioned, the mistake or the malfunctioning problem may be corrected in the shot-clock period in which it occurred only when the official has definite information relative to the mistake or malfunctioning problem and the time involved. Any activity, after the mistake or malfunctioning problem has been discovered, shall be canceled, excluding any flagrant foul, intentional foul, or technical foul.

Art. 5. 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.

Section 12. Timeouts Not Granted

Art. 1. No timeouts shall be granted:

- a. To the opponents of the throw-in team after the throw-in starts.
- b. During an interrupted dribble.
- c. To a player or coach when an airborne player's momentum is carrying him/her out of bounds or into the backcourt.
- d. Unless there is player control by the requesting team. **Exception:** *Rule 5-12.1.c.*
- e. Until after the jump ball that begins the game and the conditions as described in Rule 5-10 are in effect.

Section 13. Timeouts Charged

Art. 1. A timeout shall be granted and charged after a player or head coach makes a visual or oral request and:

- a. When a player of that team is in control of the ball (this includes throw-ins and free throws); (*Exception: Rule 5-12.1.c.*)
- b. When the ball is at the disposal of the player; or
- c. When the ball is dead.

Art. 2. 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. 3. During a 30-second timeout, players shall stand inside the boundary lines.

Art. 4. A single charged timeout shall not exceed:

- a. 75 seconds for a full timeout in games not involving the electronic-media timeout format.
- b. 60 seconds for a 60-second timeout in a game involving electronic-media timeout format.
- c. 30 seconds for a 30-second timeout.

Art. 5. A warning horn to alert teams to prepare to resume play shall be sounded 15 seconds before the expiration of any charged or electronic-media timeout.

Art. 6. A second game-clock horn shall be sounded at the end of any charged or electronic-media timeout and play shall resume immediately.

Art. 7. A timeout shall be charged to a team for either length or fraction thereof consumed under Rules 5-10.3 and 5-10.4, regardless of the amount of time consumed.

Art. 8. In games NOT involving the electronic-media timeout format 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. 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.
- e. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).

Art. 9. When the electronic-media agreement calls for FEWER THAN THREE electronic-media timeouts in one half, the format shall be as follows (PAID ADVERTISING as in Rule 4-69.2 AND TELEVISION, RADIO OR INTERNET AUDIO OR VISUAL BROADCAST MUST BE PRESENT TO USE THIS ELECTRONIC-MEDIA TIMEOUT FORMAT):

- 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. These electronic-media timeouts shall occur at the first dead ball after the minute marks specified by the electronic-media agreement.
- e. When either of the teams uses a 75-second timeout in either the first or second half, that timeout shall replace the next agreed-upon electronic-media timeout for that half. The timeout shall be 75 seconds or the length called for by the electronic-media agreement.
 - 1. The first timeout requested by either team in the second half shall become the electronic-media timeout and shall be 75 seconds long or the length called for by the electronic-media agreement.
- f. 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.
- g. The extra timeout shall not be granted until after the jump ball that begins the extra period.

Art. 10. When the electronic-media agreement calls for AT LEAST THREE electronic-media timeouts in either half, the format shall be as follows (PAID ADVERTISING as in Rule 4-69.2 AND TELEVISION, RADIO OR INTERNET AUDIO OR VISUAL BROADCAST MUST BE PRESENT TO USE THIS ELECTRONIC-MEDIA TIMEOUT FORMAT):

- a. Four 30-second timeouts for each team per regulation game.
 1. Each team may carry up to three 30-second timeouts into the second half.
- b. One 60-second timeout for each team per regulation game that may be used any time during the game.
- c. Depending on the electronic-media agreement, these electronic-media timeouts shall occur at the first dead ball after the 15-, 10- and 5- or 16-, 12-, 8- and 4-minute marks when the game clock is stopped.
- d. The first timeout requested by either team in the second half shall become the length of a timeout called for by the electronic-media agreement:
 1. In any extra period the first timeout granted to either team may become an electronic-media timeout.
- e. When a timeout is granted and creates the first dead ball after one of the 15-, 10-, and 5- or 16-, 12-, 8- and 4-minute marks, the electronic-media timeouts for those specified times shall occur after the next dead ball. **Exception:** Rule 5-13.10.d.
- f. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.
- g. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

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

Note: For all NCAA tournament games, the electronic-media timeout format may be used without the presence of paid advertising.

Art. 11. In games involving the electronic-media timeout format, when a foul (personal or technical) is committed that causes the ball to become dead at 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. 12. Injury:

- a. A timeout may be requested and granted when an injured player, a player who is bleeding or has a uniform that is saturated with blood, or **(women)** a player with a lost, displaced or irritated contact lens desires to remain in the game. When the condition is remedied within a granted timeout the player is permitted to remain in the game.
- b. When a timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood or **(women)** a player with a lost, displaced or irritated contact lens or a correctable error, and that timeout:
 1. Is granted at the first dead ball at one of the specified time marks on the game clock for electronic-media timeouts, that timeout shall become an electronic-media timeout.
 2. Is the first 30-second timeout granted during the second half of the game, that timeout shall become an electronic-media timeout.
- c. 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 5-10.2.b, regardless of the amount of time consumed when an injured player remains in the game.

Art. 13. Successive charged timeouts:

- a. May be requested by a player or a coach from the same team
- b. Shall not be granted after the expiration of playing time for the second half or after the expiration of any extra period.
- c. When granted, players are permitted to sit on their bench only when the request has been made in advance.
- d. When granted, a warning horn shall be sounded 15 seconds before the expiration of the final timeout.

Art. 14. Shortened timeouts:

- a. The team that requests a timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent. **Exception:** *The first team-called timeout of the second half or extra period in a game involving electronic-media timeout format as in 5-13.10.d.*

- b. When a request is made to shorten any timeout for a substitution(s), the signal for shortening a timeout shall be given and play shall be resumed immediately.
- c. In games involving the electronic-media timeout format, when a timeout has been recognized to be shortened for the sole purpose of making substitutions and the timeout causes the first dead ball after one of the specified time marks for electronic-media timeouts (15-, 10- and 5- or 16-, 12-, 8- and 4-minutes), that timeout shall become an electronic-media timeout.
- d. When a request has been made to shorten any timeout for a purpose other than for substitution(s), a warning horn shall be sounded immediately and 15 seconds later another signal shall be sounded to resume play.

Art. 15. In games not involving the electronic-media timeout format, one 75-second timeout or one 30-second timeout, when the 75-second timeouts have been utilized, and in games involving the electronic-media timeout format either one 30-second or 60-second timeout shall be charged to the team making the appeal in Rule 5-10.5, when no correction is made or when the time limit for correcting an error under Rule 2-12 expires.

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

Art. 17. Bands/amplified music are permitted to play or be played only during any timeout or intermission.

Section 14. No Timeout Charged

Art. 1. No timeout shall be charged when:

- a. In Rule 5-10.2.b, 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)** A reasonable amount of time was used which resulted from displaced eyeglasses or contact lenses.
- c. **(Women)** In Rule 5-10.8.b, the player's request during a 20-second time period resulted from blood or a lost, displaced or irritation from a contact lens.
- d. In Rule 5-10.5, when the timeout is specifically requested for the purpose of preventing or rectifying a correctable error or timing

scoring or an alternating-possession mistake, when such a mistake was prevented or rectified.

1. When the time limit for correcting an error under Rule 2-12 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 not involving the electronic-media timeout format and either a 30-second or 60-second timeout charged to the offending team in a game involving the electronic-media timeout format.

Section 15. Excessive Timeout

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

Art. 2. A 75-second timeout in games not involving the electronic-media timeout format or a 30-second timeout in games involving the electronic-media timeout format shall be charged to and may be used by the team requesting the granted excessive timeout.

RULE 6

Live Ball and Dead Ball

Section 1. Periods—How Started

Art. 1. The game and each period start when the ball becomes live. When a technical foul is assessed before the ball becomes live with the jump ball in the first and each extra period, a jump ball will follow the free throws.

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

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 at the disposal of the thrower-in, and the official begins the throw-in count.
- c. On a free throw, the ball is at the disposal of the free-thrower and the official begins the count for the free throw try.

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.

Art. 3. After an initial jump ball or a jump ball for the start of an extra period(s) when possession is not gained by either team, which would establish the alternating possession procedure, a jump ball shall take place between any two players.

Art. 4. 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 or simultaneous free-throw violation occurs.

***Exception:** Unless another free throw or throw-in is to follow.*

- d. After a free-throw violation is committed by each team or technical foul occurs when there is no team control.
- e. A live ball lodges between the backboard and the ring or comes to rest on the flange. ***Exception:** During a throw-in, a live ball lodging between the backboard and the ring or comes to rest on the flange is a violation.*
- f. The ball becomes dead when neither team is in control and no goal or infraction or end of a period is involved.
- g. An inadvertent whistle occurs, and there is no player or team control.

Art. 2. The direction of the alternating-possession arrow shall be reversed immediately after an alternating-possession throw-in ends. That throw-in shall end when a passed ball touches or is legally touched by an inbounds player or when a player, who is located on the playing court, touches and causes the ball to be out of bounds or when the throw-in team commits a throw-in violation

Art. 3. The opportunity to make an alternating-possession throw-in shall be lost when the throw-in team violates the throw-in provisions. (See Rule 9-5.)

Art. 4. A foul by either team during an alternating-possession throw-in shall not cause the throw-in team to lose the alternating-possession arrow.

Section 4. 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. The jump ball may be repeated when these provisions are not met.

Art. 4. 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. 5. 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.

Section 5. Dead Ball

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

- a. Any goal is made.
- b. It is apparent that the free throw will not be successful on a free throw for a technical foul or a false double foul or a free throw that is to be followed by another free throw.
- c. A held ball occurs or the ball lodges between the backboard and the ring or comes to rest on the flange.
- d. An official blows the whistle except when the try is in flight.
- e. Time expires for a half or extra period.
- f. A foul is committed by a shooter's teammate before the ball is released for a try for goal.
- g. Any floor violation (Rules 9-3 through 9-14) occurs, there is basket interference or goaltending (Rule 9-16) or there is a free-throw violation by the free-throws team (Rule 9-1).

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.

RULE 7

Out of Bounds and the Throw-in

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.

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.

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

Section 2. Ball Caused to Go Out of Bounds

Art. 1. The 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.

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.

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 simultaneous 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. Any double foul, simultaneous personal foul or simultaneous technical foul when there is team control.
- j. An inadvertent whistle.
- k. A held ball as in Rule 4-37.

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 9-14, an official shall place the ball at the disposal of an opponent of the player who committed the violation for a throw-in from a designated spot nearest to where the violation occurred.

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

Art. 3. After a dead ball, as listed in Rule 7-4.1.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 successful goal as listed in Rule 7-4.1.c,

- a. The team not credited with the score shall make the throw-in from the end of the court where the goal was made and from any point outside the end line which includes the following:
 1. A common foul is committed near the end line before the bonus is in effect;
 2. An intentional personal foul or a flagrant personal foul is committed near the end line;
 3. A goaltending or basket interference violation;
 4. The ball is intentionally kicked by the defense along the end line during the throw-in; or
 5. A timeout is granted.
- b. For the above, any player of the throw-in team may make a direct throw-in or may pass the ball along the end line to a teammate(s) who is also out of bounds.

Art. 7. After a 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.

Exceptions: (Men) After a single flagrant technical foul and single contact dead ball technical foul, play shall resume by awarding the ball to the offended team at a designated spot at the division line on either side of the playing court. **(Women)** After an administrative technical foul for excessive timeout, play shall resume at the point of interruption by awarding the ball to the offended team. A single flagrant technical foul before the start of the game or extra period, play shall resume by awarding the ball to the offended team at a designated spot at the division line on either side of the playing court.

Art. 8. After any double foul, a simultaneous personal foul or a simultaneous technical foul when there is team control, play shall resume at the point of interruption.

Art. 9. After any double personal foul or simultaneous personal or technical 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 end line. When the try is unsuccessful, the alternating possession arrow shall be used, and the ball shall be awarded at a designated spot nearest to where the try was unsuccessful.

Art. 10. 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. (See Rule 7-5.6.a.2.)

Art. 11. (Men) After a flagrant technical foul or 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 the administration of the penalty for a personal foul or a technical foul, the penalty for a single flagrant technical foul or a **(men)** 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 **(men)** the division line at either side of the playing court **(women)** the point of interruption.

Art. 13. After the administration of a technical foul, the penalty for a subsequent technical foul shall be administered. The ball shall be put back into play at the point of interruption, which is where the first technical foul was assessed. **Exceptions: (Men)** *After a single flagrant technical foul and a single contact dead ball technical foul. (Women)* *After a single flagrant or an administrative technical foul for excessive timeout, play shall resume at the point of interruption by awarding the ball to the offended team. A flagrant technical foul before the start of the game or extra period, play shall resume by awarding the ball to the offended team at a designated spot at the division line on either side of the playing court.*

Art. 14. 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. 15. After an inadvertent whistle, play shall be resumed at the point of interruption.

Section 6. Throw-in

Art. 1. The throw-in shall start and the throw-in team shall have team control when the ball is at the disposal of a player entitled to the throw-in.

Art. 2. A throw-in shall end when a passed ball touches or is legally touched by an inbounds player or when a player, who is located on the playing court, touches and causes the ball to be out of bounds or when the throw-in team commits a throw-in violation.

Art. 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.b.

Art. 4. 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. 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 end line.

Art. 6. Until the throw-in ball crosses the plane of the sideline or end line:

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

Art. 7. When the ball is located out of bounds, the thrower-in may pass the ball into the back court.

Art. 8. Regardless of where the throw-in spot is located, the throw-in team may cause the ball to go into the back court.

Art. 9. After the throw-in ends, 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. 10. When the ball is awarded to the wrong team, the error must be rectified before the throw-in ends.

RULE 8

Free Throw

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. 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 above and adjacent to the block is designated for an opponent of the free-thrower. The second lane space on each side of the lane is designated for a teammate of the free-thrower. The third available space on each side of the lane is designated for an opponent of the free-thrower.
- c. **(Women)** 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.
- d. **(Men)** Players shall be permitted to move along and across the lane to occupy a vacant space within the limitations listed in this rule.

Art. 5. Each of the first lane spaces above and adjacent to the block shall be occupied by an 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. 6. 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. 7 Only one player shall occupy any part of a designated lane space. Only the first lane space above and adjacent to the block on each side must be occupied.

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

Section 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 and 3 of this section are met.

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

- a. When the offended player must withdraw because of injury, he or she is bleeding or has blood on his or her uniform or person;
- b. **(Women)** Lost, displaced or irritated contact; or
- c. When the offended player is disqualified.

Art. 3. (Men) When an injured player is unable to attempt a free throw try(s), one of the four remaining players on the playing court shall be selected by the opposing coach to attempt the free throw try(s) unless the committed foul was either intentional personal or flagrant. In such a case, the injured player's coach shall select any player or team member to attempt the free throw try(s).

Art. 4. Technical fouls—The free throws awarded because of any technical foul may be attempted by a player on the offended team, including an eligible substitute, 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

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 technical foul.

Exceptions: (Men) When a single flagrant technical foul or a single contact dead ball technical foul is assessed, play shall resume by awarding the ball to the offended team at the division line at either side of the playing court. **(Women)** When a single flagrant technical foul or an administrative 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. The free throws shall be attempted immediately, as if the foul had been part of the preceding period.

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

Art. 4. After the administration of the penalty for a personal foul or a technical foul, a single flagrant technical foul or **(men)** a single contact dead ball technical foul shall be administered.

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

- a. When a 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. **Exceptions:** *A single flagrant technical foul, (men) a single contact dead ball technical foul or (women) an administrative technical foul for an excessive timeout.*

Section 5. Ball in Play When Free Throw Is Missed

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.

Section 6. Ball in Play After False Double Foul

Art. 1. After the last free throw after a false double foul (See Rule 4-29.4), the ball shall be put in play as if the penalty for the last foul of the false double foul were the only one administered when the last foul was a single flagrant technical foul, **(men)** single contact dead ball technical foul or **(women)** an administrative technical foul for an excessive timeout.

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

Art. 3. When the last foul is any double foul, play shall resume at the point of interruption.

Section 7. Ball in Play After False Multiple Foul

Art. 1. After the last free throw after a false multiple foul (Rule 4-29.4), the ball shall be put in play as if the penalty for the last foul of the false multiple foul were the only one administered when the last foul was a single flagrant technical foul, **(men)** single contact dead ball technical foul or **(women)** an administrative technical foul for an excessive timeout.

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

RULE 9

Violations and Penalties

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-throwser:

- a. The free-throwser shall release the try within 10 seconds and in such a way that the ball enters the basket or touches the ring or flange before the free throw ends.
- b. The free-throwser shall not purposely fake a try nor shall the free-throwser's teammates nor opponents purposely fake a violation.
- c. The free-throwser 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-throwser shall not enter the semicircle. The free-throwser 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 or contact any part of the court outside the marked lane space until the free-throwser has released the ball.
- f. No opponent shall disconcert (e.g., taunt, bait, gesture or delay) the free-throwser.
- g. Players not in a legal marked lane space shall remain behind the free-throw line extended and behind the three-point field-goal line until the ball strikes the ring, flange or backboard, or until the free throw ends.

- h. Players occupying any of the legal marked lane spaces on each side of the lane may break the vertical plane of a lane-space boundary once the free-thrower has released the ball. (See Rule 8-1.)
- 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 by 36 inches) designated by a legal lane space mark or beyond the vertical plane of any edge of the lane until the ball is released by the free-thrower.
- j. Neither team shall have more than the maximum number of players permitted on the free-throw lane.
- k. **(Women)** No player shall be permitted to occupy lane spaces designated for an opponent.
- l. An opponent of the free-thrower shall occupy each lane space above and adjacent to the block.

Art. 3. No teammate of the free-thrower may occupy either of the legal lane spaces nearest the basket.

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. The ball shall be awarded at a designated spot nearest to where the violation occurred, unless another free throw is to be awarded.

- a. When disconcertion by an opponent is followed by a violation by the free thrower, a substitute free throw shall be awarded.

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.

Art. 3. When there is a marked-lane space violation by a free-thrower's teammate and an opponent:

- a. When the first violation is by the free-thrower's teammate, the ball shall become dead when the violation occurs, no point shall be awarded for that free throw. When no other free throw is to follow, 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.

Art. 4. When there is a violation, first by the free-thrower's opponent followed by a violation of the free-thrower or a free-thrower's teammate, each team has violated. A double violation has been committed. No points shall be awarded. When no other free throw is to follow, play shall be resumed by awarding the ball to the team entitled to an alternating-possession throw-in at a designated spot nearest to where the violations occurred.

- a. When both offenders are in marked lane spaces, the second violation is ignored as in Rule 9-2.3.b.
- b. When the second violation is by the free thrower or a free thrower's teammate, who is behind the free-throw line extended and the three-point line, both violations are penalized.
- c. When an opponent's fake causes the free thrower or a teammate of the free thrower to violate, only the fake shall be penalized.
- d. When disconcertion by an opponent is followed by a violation by the free thrower, a substitute free throw shall be awarded.

Art. 5. When there is a simultaneous violation by each team, the ball shall become dead. No points shall be awarded. When no other free throw is to follow, 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, unless another free throw is to be awarded.

Section 3. Ball Out of Bounds

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

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

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 7-5.6.b, does not receive the pass along the end line by a teammate and is the first to touch the ball after his or her return to the playing court.

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

Section 5. Throw-in Provisions

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 legally touched by an inbounds player or touched by a player, who is on the playing court, and causes the ball to be out of bounds.
- c. Execute a throw-in that lodges between the backboard and the ring or comes to rest on the flange.
- 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 **(men)** a CLASS B technical foul and **(women)** a player/substitute foul.

Art. 3. (Men) 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. Repeated infractions shall result in a CLASS B technical foul.

Section 6. Travel, Kick, Fist, Through Basket from Below

A player shall not travel or run with the ball, intentionally kick it, strike it with the fist or cause it to pass through the basket and enter the cylinder 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 ball shall be touched by one or both of the jumpers after it reaches its highest point.

Art. 4. 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.

Art. 5. 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. 6. 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. 7. 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. 8. Players may move around the center circle without breaking the geometrical cylinder that has the center circle as its base after the ball has left the referees hand(s) during the toss.

Section 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.

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

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.

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.

Art. 2. It is a violation when a try for field goal does not leave the shooter's hand before the expiration of the allotted shot-clock time or a try does not subsequently strike the ring or flange or enter the basket.

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 (with any part of his or her body, voluntarily or involuntarily) 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.

Art. 2. 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 4-3.8.

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.

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.
- b. (**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.

(**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 9-14)

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.

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 (Rule 4-5) nor goaltending (Rule 4-34).

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 (men) a CLASS B technical foul or (women) a player/substitute 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.

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.

RULE 10

Fouls and Penalties

Section 1. Personal Fouls

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.

Art. 8. 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. 9. 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. 10. 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.

Art. 11. 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.

Art. 12. (Men) A secondary defender shall not establish initial legal guarding position under the basket when playing a player who is in control of the ball (i.e. dribbling or shooting) or who has released the ball for a pass or try for goal.

In establishing a position in any outnumbering fast break situation, a player shall not establish initial legal guarding position under the basket.

When illegal contact occurs, such contact shall be called a blocking foul, unless the contact is intentional or flagrant.

Art. 13. When the action of the elbow(s) resulting from total body movement contacts an opponent, that contact may not be considered excessive but a personal foul has been committed.

Art. 14 A player shall adhere to the rules pertaining to illegal contact, including but not limited to, guarding as in Rule 4-35, rebounding as in Rule 4-55, screening as in Rule 4-59 and verticality as in Rule 4-74.

Art. 15. A player shall not flagrantly or excessively contact an opponent while the ball is live (includes fighting).

PENALTY: (Section 1) Personal fouls apply toward the team-foul total and toward an individual's five personal fouls for disqualification. The ball shall be put back in play by the offended player/team as follows:

a. A throw-in (no free throws) for:

- 1. Each common foul before the bonus rule takes effect.**
- 2. A player-control personal foul.**
- 3. A team-control foul.**

- b. Point of interruption for any double personal fouls or simultaneous personal fouls, even when one or both of the fouls are flagrant or intentional.**
- c. One free throw for:**
 - 1. A personal foul against a player who attempts a field goal and whose try is successful.**
 - 2. Each foul that is a part of a multiple personal foul, but is not a flagrant personal foul, player-control foul or team-control foul, regardless of whether the offended team is in the bonus**
 - 3. Each foul of a multiple foul, when a two-point try is successful or unsuccessful.**
 - 4. Each foul of a multiple foul when the three-point try is successful.**
- d. Bonus free throw for:**

Each common foul committed by the defensive team, beginning with a team's seventh foul during the half, provided that the first attempt is successful.
- e. 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.**
 - 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 of 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. Each foul of a multiple foul when a three-point try is unsuccessful.
- f. 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.
- g. In the case of a false double foul or a false multiple foul, each foul shall carry its own penalty. When one of the fouls is a technical foul (except a flagrant technical) or any double foul, the ball shall be put back in play at the point of interruption.
1. After the last free throw after a false double/multiple foul (Rule 4-29.4), the ball shall be put in play as if the penalty for the last foul of the false double/multiple foul were the only one administered when the last foul was a single flagrant technical foul, (men) single contact dead ball technical foul or (women) an administrative technical foul for an excessive timeout.
- h. 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.

Section 2. Administrative Technical Fouls

Art. 1. The home team shall comply with the following court/equipment requirements:

- a. Have a properly marked division line and center circle as in Rules 1-4 and 1-5.
- b. **(Women)** Have the proper game-clock display, red/LED light and mounted shot clock as in Rules 1-17.3, 1-17.4 and 1-18.3.

Art. 2. A team shall comply with lineup and roster requirements as follows:

- a. Supply the scorers with names and numbers of team members and the designated starters before the 10-minute mark is reached on the game clock that is counting down the time before the start of the game.
- b. After the 10-minute mark is reached on the game clock that is counting down the time before the start of the game and until the end of the game, a team shall not make changes to the scorebook. The only changes permitted are those necessitated by obvious injury, illness, blood on the uniform, a replacement of a designated starter to shoot a technical-foul free throw, or to correct a scoring or bookkeeping mistake.

PENALTY: Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

(Art. 1) One administrative technical foul only for all requirements regardless of the number of infractions. Penalized before the start of the game.

(Art. 2.a) One administrative technical foul only for all requirements regardless of the number of infractions that occur and regardless of when they occur.

(Art. 2.b) One administrative technical foul only for all requirements regardless of the number of infractions that occur and regardless of when they occur.

Art. 3. A team or team member shall not wear:

- a. A number that is identical to that of a teammate.
- b. An illegal number. (See Rule 3-5.)
- c. An illegal game jersey. (See Rule 3-5.)

PENALTY: Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

(Art. 3.a) Penalized when discovered after the 10-minute time limit in 3-3.1.

(Art. 3.b, 3.c) Penalized when discovered before the ball becomes live when the individual is a player.

(Art. 3.c) When more than one team member violates, only one administrative technical foul shall be assessed.

Art. 4. The official scorer shall not remove the scorebook and take it to the home team's locker room.

Art. 5. A team shall not delay the game, when the game clock is not running, by:

- a. Consuming a full minute by not being ready when it is time to start either half or any extra period.
- b. After a team warning has been issued, repeatedly delaying the game by preventing the ball from being promptly put in play, such as delaying the administration of a throw-in or free throw by engaging in a team huddle anyplace on the playing court.
- c. After a team warning has been issued, failure to have the court ready for play after the final horn to end any timeout.

PENALTY: (Art. 4 and 5) Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

Art. 6. A team shall not have more than five players legally on the playing court to participate.

Art. 7. (Men) Failure to have all players return to the playing court at approximately the same time following a timeout or intermission.

PENALTY: (Art. 6 and 7) Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

PENALTY: (Art. 6 and 7) Penalized when discovered while rule is being violated.

Art. 8. A team shall not be granted excessive timeouts without penalty.

PENALTY: Two free throws awarded to the offended team.

(Art. 8) Penalized when discovered before the ball becomes live. (Men) The ball shall be put back in play at the point of interruption. (Women) The ball shall be put back in play at the point of interruption to the offended team.

Art. 9 Team followers, as in Rule 4-27, shall not commit an unsportsmanlike act, including, but not limited to, the following:

- a. Using musical instruments, amplified music or artificial noisemakers while the game is in progress, except timeouts and intermission.
- b. Using laser pointers.
- c. Throwing debris on the court after officials' jurisdiction has begun.
- d. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as but not limited to, followers entering the playing court before the player activity has been terminated. When the delay does not interfere with play, it shall be ignored.
- e. Using profanity or language that is abusive, vulgar or obscene.

Note 1: *Before penalizing a follower(s) of a team for violating Rule 10-2.9, the officials shall have knowledge as to which team's follower(s) committed the act.*

Note 2: *When the misconduct of the follower(s) is extreme or excessive, such behavior may be penalized by the official requesting home/contest management to eject from the premises the team follower(s) involved in the misbehavior. In such a case, a technical foul shall not be assessed.*

PENALTY: (Art. 9) Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

PENALTY: Section 2 Administrative Technical Fouls:

(Women) The administrative technical fouls in this section do apply toward the team-foul total but not toward any individual for disqualification or ejection.

(Men) The administrative technical fouls in this section do not apply toward the team-foul total nor toward disqualification or ejection.

Section 3. (Women) Player/Substitute Technical Fouls

Art. 1. Committing an unsportsmanlike act, including, but not limited to, the following:

- a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.

- b. Using profanity or vulgarity; taunting, baiting or ridiculing another player or bench personnel; or pointing a finger at or making obscene gestures toward another player or bench personnel.
- c. Committing a non-flagrant foul that involves contact or causes contact with an opponent while the ball is dead.
- d. Purposely obstructing an opponent's vision by waving or placing hand(s) near her eyes.
- e. Climbing on or lifting a teammate to secure greater height.
- f. Knowingly attempting a free throw to which she is not entitled.
- g. Inciting undesirable crowd reaction.
- h. Using tobacco.

Art. 2. A team member dunking or attempting to dunk a dead ball during the game.

Art. 3. Grasping either basket in an excessive, emphatic manner during the officials' jurisdiction when the player is not, in the judgment of an official, trying to prevent an obvious injury to self or others.

Art. 4. Intentionally slapping or striking the backboard 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 in the cylinder.

Art. 5. Placing a hand(s) on the backboard or ring to gain an advantage.

Art. 6. Touching a ball in flight (goaltending) during a free throw.

Art. 7. After a team warning has been issued, the opponents of the thrower-in having any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line.

Art. 8. Reaching through the throw-in boundary-line plane and touching or dislodging the ball while it is in possession of the thrower-in or being passed to a teammate outside the boundary line as in Rule 7-5.6.b. This act shall also serve as a team warning for reaching through the boundary. (See Rule 4-17.1.g)

Art. 9. Deceptively leaving the playing court for an unauthorized reason and returning at a more advantageous position.

Art. 10. Purposely delaying her return to the playing court after being legally out of bounds.

Art. 11. After a team warning has been issued, attempting to gain an advantage by interfering with the ball after a goal or by failing to immediately pass the ball to the nearest official after the whistle has blown.

Art. 12. A team member entering the playing court without reporting to the official scorers or a substitute entering the playing court without being beckoned by an official (unless during an intermission).

PENALTY: (Arts. 1 through 12) Two free throws awarded to the offended team unless double fouls are assessed. For double fouls, no free throws are awarded. In either case, the ball shall be put back in play at the point of interruption. A player/substitute technical foul shall apply toward an individual's five personal fouls toward disqualification, two technical fouls toward ejection and the team-foul total.

Art. 13. Participating after changing her uniform number without reporting the change to the official scorer and an official.

Art. 14. Participating after having been disqualified.

Art. 15. Leaving the playing court and going into the stands when a fight may break out or has broken out.

Art. 16. A player flagrantly or excessively contacting an opponent while the ball is dead.

Art. 17. Fighting as in Rule 4-26.

PENALTY: (Arts. 13 through 17) Flagrant technical fouls. Two free throws shall be awarded to any player on the offended team, unless double fouls are assessed. For double flagrant technical fouls, no free throws are awarded. For any flagrant technical foul, the ball shall be awarded to the offended team at the point of interruption. When a single flagrant technical foul occurs during intermission for the second or any extra period, play shall resume with a throw-in to the offended team on either side of midcourt. These flagrant technical fouls apply toward the team-foul total and the offender(s) is ejected. Any player(s) who

actively participates in a fight shall be ejected and subject to suspension. (See Rule 10-7.)

EJECTION (Section 3): A single flagrant foul or a second technical foul charged to a player/substitute shall result in ejection.

Section 4. (Women) Bench Technical Fouls

The head coach is responsible for the conduct and behavior of all bench personnel.

Art. 1. Committing an unsportsmanlike act, including, but not limited to, the following:

- a. Disrespectfully addressing an official.
- b. Attempting to influence an official's decision.
- c. Using profanity or language that is abusive, vulgar or obscene.
- d. Taunting or baiting an opponent.
- e. Objecting to an official's decision by rising from the bench or using gestures.
- f. Inciting undesirable crowd reactions.
- g. Entering the playing court unless done with the permission of an official to attend to an injured player.
- h. Using tobacco.
- i. Refusing to occupy the team bench to which the team was assigned or to occupy the location for a timeout or before any extra period as described in Rule 4-7.2.

Art. 2. 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.

Art. 3. When there is evidence that the head coach or bench personnel instructed for the scorebook to be removed from the scorer's table.

Art. 4. All bench personnel shall remain seated on the bench while the ball is live, except as follows:

- a. The head coach, who may stand and shall remain in his or her team's coaching box.

- b. To spontaneously react to an outstanding play, immediately sitting down on the bench afterward.
- c. A team member reporting to the scorers' table.
- d. A coach, team 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 2-12; 5-10.5).
- e. A coach or team attendant may leave the bench area to seek information from the official scorer or official timer during a timeout or an intermission.

Art. 5. The head coach shall replace a disqualified or injured player within 20 seconds when a substitute is available.

Art. 6. Using a laser pointer.

Art. 7. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as bench personnel entering the playing court before player activity has been terminated. When the delay does not interfere with play, it shall be ignored.

PENALTY: (Arts. 1 through 7) Two free throws shall be awarded to the offended team unless double fouls are assessed. For double fouls, no free throws are awarded. In either case, the ball shall be put back into play at the point of interruption. These bench technical fouls shall count toward an individual's five personal fouls for disqualification (if a team member), two technical fouls for ejection and the team-foul total. The foul is charged to the offender (if not the head coach) and also charged indirectly to the head coach. If the head coach is the offender, the foul is charged directly to him/her.

(Arts. 1, 4 and 7) When there is more than one offender (excluding the head coach) or a single offender who cannot be identified, one bench technical foul shall be assessed regardless of the number of offenders. This technical foul is also charged indirectly to the head coach.

Note: An assistant coach who replaces the ejected head coach shall not inherit any technical fouls the head coach has accumulated. However, the assistant coach shall be

responsible for technical fouls previously assessed to him/her.

Art. 8. Bench personnel leaving the bench area when a fight may break out or has broken out. The head coach may leave the bench area in this case to prevent the situation from escalating.

PENALTY: (Art. 8) **Flagrant technical fouls.** Two free throws shall be awarded to any player on the offended team, unless double fouls are assessed. For double flagrant fouls, no free throws are awarded. For any flagrant technical foul, the ball shall be awarded to the offended team at the point of interruption.

When anyone other than the head coach leaves the bench and enters the playing court but does not participate in the fight, only one technical foul shall be assessed regardless of the number of offenders. This one foul is charged indirectly to the head coach. For any single flagrant technical foul, the ball shall be awarded to the offended team at the point of interruption. When a single flagrant technical foul occurs during intermission for the second or extra period, play shall resume with a throw-in to the offended team on either side of midcourt. This flagrant technical foul applies toward the team-foul total, and the offender(s) shall be ejected but not subjected to suspension.

Art. 9. Fighting by bench personnel as in Rule 4-26.

PENALTY: (Art. 9) Two free throws shall be awarded to any player on the offended team, unless double fouls are assessed. For double flagrant fouls, no free throws are awarded. For any flagrant technical foul, the ball shall be awarded to the offended team at the point of interruption. When a single flagrant technical foul occurs during intermission for the second or extra period, play shall resume with a throw-in to the offended team on either side of midcourt. These flagrant technical fouls apply toward the team-foul total and the offender(s) is ejected. Any bench personnel who actively participates in a fight shall be ejected and subject to suspension. (See Rule 10-7.) The head coach shall

be assessed one indirect technical foul for each member of bench personnel who participates in a fight.

EJECTION (Section 4): A single flagrant foul, the second direct technical foul, the third indirect technical or a combination of one direct technical and two indirect technicals charged to the head coach results in ejection. A single flagrant foul or a second technical foul charged to a member of bench personnel results in that individual's ejection.

Section 5. (Men) CLASS A Unsporting Technical Infractions

Art. 1. A player or substitute committing an unsportsmanlike act including, but not limited to, the following:

- a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- b. Using profanity or vulgarity; taunting, baiting or ridiculing another player or bench personnel; or pointing a finger at or making obscene gestures toward another player or bench personnel.
- c. Inciting undesirable crowd reaction.
- d. Contacting an opponent, while the ball is dead, in an unnecessary, unacceptable and excessive manner.
- e. Flagrantly (severe or extreme) contacting an opponent while the ball is dead.
- f. A flagrant non-contact infraction that involves extreme, sometimes persistent, vulgar, abusive conduct when the ball is dead or live.
- g. Participating after having been disqualified (non-contact flagrant technical).
- h. Leaving the playing court and going into the stands when a fight may break out or has broken out (flagrant non-contact infraction).
- i. Fighting as in Rule 4-26.

PENALTY: Two free throws shall be awarded to any member of the offended team. No free throws shall be awarded for a double or offsetting technical foul. Counts toward the team-foul total. Applies toward disqualification and ejection (Art. 1.a through d). Flagrant technical foul(s) (Art. 1.e through

i) are non-applicable toward disqualification since they lead to automatic ejection. An assessed technical foul that cannot be charged to an individual shall be charged to the head coach (ex. Art. 1.g).

RESUMPTION OF PLAY: For any technical foul(s), play shall resume at the point of interruption except for a single flagrant technical foul or a single contact dead ball technical foul. For a single flagrant technical foul or a single contact dead ball technical foul, the ball shall be awarded to the offended team at a designated spot at the division line on either side of the playing court.

EJECTION: All CLASS A technical fouls shall apply toward ejection when the following have been assessed: a maximum of two CLASS A technical fouls (AA) as defined in Art. 1.a through d, one flagrant technical foul (A) or a combination of one CLASS A technical foul and two CLASS B technical fouls (ABB).

Any individual who actively participates in a fight (Art. 1.i) shall be ejected and is subject to suspension (See Rule 10-7).

Art. 2. Bench personnel committing an unsportsmanlike act including, but not limited to, the following:

- a. Disrespectfully addressing an official.
- b. Attempting to influence an official's decision.
- c. Using profanity or language that is abusive, vulgar or obscene.
- d. Taunting or baiting an opponent.
- e. Objecting to an official's decision by rising from the bench or using gestures.
- f. Inciting undesirable crowd reactions.
- g. Fighting by bench personnel as in Rule 4-26.

PENALTY: Two free throws shall be awarded to the offended team. No free throws shall be awarded for double or offsetting technical fouls. Counts toward the team-foul total. Applies toward disqualification and ejection except for Art. 2.g,

which is non-applicable toward disqualification since it leads to automatic ejection.

Since the head coach is responsible for the conduct and behavior of all bench personnel, when a CLASS A technical foul (Art.2.a through g) is assessed to an offender, it shall also be charged to the head coach as a CLASS B technical foul.

RESUMPTION OF PLAY: For any technical foul(s), play shall resume at the point of interruption. For a single flagrant technical foul (fighting, Art. 2.g), the ball shall be awarded to the offended team at a designated spot at the division line on either side of the playing court.

EJECTION: All CLASS A technical fouls shall apply toward ejection when the following have been assessed: a maximum of two CLASS A technical fouls (AA) as defined in Art. 2.a through f, one flagrant technical foul (A), or a combination of one CLASS A technical foul and two CLASS B technical fouls (ABB).

Any individual who actively participates in a fight (Art. 2.g) shall be ejected and shall be subject to suspension. (See Rule 10-7.)

Note: An assistant coach who replaces the ejected head coach shall not inherit any technical fouls the head coach has accumulated. However, the assistant coach shall be responsible for technical fouls previously charged to him.

Section 6. (Men) CLASS B TECHNICAL INFRACTIONS

Art. 1. A technical foul shall be assessed to a player or a substitute for the following infractions:

- a. Purposely obstructing an opponent's vision by waving or placing hand(s) near his eyes.
- b. Climbing on or lifting a teammate to secure greater height.
- c. Knowingly attempting a free throw to which he is not entitled.
- d. Possessing or using tobacco.

- e. A team member dunking or attempting to dunk a dead ball before or during the game, or during any intermission.
- f. Grasping either basket in an excessive, emphatic manner during the officials' jurisdiction when the player is not, in the judgment of an official, trying to prevent an obvious injury to self or others.
- g. 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 in the cylinder.
- h. Placing a hand(s) on the backboard or ring to gain an advantage.
- i. Touching a ball in flight (goaltending) during a free throw.
- j. Reaching through the throw-in boundary-line plane and touching or dislodging the ball while it is in possession of the thrower or being passed to a teammate outside the boundary line as in Rule 7-5.6.b.
- k. Deceptively leaving the playing court for an unauthorized reason and returning at a more advantageous position.
- l. Purposely delaying his return to the playing court after being legally out of bounds.
- m. After a team warning has been issued, attempting to gain an advantage by interfering with the ball after a goal or failing to immediately pass the ball to the nearest official after the whistle had been blown.
- n. A team member entering the playing court without reporting to the official scorers or a substitute entering the playing court without being beckoned by an official (unless during an intermission).
- o. Participating after changing his uniform number without reporting the change to the official scorer and a game official.
- p. Opponents of the thrower-in shall not repeatedly have any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line. (See Rule 9-5.3.)

Art. 2. A technical foul shall be assessed to the coach and all bench personnel for the following infractions:

- a. Entering the playing court unless done with permission of an official to attend to an injured player.

- b. Possessing or using tobacco.
- c. Refusing to occupy the team bench to which the team was assigned or to occupy the locations for a timeout or for the start of any period as defined in Rule 4-7.2.
- d. 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.
- e. When there is evidence that the head coach or bench personnel instructed for the scorebook to be removed from the scorer's table.
- f. All bench personnel shall remain seated on the bench while the ball is live, except as follows:
 - 1. The head coach who may stand but must remain completely and clearly in his coaching box. One warning shall be issued to the head coach before any subsequent infraction is penalized.
 - 2. To spontaneously react to an outstanding play, immediately sitting down on the bench afterwards.
 - 3. A team member reporting to the scorer's table.
 - 4. To point out, at any time, a scoring or timing mistake or to request a timeout to ascertain whether a correctable error needs to be rectified. (See Rules 2-12 and 5-10.5.)
 - 5. To seek information from the official scorer or official timer during a timeout or an intermission.
- g. The head coach shall replace a disqualified or injured player within 20 seconds when a substitute is available.
- h. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as bench personnel entering the playing court before player activity has been terminated. In such a case, when the delay does not interfere with play, it shall be ignored.
- i. Using a laser pointer.

- j. Bench personnel leaving the bench area when a fight may break out or has broken out. The head coach may leave the bench area in this case to prevent the situation from escalating.

PENALTY: Article 1 and Article 2.a through i. Two free throws shall be awarded to any member of the offended team. All infractions count toward ejection but do not count toward the team-foul total or disqualification.

The coach is responsible for the conduct of all bench personnel. When a CLASS B technical foul, as described in Article 2, is assessed against an offender, it shall also be charged to the head coach as a CLASS B technical foul.

RESUMPTION OF PLAY: Article 1 and Article 2. After the administration of the penalty, play shall resume at the point of interruption.

EJECTION: Article 1 and Article 2. CLASS B technical fouls apply toward ejection when the following have been assessed: a maximum of three CLASS B technical fouls (BBB) or a combination of one CLASS A and two CLASS B technical fouls (ABB).

Any individual who leaves the bench area and enters the playing court but does not participate in a fight (Art. 2.j) shall not be assessed a CLASS B technical foul (no free throws awarded). That individual shall be ejected but is not subject to suspension.

Note: An assistant coach who replaces the ejected head coach shall not inherit the accumulative technical fouls of the head coach. However, the assistant coach shall be responsible for technical fouls previously charged to him.

Section 7. 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.

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 about who was involved in a fight but cannot change an official's ruling that a fight took place or lessen the severity of the penalty. The conference office or assigning authority may make those penalties more severe.

Appendix I

Fight-Reporting Procedures

The following apply to situations in which a fight has been reported by an official during his/her jurisdiction. When a fight is not reported by an official, the conference or assigning authority may invoke its own penalty. For the rules on suspensions for fighting see Rule 10-7.

1. The official 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 about who was involved in a fight but can neither change an official's ruling that a fight took place nor lessen the severity of the penalty but may make the penalty more severe.

Appendix II

NCAA Tobacco Policy

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.

Appendix III

Officiating Guidelines

Section 1. Bench Decorum

A. **Coaching box.** The rules committee wants the coaching box rule enforced and technical fouls called for infractions. Coaches are expected to remain in the coaching box. To do otherwise results in a distinct advantage that is not within the spirit and intent of the rules. Roaming coaches also negatively influence play by being out on the court. The rule is clear and concise. Some coaches blatantly disregard the coaching box and many officials refuse to enforce the rule. Head coaches have the responsibility to remain in the box and behave in a sportsmanlike manner. Institution and conference administrators must demand that their coaches adhere to the rules and must support officials who properly enforce the rules. The following guidelines have been established to assist in adjudicating this situation.

1. **Out of the coaching box.** The rules prohibit the head coach from being outside the prescribed coaching box. After a warning, a technical foul shall be assessed when a coach is clearly and completely outside his/her box.
2. **Unsportsmanlike conduct.** Coaches engaging in minor conduct infractions should receive a warning from officials. Any subsequent violation results in a technical foul. Any egregious (blatant) conduct violation, while inside or outside the coaching box shall be properly penalized without warning, with a technical foul.

B. **Assistant Coaches and Bench Personnel.** All bench personnel, with the exception of the head coach, are required to be seated on the bench while the ball is live except to react spontaneously to an outstanding play and then to immediately return to sitting on the bench. Violations by players, and especially assistant coaches, should not be tolerated by officials. When assistant coaches or bench personnel are violating bench decorum rules in a minor way, the official shall inform the head coach and request that he/

she handle the situation. This is an official warning. Any further violation by bench personnel shall result in a technical foul assessed to the offender. Egregious (blatant) conduct violations by assistant coaches or bench personnel need no warning and shall immediately result in a technical foul. A technical foul assessed to bench personnel is also assessed (**women**) indirectly and (**men**) as a CLASS B technical foul to the head coach.

Section 2. Screening

A screen is legal action by any player with or without the ball, which, without causing contact, delays or prevents an opponent from reaching a desired position. A screener must maintain a normal stance with feet no wider than shoulder width apart. If a player is engaged in illegal screening tactics and there is no contact with the opponent, no foul has occurred. Players must adhere to the screening rules outlined in Rule 4-59.

A foul shall be called when:

1. A defensive player is held or pushed off of his/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 his/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 his/her legs beyond legal width and trips his/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 his/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 ample time to stop or change directions; usually one to two strides.

Section 3. Hanging/Grasping on the Ring

Players should not be permitted to hang on or grasp 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 or grasp 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 grasping/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 grasping/hanging on the ring, doing so in an emphatic matter is a **(men)** CLASS B and **(women)** Player/Substitute technical foul.

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) Displacement

The following guidelines have been established to help coaches, players and officials achieve a level of play that will allow freedom of movement for all players on the court and make the game a free-flowing, exciting game to watch. Officials must enforce these guidelines to ensure that freedom of movement is permitted in the game.

Post Play

- a. **Definition.** A post player is defined in Rule 4-54 as any offensive or defensive player in the lane area with or without the ball with her back to the basket. The lane area includes the three-second lane (See Rule 4-67) 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

- a. Definition.** A ball handler or dribbler is any player with player control (holding or dribbling) outside the lane area, either facing or with her back to the basket. An arm-bar is contact with the forearm that is away from the body.
- b. Legal activity.** The following are examples of legal activity:

 1. A one hand "measure up" by the defense. This means, one hand (front or back of the hand) contacting the ball-handler/dribbler and immediately removing that hand. Also known as a "hot stove" touch. This is the **ONLY** hand contact that is legal by the defense and is considered incidental.

2. When a dribbler makes a move past a defender, and the defender's arm, which is against her own body, makes incidental contact with the dribbler. Bodies may momentarily touch as long as there is no displacement.

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

1. The defender contacts the ball-handler/dribbler ANYTIME with two hands.
2. The defender places a hand (front or back of the hand) on the ball-handler/dribbler and keeps it on.
3. The defender contacts the ball-handler/dribbler more than once with the same hand or with alternating hands.
4. The defender contacts the ball-handler/dribbler with an arm-bar.
5. Any displacement, holding or pushing occurs by either the offense or defense.

Cutting

- a. Legal activity.** If the defender beats the cutter to the spot, the defender's position is legal and the cutter is responsible for contact.

b. Illegal contact. A foul shall be called when:

1. The cutter is held with the hands, body or arm-bar.
2. The cutter is pushed with the hands, body or arm-bar off her intended path.
3. The cutter initiates contact and pushes or holds the defender in any way.
4. Holding, pushing or displacement occurs by either the offense or defense.

Rebounding

- a. Definition.** A rebound is an attempt by any player to secure possession of the ball after a try for goal. There is no player or team control on a rebound. The act of "blocking out" an opponent on a rebound is an attempt by any player to prevent an opponent from getting a rebound without displacing that opponent. Backing out an opponent is displacement and should not be confused with blocking out.

- b. Legal activity.** Players must remain in their established vertical plane when rebounding and adhere to the rebounding principles in Rules 4-55 and 4-74.
- c. Illegal contact.** A foul shall be called when:
 - 1. The offensive or defensive player uses her body to “back out” or push an opponent from her legally established position. A player may not be pushed farther away from the basket.
 - 2. A player is held to prevent her from getting closer to the basket.
 - 3. The arm(s) of the opponent are “hooked” so she is unable to extend her arms to get the ball.
 - 4. A player behind an established opponent uses her hands, arms, body or legs to displace in any way.
 - 5. An airborne rebounder is undercut and displaced; taking away her landing space.

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.

Appendix IV

Foul/Penalty Chart

FOUL/PENALTY CHART (APPENDIX IV)								
Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count toward DQ?	Count for bonus	Count toward ejection?
Personal	Live	Committed by player, illegal contact with an opponent.	Free throw(s) to offended player when shooting or when in bonus, except for player-control foul or team-control foul.	Offending player	Throw-in at a designated spot to an offended team when not shooting or not in bonus or when a player-control or team-control foul. When there are free throw(s), throw-in are free throw(s), throw-in to opposing team after free throw(s) (from any point behind the end line when last free-throw is successful) or live ball.	Yes	Yes	No
Common	Live (a subset of personal fouls)	Personal when not shooting, not flagrant or intentional, not part of a multiple, double or simultaneous.	Free throw(s) to offended team when in bonus, except for player-control or team-control foul.	Offending player	Throw-in at designated spot to offended team when not in bonus or when team-control or player-control foul. When one-and-one, live ball when a free throw is missed. When both free throws are good, opposing team throw-in from any point behind the end line.	Yes	Yes	No
Player Control	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
Team Control	Live	Common foul committed by player on team with team control (See Rule 4-15).	No free throw(s).	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
Intentional Personal	Live	An act that is not a legitimate attempt to play the ball or player. Not based on severity, but is excessive.	Two free throws to offended player.	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
Flagrant Personal	Live	Severe or extreme contact with an opponent during live ball only.	Ejection of offender, two free throws to offended player.	Offending player	Throw-in to offended team at designated spot nearest to where foul occurred.	No	Yes	Automatic

FOUL/PENALTY CHART

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count toward DQ?	Count for bonus	Count toward ejection?
Flagrant Technical	Dead or live	Extreme unsporting conduct (non-contact) during a live ball or severe/ extreme contact with an opponent during a dead ball.	Ejection of offender, two free throws.	Offending player, bench personnel or follower.	Men- Throw-in at designated spot at division line to offended team. Women- Throw-in to offended team at point of interruption.	No	Yes	Automatic
(Men) Contact Dead Ball Technical	Dead	Contact with opponent in non-flagrant manner.	Two free throws.	Offending player.	Throw-in to offended team at division line.	Yes	Yes	Yes, one of two CLASS A (AA) technicals or in combination with two CLASS B technicals (ABB)...
(Men) CLASS B Technical	Live or Dead	Neither involves contact nor causes contact with an opponent. Falls below limit of an unsporting act.	Two free throws.	Player, substitute, coach, bench personnel.	Point of interruption.	No	No	Yes, after three CLASS B (BBB) technicals or a combination of two Class B and one Class A (ABB)...
(Men) CLASS A Technical	Live or Dead	Unsporting conduct.	Two free throws.	Player, substitute, coach, bench personnel.	Point of interruption. Exceptions- single flagrant or intentional at the division line to the offended team.	Yes	Yes	After two CLASS A (AA) or one CLASS A with two CLASS B technicals (ABB)

FOUL/PENALTY CHART

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count toward DQ?	Count for bonus	Count toward ejection?
(Women) Indirect Technical	Live or Dead	Unsporting conduct by bench personnel.	Two free throws.	Head coach.	Point of interruption.	No	No	Yes, after three indirect technical or a combina- tion of two indirects and one direct.
(Women) Direct Technical Foul	Live or Dead	Unsporting conduct of head coach.	Two free throws.	Head coach.	Point of interruption.	No	Yes	Automatic after two or a combina- tion of two indirects and one direct.
Administrative Technical	Live or Dead	Not specific to an individual's conduct.	Two free throws.	(Women) team.	Point of interruption.	No	(Men) No (Women) Yes	No
Bench Technical (Women)	Live or Dead	Unsporting conduct by bench personnel.	Two free throws.	Squad member, coach, bench personnel.	Point of interruption.	Yes	Yes	Yes after two direct or three indirect technical or a combina- tion of one direct and two indirects for head coach only. For others, automatic after two.
Player/ Substitute (Women)	Live or Dead	Unsporting conduct.	Two free throws.	Player or substitute.	Point of interruption.	Yes	Yes	Yes, automatic after two.
Double Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players	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	Count toward ejection?
Double Flagrant Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players	Point of interruption.	No	Yes	Yes
Double Intentional Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players	Point of interruption.	Yes	Yes	No
Simultaneous Personal	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
Double Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players, bench personnel or follower	Point of interruption.	Yes	Men-CLASS A	Yes
Double Flagrant Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players, bench personnel or follower	Point of interruption.	No	Yes	Yes (automatic)
(Men) Double Contact Dead Ball Technical	Dead	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players and bench personnel	Point of interruption.	Yes	Yes	Yes
Simultaneous Technical	Live or dead	Occurs when there is a technical foul committed by each team at approximately the same time, not by opponents against each other.	No free throws.	Player, bench personnel or follower	Point of interruption.	Yes	Men-CLASS A	Yes

FOUL/PENALTY CHART

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count toward DQ?	Count for bonus	Count toward ejection?
Multiple	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
False Multiple	Live or dead	Two or more fouls by the same team such that the last foul is committed before the game clock is started after it is stopped for the first and such that at least one of the attributes of a multiple foul is absent.	Each foul carries its own penalty.	Player, bench personnel or follower	When the last foul is a single flagrant technical, (men) single contact dead ball technical, or (women) administrative technical for excessive timeouts, the ball shall be put into play as though the last foul were the only one administered. When one of the fouls is a single or double technical (not flagrant) or any double personal or simultaneous personal foul, point of interruption.	Yes	Yes	No
False Double	Live or dead	Fouls by both teams, the second occurring before the game clock is started after it is stopped for the first but an aspect of double fouls is missing	Each foul carries its own penalty.	Player, bench personnel or follower	When the last foul is a single flagrant technical, (men) single contact dead ball technical, or (women) administrative technical for excessive timeouts, the ball shall be put into play as though the last foul were the only one administered. When one of the fouls is a single or double technical (not flagrant) or any double personal or simultaneous personal foul, point of interruption.	Yes	Yes	No

Appendix V

Major Rules Differences

2009-10 MAJOR BASKETBALL RULES DIFFERENCES (Men's and Women's)

ITEM	NFHS	NCAA
Blood/Contacts	Player with blood 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 remain in game if remedied within 20 seconds
Coaching Box Size Loss of Use	State option, 14-foot box maximum If coach is charged with any technical foul	Extends from 28-foot mark to end line No rule
Delay-of-Game Warnings	One warning for any of four delay-of-game situations; subsequent delay for any of four – technical foul	One warning for each delay-of-game situation; subsequent delay for that situation – technical foul
Disqualification/ Ejection Players/Bench Personnel Player Participates after DQ	Disqualification – Fifth personal Ejection – Single flagrant; second technical Direct technical foul charged to head coach	Men – Same as NFHS, except ejection on 2 nd Class A or 3 rd Class B technical foul Women – Same as NFHS Men – Flagrant technical foul charged to offender; also Class A to head coach Women – Flagrant technical to offender

ITEM	NFHS	NCAA
Fighting	Ejection	Ejection. One game suspension followed by season suspension – team and coaches
Free-Throw Free-Thrower Injured	Normal substitution permitted	Men – If unable to attempt FT's, opposing coach selects from four remaining players unless intentional or flagrant foul Women – Same as NFHS
Players on Lane	Either offense or defense may occupy marked lane spaces two or three, within number limits	Men – Same as NFHS Women – Offense and defense must only occupy designated marked lane spaces
Restrictions - Violation	Restrictions end when ball touches ring, backboard or free throw ends	Restrictions end on release of the ball for players in marked lane spaces
Goaltending	Player touches the ball during a try/tap while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight	Same as NFHS and includes a ball that is touched after it contacts the backboard when it is entirely above the ring level is considered to be on its downward flight
Guarding Closely-Guarded	Holding or dribbling in frontcourt at 6-foot distance	Men – Same as NFHS Women – Holding only, front/back court, 3-foot distance
Legal Position	May be established anywhere on the court	Men – Not legal under the basket Women – Same as NFHS
Jump Ball	Re-jump must be by players involved before team control is established	Re-jump may be by any two players before team control is established

ITEM	NFHS	NCAA
Officials on Court – Jurisdiction Begins	Fifteen minutes before start	Men – One at 30 minutes Women – On floor at 15 min.; may leave at 10 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 inbounds
Shot Clock	No rule	Men – 35 seconds Women – 30 seconds
Stop Clock	No rule	After made basket with 59.9 seconds or less in second half or overtime
Team-control Fouls	Ball awarded out of bounds (no bonus free throws)	Same as NFHS, except team control exists during a throw-in
Technical Fouls		
Types	Direct & Indirect – Only applies to the head coach; direct for his/her behavior, indirect for penalty to bench personnel	Men – Class A and Class B technical fouls Women – Same as NFHS
Count Toward	Team-foul total Disqualification – five personal fouls (all team members) Ejection – two technical fouls (all team personnel)	Men – Administrative technical fouls do not count toward team-foul total, disqualification or ejection; Class A count toward team-foul total, disqualification and ejection, Class B count toward ejection Women – Same as NFHS
Resuming Play	Throw-in to offended team opposite table	Point of interruption, except Men – flagrant and contact dead ball technical fouls – throw-in at division line Women – excessive time-out and flagrant – point of interruption with loss of ball

ITEM	NFHS	NCAA
Ten-second Rule	Must advance from backcourt	Men - Same as NFHS Women - No rule
Throw-in – Opponent Crosses Plane	May not cross boundary plane until ball has been released by thrower – violation and team warning, followed by technical foul	Men – May not cross boundary plane until ball has crossed boundary plane – violation Women – Same as Men except warning followed by technical foul
Time-out(s)		
Excessive	Technical foul	Men – Two shots and point of interruption Women – Two shots and loss of ball
Number & Length	Three 60-second and two 30-second time-outs 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 only)
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
Return From	Technical foul for failure to have all players return at approximately the same time	Men – Same as NFHS Women – No rule
TV Replay Monitor	Authorized by state association for game-ending situations in state tournament contests	Permitted for specific game situations
Unconscious Player	No return without MD or DO authorization	No rule

ITEM	NFHS	NCAA
Uniforms		
Color of Jersey	Home shall wear white and visitor contrasting dark	Home shall wear light and visitor contrasting dark, except altered by mutual consent
Jersey Design	Torso defined by area from base of neckline to bottom of jersey and from side insert to side insert; no design restrictions outside torso	Neutral zone measured 4 inches from top of shoulder to bottom of jersey and 12 inches in width from center of neckline (front and back); no design restrictions outside neutral zone; only player/ institutional name and player number and 15% tonal color shift permitted in neutral zone
Pants/Shorts	No rule	Must be the same predominant color of the neutral zone
Undershirt	Individual player must have same length sleeves	May not extend below the elbow
Worn	Jerseys designed to be worn outside the game pants permitted; jerseys/pants may not be removed within visual confines of playing area	Jerseys worn outside the game pants prohibited; no rule regarding removal
Penalty for illegal jersey/ number	Direct technical foul charged to head coach	Administrative technical foul
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.

Appendix VI

Timeout Comparison Chart

Type of Game	Team Timeouts 1st Half	Team Timeouts 2nd Half	Team Timeouts Extra Periods	Electronic Media Timeouts 1st Half	Electronic Media Timeouts 2nd Half	Media Timeouts Extra Periods
NO electronic-media timeout format	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
Electronic-media timeout format with FEWER THAN three electronic-media timeouts in at least one half.	Same as above.	Same as above.	Same as above.	Either none, one or two depending on the media agreement. Length 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 none, one or two depending on the media agreement. Length 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.	None

Type of Game	Team Timeouts 1st Half	Team Timeouts 2nd Half	Team Timeouts Extra Periods	Electronic Media Timeouts 1st Half	Electronic Media Timeouts 2nd Half	Media Timeouts Extra Periods
Electronic-media timeout format with AT LEAST three electronic-media timeouts in either half.	Four 30-second timeouts and one 60-second timeout per team.	Each team carries over any unused timeouts from the first half but cannot carry no more than three 30-second timeouts each. The fourth is lost if it was not used in the first half.	Any not used in regulation, second half or any previous extra period(s) plus one extra 30-second timeout per team per extra period.	When using THREE electronic-media timeouts:- they occur after the 15-, 10- and 5-minute marks, depending on the media agreement. When using FOUR electronic-media timeouts, they occur after the 16-, 12-, 8- and 4-minute marks. Neither team's 60-second timeout can be extended by media agreement.	When using THREE electronic-media timeouts - they occur after the 15-, 10- and 5-minute marks, depending on the media agreement. When using FOUR electronic-media timeouts, they occur after the 16-, 12-, 8- and 4-minute marks. The first timeout called by either team in this half only shall become a media timeout, the length of which shall be at 75 seconds or the length determined by media agreement. Neither team's 60-second timeout can be extended by media agreement.	The first team-called timeout in each period may become a media timeout, if that is part of the media agreement.

Appendix VII

Official Men's Basketball Signals

Starting and Stopping Clock



Start Clock



Stop Clock



Stop Clock for Foul

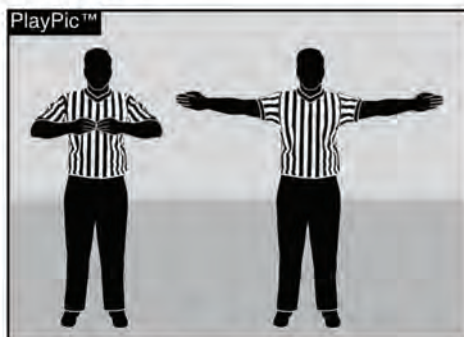


Stop Clock for
Jump Ball

Timeouts



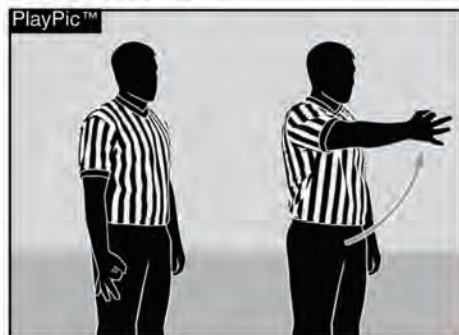
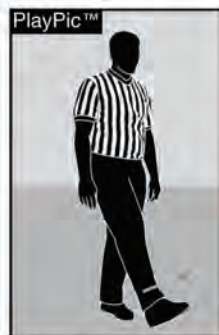
30-second Timeout

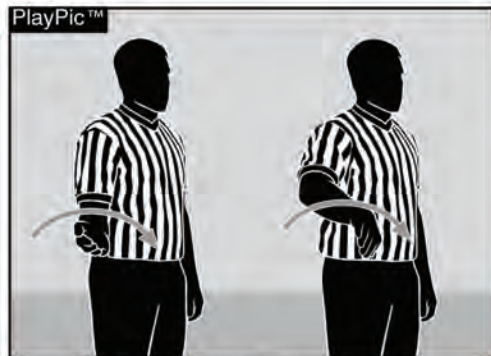


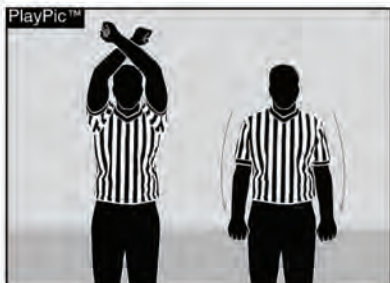
60-Second Timeout



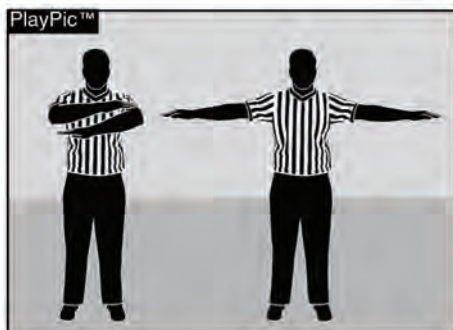
**Directional Signal or Media
Timeout: Point Toward Table**

Violations**Throw-in Spot or
Designated Spot Violation****5-second Violation****10-second Violation****Three-second Violation****Kicking Violation**

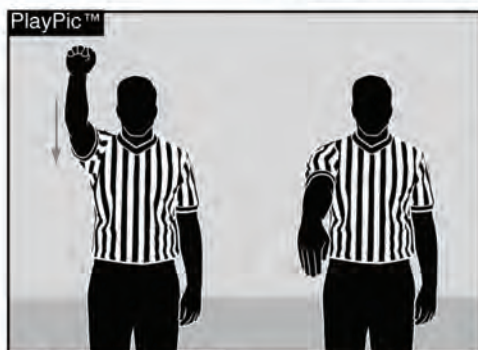
Violations**Excessive Swinging
of Elbows****Traveling Violation****Illegal Dribble Violation****Over and Back or Palming/Carrying Violation****Shot Clock Violation**

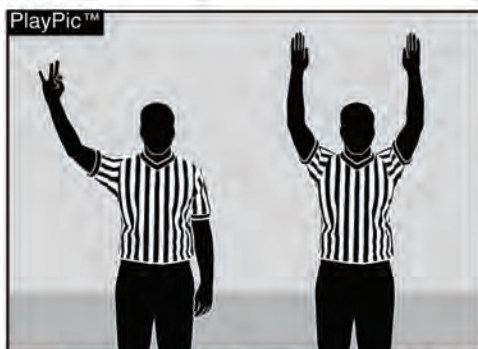
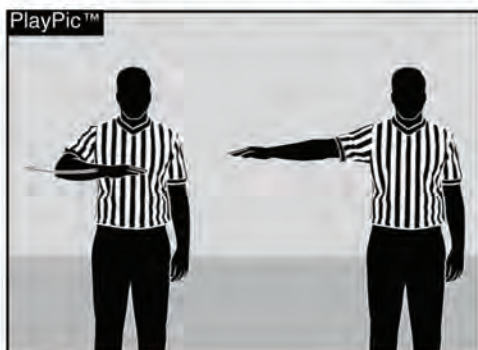
Fouls**Holding Foul****Pushing or
Charging Foul****Hand-checking Foul****Player Control Foul****Technical Foul****Illegal Use of
Hands Foul****Intentional
Foul****Intentional Foul:
Excessive Contact****Blocking Foul**

Fouls**Double Foul****Hit to the Head****Tripping****Team-Control/Player-Control Foul**

Information**Foul: Optional 'Bird Dog'****Beckon Substitute****Tipping the Ball****No Score**

Information**Shot Clock Reset****Foul Reporting****Delayed-Dead Ball:
Withheld Whistle****Not Closely Guarded**

Scoring/Shooting**Goal Counts or is Awarded****Two Free Throws****Bonus Free Throw****Three Free Throws**

Scoring/Shooting**One Free Throw****Three-Point Attempt****Three-Point Successful****Visible Count**

Appendix VIII

Official Women's Basketball Signals



Start Clock



Stop Clock



Stop Clock for Jump Ball



Stop Clock for Foul



Stop Clock for Foul:
Going Other Direction

Timeouts



30-Second Timeout



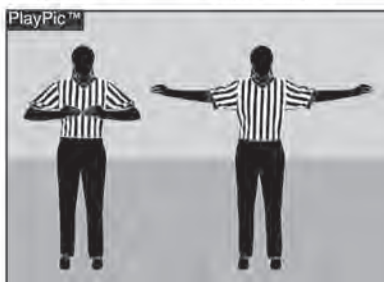
30-Second Timeout for Substitution



Two Consecutive 30-Second Timeouts



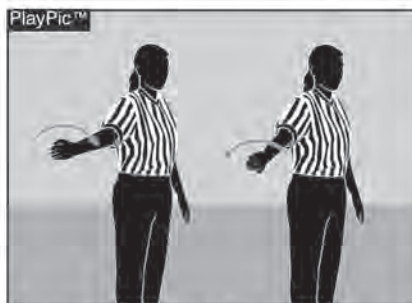
60-Second Timeout

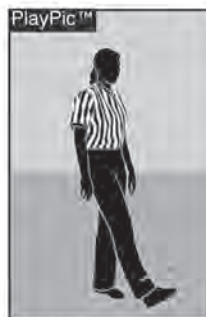
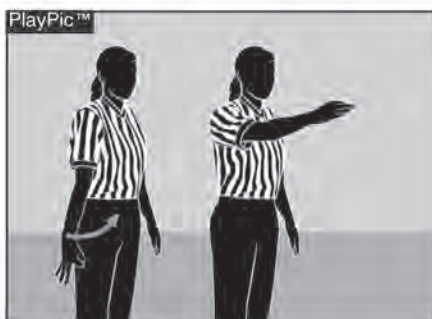


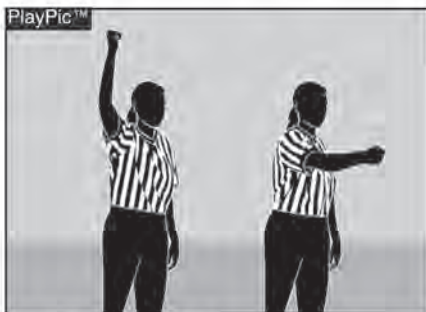
Full Timeout

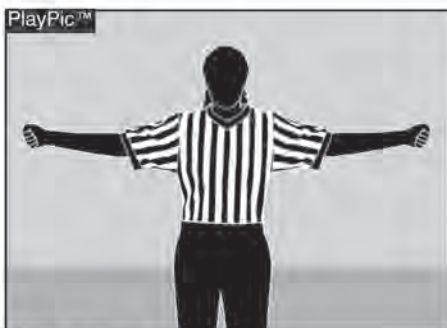


Media Timeout: Point Toward Table

Violations**Traveling Violation****Illegal Dribble Violation****Excessive Swinging of
Elbows Violation****Over and Back or Palming/Carrying Violation**

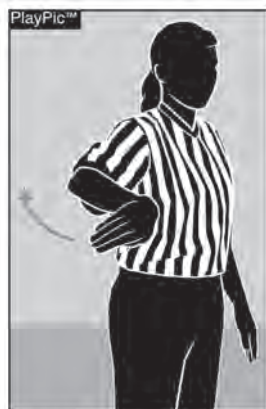
Violations**Shot Clock Violation****Five-Second Violation****Kicking Violation****Three-Second Violation**

Fouls**Hack/Hit on Arm Foul****Blocking Foul****Holding Foul****Pushing Foul****Punch: Team Control Foul**

Fouls**Hand-checking Foul****Double Foul****Intentional Foul****Technical Foul**



Hit to the Head



Hook/Wrap



Kick/Trip



Knee

Information



Shot Clock Reset to 30 Seconds



Last-Second Shot/Lock Down Near 5 Seconds - No Rotation



Set Shot Clock to 15 Seconds



Beckon Substitute



Not Closely Guarded



Throw-in or Designated Spot



Directional Signal

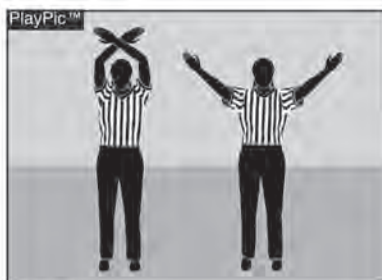
Scoring/Shooting



Delayed-Dead Ball:
Withheld Whistle



Three-Point Field Goal Attempt and Successful



No Score



Bonus Free Throw



Number of Free Throws



Goal Counts or
is Awarded

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Sportsmanship is a core value of the NCAA. The NCAA Committee on Sportsmanship and Ethical Conduct has identified respect and integrity as two critical elements of sportsmanship and launched an awareness and action campaign at the NCAA Convention in January 2009.

Athletics administrators may download materials and view best practices ideas at the Web sites below:

**www.NCAA.org, then click on
"Academics and Athletics," then "Sportsmanship"
and
www.ncaachampspromotion.com**



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