



# MEN'S BASKETBALL

2015-16 AND 2016-17 RULES



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# **2015-16 and 2016-17 NCAA MEN'S BASKETBALL RULES**

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# NCAA Men's Basketball Rules Committee

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

Name	Institution	Term Expiration
Don Brubacher	Hillsdale College, Division II	9-1-16
Rick Byrd, chair	Belmont University, Division I	9-1-15
Mark Corino	Caldwell College, Division II	9-1-15
Keith Dambrot	University of Akron, Division I	9-1-17
Karl Hicks	Florida State University, Division I	9-1-15
Art Hyland*	Secretary-Rules Editor	9-1-18
Sydney Johnson	Fairfield University, Division I	9-1-18
Jeff O'Malley	Marshall University, Division I	9-1-17
Kevin McCarthy	State University of New York, Cobleskill, Division III	9-1-18
Mark Peeler	Erksine College, Division II	9-1-16
Jack Perri	Long Island University- Brooklyn, Division I	9-1-16
Bill Raleigh	Southwestern State University (Texas), Division III	9-1-19
Richard Reed	University of LaVerne, Division III	9-1-17

\*Non-voting member

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

Those seeking interpretations or clarifications of the **NCAA Men's Basketball Rules** may contact:

*Art Hyland*, NCAA Men's Basketball Secretary-Rules Editor

Cell: 774-487-0640; Email: [art.hyland@comcast.net](mailto:art.hyland@comcast.net)

*Term Expires: 9-1-18*

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# Men's Basketball Rules Changes for 2016 and 2017

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

**Restricted Area Arc. (Rule 1-8).** The size of the Restricted Area Arc has been increased to four feet from three feet effective in the 2015-16 season for Division I and in the 2016-17 season for Division II and Division III.

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

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

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

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

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

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

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

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



**Duties of Timer. (Rule 2-10.9; 10-4.2.g).** The time limit to replace a disqualified player is reduced to 15 seconds. When the head coach fails to replace the disqualified player before the second horn the head coach will be given one warning. Thereafter, if the delay occurs again, the head coach will be assessed a Class B technical foul.

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

**Guarding- Secondary Defender. (Rule 4-17.4 and .6).** A secondary defender who has established legal guarding position is not permitted to move sideways to maintain legal guarding position on an airborne shooter/passer.

**Guarding- Maintaining Position. (Rule 4-17.6.e).** A defender may be moving forward when contact occurs with an airborne shooter if the defender was moving in a direction that he clearly would not have made contact with the shooter and the shooter moved sideways to cause the contact.

**Verticality- Offense. (Rule 4-38).** This rule change clarifies that an offensive player also has verticality rights and must be given enough space by the defender to make a normal basketball move.

**Timeouts Granted- Coach. (Rule 5-14.1).** Coaches are not permitted to request a timeout when the ball is live.

**Timeouts- Team. (Rule 5-14.10.a).** In games where the electronic media agreement calls for at least three timeouts in each half, only three 30 second timeouts per team are permitted for a game and only two may be carried over into the second half.

**Timeouts- Media. (Rule 5-14.10.e).** When a timeout is granted and creates a dead ball with 30 seconds or less before the media marks for timeouts or creates the first dead ball after one of the media marks for timeouts, that timeout will become the electronic-media timeout for that specified media mark time.

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

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

**Shot Clock-Time. (Rule 9-11.3).** The team in control must attempt a try for field goal within 30 seconds after the shot clock period begins.

**Closely Guarded- Dribbling. (Rule 9-14.2).** Closely guarded violations no longer can occur when a player is dribbling the ball.

**Administrative Technical Fouls - Division Line/Center Circle. (Rule 10-2.1).** An administrative technical foul will no longer be assessed when the home team does not have a properly marked division line and center circle on its playing court.

**Administrative Technical Fouls- Penalty. (Rule 10-2).** The penalty for all administrative technical fouls is reduced to one free throw.

**Class A Unsporting Technical Fouls- Faking Being Fouled. (Rule 10-3.1.d).** A player shall be assessed a Class A technical foul for faking being fouled by an opponent but only when discovered and confirmed by instant replay during a review for a flagrant foul thought to have been committed by the opponent.

**Class B Technical Fouls- Pre-Game Dunking. (Rule 10-4.1.e).** The prohibition against dunking while the ball is dead is deleted.

**Class B Technical Fouls- Penalty. (Rule 10-4).** The penalty for all Class B technical fouls is reduced to one free throw.

**Class B Technical Fouls- Delays. (Rule 10-4.2.g).** A Class B technical foul shall be assessed to the head coach when, after one warning, the coach fails to replace a disqualified player within 15 seconds or to replace an injured player within 20 seconds or to resume play immediately following the second warning horn at the end of a timeout.

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

**Instant Replay- Shot Clock Violations. (Rule 11-2.1.b).** Instant replay reviews are permissible during the entire game on successful tries only to determine if a shot clock violation occurred for failing to release the ball on a try prior to the sounding of the shot clock horn.

**Instant Replay- Flagrant Fouls. (Rule 11-2.1.d).** After a call has been made, an official may use instant replay to determine if a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul or a contact dead ball technical foul occurred.

**Instant Replay- Last Two Minutes. (Rule 11-2.1.e).** During all instant replay reviews in the last two minutes of the second period and the last two minutes of each extra period, substitutions or timeouts shall not be permitted until the results of the review have been reported to both coaches.

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# Major Officiating Concerns

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The rules committee has embarked on an officiating initiative with the intent of reducing the amount of physical play and allowing more freedom of movement by requiring enforcement which is closer to the intent of the rules book. To this end, the rules committee has identified several areas of concern noted below:

## **Handchecking/Body Bumping**

Two years ago, the committee felt that there was considerable improvement in the enforcement of the handchecking rules found in Rule 10-1.4. Unfortunately, the enforcement of these rules was not as effective during this past season and the result was less fouls being called and the return of a more physical game. This year's initiative requires officials to return to the diligent enforcement of Rule 10-1.4 similar to that of the 2013-14 season.

## **Freedom of Movement**

The rules committee continues to express concern that the rules relating to a player's ability to move with or without the ball are being neglected by officials resulting in more physical play and less opportunity for scoring. Officials need to refocus their energies on penalizing illegal contact by the defense which prevents players from cutting freely, running their offense and otherwise creating a more free-flowing game.

## **Physical Post Play**

Post play often turns into a wrestling match with both the offense and the defense attempting to establish, maintain, or defend a position on the floor. In order to clean up post play, the committee has defined a post player and permitted certain limited contact on an offensive post player by the defense. Otherwise, officials will be directed to call existing illegal acts when they occur, such as dislodging, warding off, swim strokes, and other acts which are not permissible under the rules.

## **Rebounding**

Illegal physical play during rebounding activities must be curtailed. Officials will be instructed to enforce pushing with arms, legs, or the body, especially when the opponent is airborne. It is also important that illegal rebounding acts be enforced during free throws.

## **Screening**

With the increased importance of screening in most offenses, the committee believes that players, coaches and officials are not adhering to or are not enforcing the screening rules as they were intended. During the coming season, it is the intent of the committee that illegal screening as a result of the screener not being stationary when contact occurs, setting a screen too close to a moving defender, failing to give the defender enough space when setting a screen not in view of the defender and other requirements of the screening rule will be enforced strictly.

**Offensive Initiated Contact with Legal Defenders**

In recent years, there has been an increase in offense initiated contact on drives to the basket. Offense initiated contact on a legal defender should not be rewarded with a defensive foul. Instead, these contacts should result in a no-call or an offensive foul if sufficiently severe.

# 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.

## RULE 1 — Court and Equipment

1-3.1	Clarified	1-24.4	Moved from 1-26.9
1-3.6	Clarified	1-26.7	Clarified
1-18.2	Clarified		

## RULE 2 — Officials and Their Duties

2-1.3	Clarified	2-10.13-c	Rewritten
2-7.15	Rewritten	2-11.5.a	Clarified
2-7.16	Clarified	2-11.7.d	Clarified
2-9.7	Rewritten	2-11.7.i	Clarified
2-10.9	Rewritten		

## RULE 3 — Players and Substitutes

3-6.1.h	Moved from 3-6.1.i & Rewritten	3-6.3.f	Rewritten
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## RULE 4 — Definitions

4-10.2	Clarified	4-17.4.d	Rewritten
4-15.2.d	Rewritten	4-21.6	Clarified
4-15.3.b	Clarified	4-38	Rewritten
4-15.3.f	Clarified		

## RULE 5 — Scoring and Timing Regulations

5-1.7	Clarified	5-11.5	Clarified
5-1.15-.20	Renumbered	5-13.2	Clarified
5-1.19	Clarified	5-14.1	Rewritten
5-10.2.a	Rewritten	5-14.1.b	Clarified
5-10.3.a	Rewritten	5-15.1.c	Clarified

**RULE 6 — Live Ball and Dead Ball**

6.3-5	Clarified
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**RULE 7 — Out of Bounds and the Throw-in**

7-4.6.a	Clarified	7-4.13	Rewritten from 7-4.11
7-4.7	Rewritten	7-4.14	Moved from 7-4.13
7-4.8	Rewritten and 7-4.7 exception	7-4.15	Moved from 7-4.14 and 7-4.12
7-4.9	Rewritten from 7-4.8	7-4.16	Rewritten from 7-4.15
7-4.10	Rewritten from 7-4.8	7-4.17	Moved from 7-4.16
7-4.11	Rewritten from 7-4.9	7-6.9.d	Rewritten
7-4.12	Clarified from 7-4.10	7-6.11	Clarified

**RULE 8 — Free Throw**

8-3.3	Clarified	8-7	Retitled: Free Throw-Missed
8-4.5	Clarified		

**RULE 9 — Violations and Penalties**

9-1 Penalty	Rewritten and moved from 9-2	9-14 Penalty	Moved from 9-16 and Rewritten
9-12 Penalty (Sec. 2-12)	Rewritten and moved from 9-16	9-15 Penalty	Moved from 9-18 and Rewritten
9-13 Penalty	Clarified and rewritten		

**RULE 10 — Fouls and Penalties**

10-1.5	Moved from Appendix III, Section 4
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**RULE 11 — Instant Replay**

11-2.1.e	Rewritten
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# Preface

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## Sportsmanship Statement

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 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 Basketball Rules, the administrative rules that may be altered by mutual consent of the competing institutions are **Rule 1, Sections 2, 3 and 20**. The administrative rules that may not be altered are **Rule 1, Sections 4 through 8, 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 this section. All court measurements are included on the expanded court diagram.

Those desiring interpretations of rules or play situations are asked to send questions via email.

Art Hyland, Men's Secretary-Rules Editor Box 538, 10 Magnolia Ave., West Hyannisport, Massachusetts 02672; [art.hyland@comcast.net](mailto:art.hyland@comcast.net).

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

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# Important Information for Manufacturers of New Equipment and Apparel

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

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

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

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

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

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

IMAGE - How players appear on television/fan appeal.

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



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# Court and Equipment

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1. **Playing Area.** When possible, building plans should provide for a playing court with ideal measurements as stated in Rule 1-2 and listed on the court diagram, ample out-of-bounds area and needed seating space for scorers, timers and fans. A long playing court permits use of two crosswise courts for practice and informal games.

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

2. **Ceiling.** The ceiling and anything hanging from it (other than the basket) should be at least 25 feet above the playing court and higher if possible.
3. **Boundaries.** The committee recommends that a belt 8 inches or more in width be used to mark the boundaries on all courts that have at least 10 feet of open space between the boundary lines and the seating. This plan is urged for all new construction and for other similar courts when the boundaries are re-marked.
4. **Lighting.** The court should be uniformly and adequately lighted. Lighting engineers should be placed in charge of this important factor when planning any new installations. For information on recommended specifications for lighting, contact the Illuminating Engineering Society of North America, 120 Wall 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 further *in all divisions* that basket ring loads be transferred to the support system by a single strut boom behind the backboard, or to the backboard frame. The pressure-release/elasticity mechanism on movable rings may be field adjustable. When released, the ring shall not rotate more than 30 degrees below the original horizontal position. After release and with the load no longer applied, the ring shall return automatically and instantaneously to its original position.
10. **Marking the Court.** When marking a court, manufacturers should start at the center of the court rather than at either end.
11. **Timing Equipment.** Divisions I, II, and III schools shall have a game clock that shows a 10th-of-a-second display when less than 60 seconds remains in a period.

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

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.

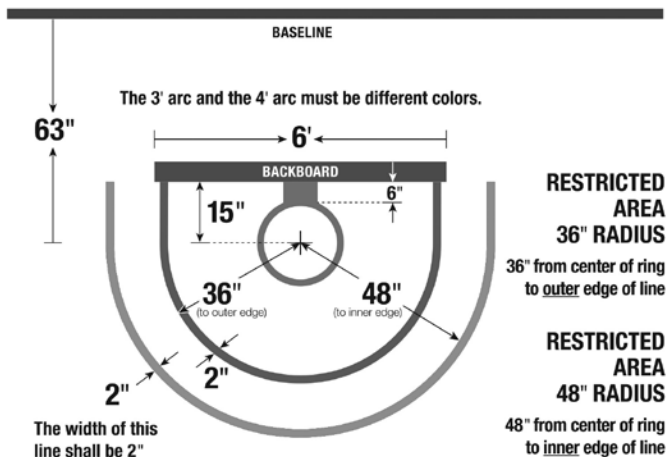
A pole attached to the shot clock that is used to mount a camera or a camera attached to the shot clock is permissible when the shot clock is recessed behind the backboard and does not interfere with a live ball nor does it affect the visibility of the shot clock.



## NCAA Basketball

Restricted Area Arc: 3' for women and 4' for men

*NOTE: Division I men's institutions are required to have a 4' arc for the 2015-16 season; Divisions II and III men's institutions are required to have a 4' arc starting with the 2016-17 season. All three women's divisions will continue to use the existing 3' arc.*



### INSTRUCTIONS

- To place the arc on the floor, mark a spot on the floor directly under the center of the basket.
- Using a measuring device, create a semicircle that extends four feet for the men and three feet for the women from the center of the basket.  
*(Note: No. 4 below provides detail for measuring these distances.)*
- Measure several points from the center of the basket, including two points along a plane parallel to the backboard.
- The restricted area arc shall be drawn as a two-inch line with the:
  - inner edge of the line measuring **four feet** from the center of the basket for **men**
  - outer edge of the line measuring **three feet** from the center of the basket for **women**
- At the diameter points of the semicircle (the plane parallel to the backboard), the line straightens, similar to the three-point line.
- The arc's straight lines shall end at the front edge of the backboard.
- The lines must be clear and discernible from the surrounding area. The three-foot and four-foot lines also must be different colors.

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# RULE 1

## Court and Equipment

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### Section 1. The Game

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

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

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

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

### Section 2. The Playing Court—Dimension

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

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

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

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

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

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

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

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

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

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

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

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

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

- a. Solid 2-inch-wide interrupted line: 4 inches long, 2-inch break, 4 inches long, 2-inch break, etc.
- b. Shadow-bordered 2-inch-wide line (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.** It is highly recommended that the area of the free-throw lane inside the boundary lines be one color. It is permissible for this area to be more than one color as long as all required lines in and around the lane are clearly discernible and distinguishable.

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

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

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

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

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

The restricted-area arc is a solid single-colored 2-inch line formed by a semicircle measured from the center of the basket to the **inside** edge with a radius of 4 feet and extending in a straight line to the front face of the backboard. This arc must be clearly discernible and distinguishable. When there is both a 3-foot and 4-foot arc on the playing court, the arcs shall contrast in color. *Note 1: See illustration on Page No. 17 for details regarding 3-foot and 4-foot arcs. Note: 2 The 4-foot arc is effective for Division I for the 2015-16 season but not until the 2016-17 season for Division II and Division III.*

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

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

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

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

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

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

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

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

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

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

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

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

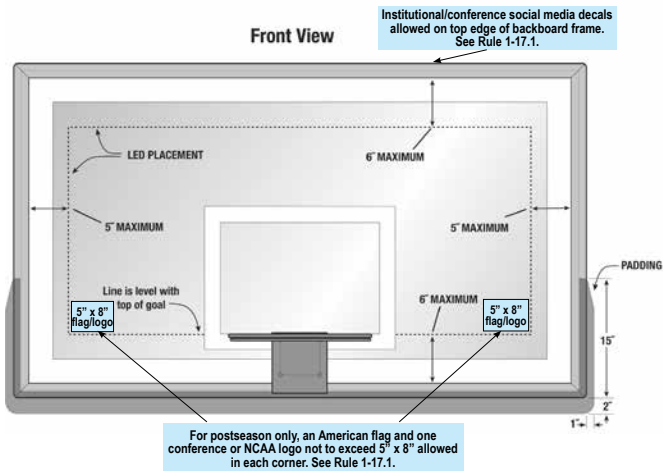
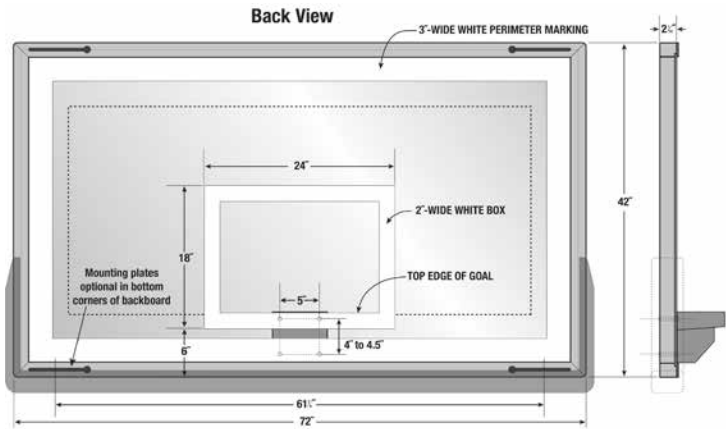
**Art. 1.** Padding is required on all backboards as outlined in this rule. The padding shall be a single solid color and shall be the same color on both backboards.

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

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

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

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



**Section 12. Backboards—Support Systems**

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

**Art. 2.** Protrusions and Clearances



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

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

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

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

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

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

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

- a. Signage must be static when the ball is live.
- b. Maximum Physical Area (H x W x D) 14" x 52" x 2".
- c. Maximum Active Display Area (H x W) 12" x 46".
- d. No hard metal or material on the underside or sides of the unit can be exposed. The signage unit must be padded with rounded edges, including across the bottom of the unit. A minimum of 3/4-inch-thick padding must be provided. All padding must be the same color(s) as the stanchion arm;
- e. The front of the sign must be located a minimum of 6 feet behind the end line, and the bottom cannot extend lower than 6 inches from the top of the horizontal stanchion boom arm;
- f. The sign must be installed with a Safety Plex covering in all cases.
- g. A maximum of two panels are permitted per arm (one per side) and must face to the side or behind the playing court.
- h. The signage must feature dimming functionality that must be set to 50 percent of the maximum brightness with the recommended level

of brightness being 20-25 percent. The signage must be able to be deactivated at the request of officials or game management.

- i. The signage system must be independently operated and cannot be connected to the main scoreboard game clocks and shot clocks in any way.
- j. LED stanchion arm signage may only be changed during timeouts and between periods.

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

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

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

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

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

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

### **Section 15. Baskets—Ring**

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

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

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

**Art. 4.** All competitive rings shall be tested for rebound elasticity once before the season (July 15-Oct. 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 Item No. 9 of the Court and Equipment section of the Important Information for Manufacturers document on page no. 14.)*

### **Section 16. The Ball**

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

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

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

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

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

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

**Art. 7.** The air pressure that will give the required reaction shall be stamped on the ball. The ball shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of 6 feet measured to the bottom of the ball, it will rebound to a height, measured to the top of the ball, of not less than 49 inches when it strikes its least resilient spot nor more than 54 inches when it strikes its most resilient spot.

**Art. 8.** The circumference of the ball shall be within a maximum of 30 inches and a minimum of 29½ inches.

**Art. 9.** The weight of the ball shall not be less than 20 ounces or more than 22 ounces.

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

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

## **Section 17. Logos/Names/Equipment**

**Art. 1.** Logos, names or equipment of any kind (including school and conference logos or names, cameras and microphones) shall not be permitted on the backboards, rings, flanges, padding around the backboards, or on the shot clocks. Institutional/conference social media decals are permitted on the top edge of the backboard frame. For postseason play only, an American flag and one conference or NCAA logo not to exceed 5 by 8 inches is permitted in the lower corners on the front of the backboard. Cameras and microphones are permitted on the shot clocks when they are recessed such that they do not extend beyond the plane of the back edge of the backboard. A lavalier-type microphone properly positioned in the crease of the backboard padding or between the padding and the backboard is permitted when it does not interfere with a live ball or create a safety hazard.

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

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

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

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

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

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

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

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

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

**Art. 2.** A visible game clock that shows a 10th-of-a-second display when less than one minute remains in a period is required.

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

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

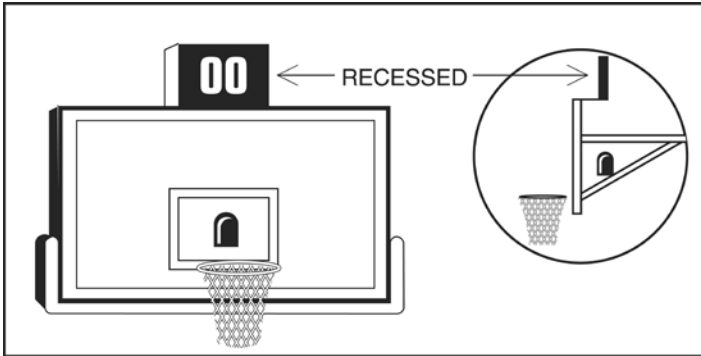
**Art. 4:** A red light (that is visible through the 24-inch-by-18-inch rectangle painted on the backboard) placed behind each backboard or LED lights placed around the backboard shall be required. See the Court and Equipment Rules Supplement (No. 11 "Timing Equipment") for more specifications.

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

## **Section 19. Shot-Clock Displays**

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

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



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

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

### **Section 20. Possession Indicator**

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

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

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

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

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

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

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

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

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

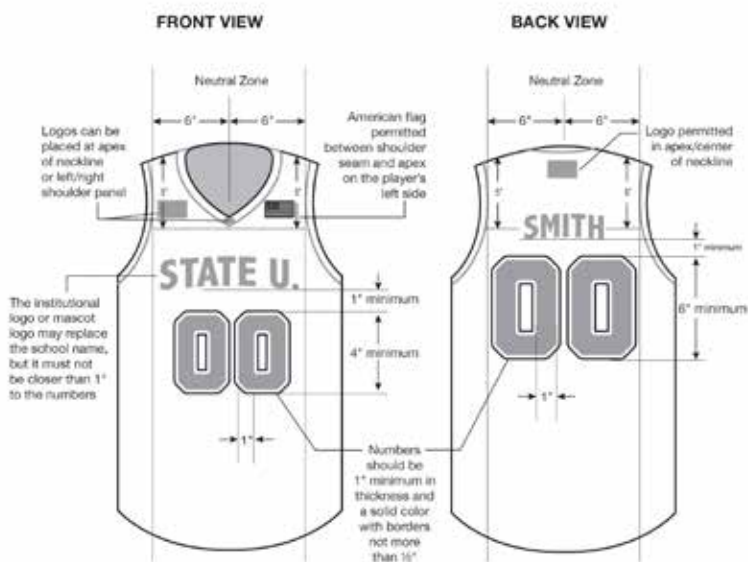
**Art. 3.** The color, style and design of all teammates' game jerseys and game shorts shall be alike.

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

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

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

- 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.
- 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.
- For the purposes of defining the neutral zone, the shoulder panel shall be measured from the top of the shoulder/shoulder seam and extend a maximum of 5 inches toward the bottom of the game jersey on both the front and back.



Numbering rules are intended to provide a clearly visible number for a variety of groups (e.g., coaches, officials, media, fans, etc.). Therefore, numbers must be designed to be clearly visible from a significant distance and on a media broadcast or scouting video.

#### RULES FOR SHORTS:

- A perceptible majority of the game shorts must be the color of the game jersey's neutral zone (closer to the naked eye).
- Institutional names, mascots or logos are permitted on the game shorts. There is no limit to the number of these permissible logos on the game shorts, but these count toward the color of the shorts.
- One manufacturer logo meeting NCAA bylaw restrictions (2 1/4") is permitted on the game shorts.

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

- a. A player or institutional name/mascot/logo.
  1. No more than two identifying names or abbreviations may be placed on the front or back of the game jersey. The name(s) shall:
    - a. Identify the school, the school nickname or mascot, or the player's name.
    - b. Be placed horizontally.
    - c. Be placed no closer than 1 inch from the uniform number.
  2. No commercial advertising is permitted anywhere on the uniform.
- b. A player number with Arabic numerals.
  1. Each team member's game jersey shall be numbered on the front and back. The number shall be located in the neutral zone(s).
  2. The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, and 55. Team rosters can include 0 or 00, but not both.
  3. The numbers on the front and back of the game jersey shall be centered horizontally in the neutral zone and be of the same color and style.
  4. The number shall be at least 6 inches high on the back and at least 4 inches high on the front and not less than 1 inch wide.
  5. Duplicate numbers are not permitted to be worn by members of the same team.
  6. The number shall be one single solid color that contrasts the neutral zone and may be bordered by no more than a ½-inch border of any color(s).
- c. An institutional or conference logo and/or commemorative/memorial patch meeting the restrictions of Rule 1-25.2 located in one of two places on the front of the jersey (1) the apex of the neckline; (2) shoulder panel on either the right or left side, and in only one place on the back of the jersey, the apex/center of the neckline as close to the neckline as is possible. The same logo cannot appear on both the front and the back. An institutional and a conference logo may both appear on the front of the game jersey.
- d. An American flag located between the apex of the front neckline and the shoulder seam on the left side of the game jersey and meeting the size restrictions of Rule 1-25.2.
- e. A colored neckline not to exceed 1 inch in width.
- f. Other names intended to celebrate or memorialize persons, events, or other worthy causes are permitted only in the back neutral zone.

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

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

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

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

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

### **Section 23. Undergarments**

**Art. 1.** An undershirt is considered to be part of the game jersey and must be a color similar to that of the game jersey as defined by the neutral zone. In addition, the sleeves and neckline of undershirts shall be unaltered (e.g., no cutoff sleeves or cut necklines). 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. The same color must be worn by teammates.

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

### **Section 24. Headbands 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 1-25.2. The logo shall appear only once; and
- e. Exclude hard items including, but not limited to, barrettes, beads and bobby pins.

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

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

**Art. 4.** The use of an arm sleeve, knee sleeve and lower leg sleeve is permissible. These sleeves must be of a solid color. The arm sleeve may be black, white beige or any color contained in the jersey, and the same color must be worn by teammates. The sleeves on the leg (knee or lower leg) may be black, white beige or the color of the game shorts, and the same color must be worn by



teammates. One institutional logo or mascot meeting the restrictions of Rule 1-25.2 may appear on an arm sleeve, knee sleeve or leg sleeve.

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

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

**Art. 2.** The following shall be contained within a four-sided geometrical space (i.e. rectangle) that does not exceed 2¼ square inches:

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

**Art. 3.** When an institution's uniform or any item of apparel worn by a student-athlete contains an identification label or washing instructions, they shall be located no more than 2 inches from the bottom of the game jersey's torso and the entire label shall be contained within a four-sided geometrical space not to exceed 2 ¼ 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 26. Players' Equipment**

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

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

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

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

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

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

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

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

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# RULE 2

## Officials and Their Duties

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### Section 1. The Officials

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

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

**Art. 2.** The officials' uniform shall be a black-and-white striped shirt that may have a 3-inch-wide black insert, and black pants. No variation in the color or style of this uniform is permitted. A national flag is permitted on the sleeve. Patches are not permitted with the exception of the NCAA patch to be worn during the NCAA tournament. One manufacturer's logo is permitted but must not exceed 2 ¼ square inches.

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

### Section 2. Officials' Authority

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

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

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

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

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

### Section 3. Elastic Power

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

### Section 4. Officials' Jurisdiction

**Art. 1.** The officials shall have the power to make decisions for infractions of rules committed either within or outside the boundary lines from 20 minutes before the scheduled starting time of the game through the referee's approval of the final score.

**Art. 2.** At least one official shall arrive on the floor 20 minutes before the start of the game. At least one official must remain on the floor once jurisdiction begins and team member(s) are on the court or in the bench area.

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

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

Before the game starts, the referee shall:

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

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

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

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

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

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

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

During the game, the referee shall:

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

**Art. 2.** Administer the alternating-possession procedure to start the second 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 and mistakes within the prescribed time frame.

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

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

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

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

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

During the game, officials shall:

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

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

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

**Art. 4.** Administer penalties.

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

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

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

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

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

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

**Art. 11.** Report a warning for delay to the official scorer and coaches. (See Rule 4-10.2 and 4-31.2.)

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

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

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

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

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

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

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

The officials shall:

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

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

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

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

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

## **Section 9. Duties of Scorers**

The scorers shall:

**Art. 1.** Record the names and uniform numbers of squad members who may participate, starting five players, and the names of all substitutes who enter

the game. It is recommended that team members' names be recorded in the scorebook in numerical order.

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

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

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

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

**Art. 6.** 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.** Record in the scorebook any ejection for fighting, warnings for delay per Rule 4-10.1.d-g and any resumption of play warning per Rule 4-31.2.

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

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

**Art. 10.** Signal the nearest official in each 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 and CLASS A technical fouls

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

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

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

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

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

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

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

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

## Section 10. Duties of Timers

The official timer shall:

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

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

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

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

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

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

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

**Art. 8.** Start the digital stopwatch for a charged timeout, to replace a disqualified player or to remedy a blood situation, and signal the referee when it is time to resume play.

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

**Art. 10.** Sound a warning horn 15 seconds before the expiration of an intermission or charged timeout. A second signal shall be given at the expiration of an intermission or a charged timeout. Play shall be resumed immediately upon the sounding of the second signal. (*Exception 4-31.2*)

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

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

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

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

**Art. 14.** Indicate with the red light or LED lights the expiration of playing time in each 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 2 technical foul or a contact dead ball technical foul.
- c. When the timers disagree about the expiration of time before a successful try for field goal or foul, the goal shall count or the foul shall be penalized unless the referee has knowledge that alters such a ruling.

## Section 11. Duties of Shot-Clock Operator

The shot-clock operator shall:

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

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

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

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

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

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

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

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

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

- b. When any of the following occurs:
  1. A single personal foul;
  2. A single technical foul assessed to the defensive team;
  3. A double personal foul when only one of the fouls is a flagrant foul.
- c. When a held ball occurs (*Exceptions: Rules 2-11.7.e, 2-11.7.i and 2-11.7.j*);
- d. When a try for goal strikes the ring or flange and then control is gained by either team;
- e. When a violation occurs;
- f. When an intentionally kicked or fisted ball occurs with 14 seconds or less remaining, set to 15 seconds;

- g. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

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

- a. The ball is deflected out of bounds by a defensive player;
- b. When an intentionally kicked or fisted ball occurs with 15 seconds or more remaining;
- c. A player is injured or loses a contact lens;
- d. A charged or electronic-media timeout has concluded;
- e. During team control as defined in Rule 4-9, a defensive player causes a held ball and the alternating-possession arrow favors the team in control;
- f. After any double personal or technical fouls or simultaneous personal or technical fouls when there is team control as defined in Rule 4-9 unless the penalty for the foul results in a change of possession;
- g. After an inadvertent whistle when there is team control as defined in Rule 4-9;
- h. After any technical foul(s) is assessed to the team in control of the ball, or to the team entitled to the ball before it is at the disposal of the thrower-in, or to bench personnel or followers of that team;
- i. After a simultaneous held ball as described in Rule 6-4.2 occurs during a throw-in or after an unsuccessful try that does not contact the ring or flange and the alternating-possession arrow favors the team whose try was unsuccessful; and
- j. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either 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.** Stop the timing device and set the shot clock to 15 seconds when an intentionally kicked or fisted ball occurs during a throw-in with 14 seconds or less remaining. When an intentionally kicked or fisted ball occurs during a throw-in with 15 seconds or more remaining, the shot clock shall not be reset.

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

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

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

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



## Section 12. Correctable Errors

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

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

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

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

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

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

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

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

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

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

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# RULE 3

## Players and Substitutes

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### Section 1. Player

**Art. 1.** A player is one of five or fewer members of a team's personnel who is legally on the playing court to participate. An individual shall retain player status during a timeout.

### Section 2. The Team

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

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

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

### Section 3. The Captain

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

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

### Section 4. Lineup

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

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

### Section 5. Substitute

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

## Section 6. Substitutions

### Art. 1. Procedural Requirements.

- a. Each substitute who desires to enter the game shall give the scorers his uniform number.
- b. An entering player is a substitute who has been beckoned onto the playing court by an official.
- c. Any substitute shall remain outside the boundary line until beckoned by an official, whereupon the substitute shall enter immediately. When the ball is about to become live, the official shall withhold the beckoning signal.
- d. A substitute becomes a player when he legally enters the playing court. When the entry is not legal, the substitute becomes a player when the ball becomes live.
- e. Substitutions between periods shall be reported to the official scorer by the substitute(s) or a team representative before the signal that ends the intermission rather than before the warning horn. When the substitute(s) has not reported before the final horn to end the intermission, the five players from the previous period shall begin the next period.
- f. When entry is at any time other than between halves, and a substitute who is entitled and ready to enter reports to the scorers, the timers shall sound the game-clock horn when the ball is dead and time is stopped. (*Exception: Rule 3-6.1.i*).
- g. 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 3-6.3.e*).
- h. 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:
  1. Those substitutions permitted by rule including but not limited to, injury, blood, violation, foul, disqualification, timeout, monitor review for a score, or for a lost, displaced or irritated contact lens or displaced eyeglasses; or
  2. 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.
- i. Substitutions shall not be permitted until the results of an instant replay review have been reported to both head coaches, when there is a review in the last two minutes of the second period or the last two minutes of any extra periods.
- j. A player who has been withdrawn or replaced by a substitute may re-enter the game at the next opportunity to substitute, provided that the game clock has been properly started after the withdrawal or replacement.

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

**Art. 2. Free Throws**

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

**Art. 3. Required Substitutions**

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

- e. An immediate substitute shall be required when a timeout has been granted for a player who is injured or bleeding, or has a blood-saturated uniform, and that player is not ready to resume play after the final horn that indicates the expiration of the timeout. The opponents shall be permitted to counter with a substitution.
- f. 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 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). When the injured player is bleeding, his coach may: 1) provide a substitute for the bleeding player who will attempt the free throws, or 2) call a timeout and attempt to remedy the blood situation.

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# RULE 4

## Definitions

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### Section 1. Airborne Shooter

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

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

### Section 2. Batting the Ball

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

### Section 3. Bench Area

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

**Art. 2.** During any timeout 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 4. Bench Personnel

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

### Section 5. Blocking

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

### Section 6. 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 7. Charging

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

## Section 8. Continuous Motion

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

## Section 9. Control—Player, Team

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

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

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

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

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

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

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

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

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

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

## Section 10. Delay

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

- a. Failure to supply scorers with data per Rule 3-4.1 (See Rule 10-2.2);
- b. Consuming a full minute by not being ready when it is time to start either half or any extra period (See Rule 10-2.5.a);
- c. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as but not limited to, followers or bench personnel entering the playing court before player activity has been terminated. When the delay does not interfere with play, it shall be ignored, and play shall be continued or be resumed at the point of interruption (See Rule 10-2.8.d and Rule 10-4.2.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 10-4.1.l).
- g. Delaying the game by failing to resume play immediately following the second warning horn indicating the end of a timeout or when a disqualified or injured player must be replaced. See Rule 10-4.2.g

**Art. 2.** One team warning shall be given for each of the delays in Rule 4-10.1.d through g. Each warning shall be reported to the official scorer and recorded in the scorebook. Thereafter, a technical foul shall be assessed for the delay that has previously received a team warning.

### **Section 11. 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;
- 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 12. Disqualified Player**

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

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

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

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

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

### **Section 13. Dribble**

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

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



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

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

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

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

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

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

## Section 14. Ejection

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

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

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

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

## Section 15. Foul

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

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

- a. **Common foul.** A common foul is a personal foul that is neither flagrant nor committed against a player trying for a field goal, nor part of a double, multiple or simultaneous foul.
  1. **Player-control foul.** A player-control foul is a common foul committed by a player when he is in control of the ball or by an airborne shooter.
  2. **Team-control foul.** A team-control foul is a common foul that is committed by a player of a team that has team control.

- b. **Double personal foul.** A double personal foul occurs when two opponents commit personal fouls against each other at approximately the same time.
- c. **Flagrant 1 personal foul.** A flagrant 1 personal foul is a personal foul that is deemed excessive in nature and/or unnecessary, but is not based solely on the severity of the act. Examples include, but are not limited to:
1. Causing excessive contact with an opponent;
  2. Contact that is not a legitimate attempt to play the ball or player, specifically designed to stop or keep the clock from starting;
  3. Pushing or holding a player from behind to prevent a score;
  4. Fouling a player clearly away from the ball who is not directly involved with the play, specifically designed to stop or keep the clock from starting; and
  5. Contact with a player making a throw-in.
  6. Illegal contact caused by swinging of an elbow that is deemed excessive or unnecessary but does not rise to the level of a flagrant 2 personal foul (see Rule 4-18.7)
- d. **Flagrant 2 personal foul.** A flagrant 2 personal foul is a personal foul that involves contact with an opponent that is not only excessive, but also severe or extreme while the ball is live. In determining whether a foul has risen to the level of a flagrant 2, officials should consider the following:
1. The severity of the contact;
  2. Whether a player is making a legitimate effort to block a shot. Note that a player may still be assessed a flagrant 2 foul on an attempted blocked shot when there are other factors such as hard contact to the head or the defender winding up or emphatically following through with the contact);
  3. The potential for injury resulting from the contact (e.g., a blow to the head or a foul committed while the player was in a vulnerable position).
  4. Any contact by the offending player to the groin area of an opponent which is not clearly accidental.
- Note: The above acts represent examples of potential flagrant 2 fouls. Other acts may also qualify, if they meet the criteria of being not only excessive but also severe or extreme.
- e. **Simultaneous personal foul.** A simultaneous personal foul by opponents occurs when each team commits a personal foul at approximately the same time but not by opponents against each other.

### Art. 3. Technical Fouls

- a. **Administrative technical foul.** An administrative technical foul occurs when there is a violation of rules pertaining to, but not limited to, court/equipment requirements, rosters, benches, illegal uniforms/numbers, scorebook, team delays, excessive timeouts, and team followers. (See Rule 10-2)

- b. **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. Unsportsmanlike conduct is behavior or an act that is unbecoming to a fair, ethical and honorable individual. 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. (See Rule 10-3 and 4.)
- c. **Double technical foul.** A double technical foul occurs when opponents commit technical fouls against each other at approximately the same time.
- d. **Flagrant 2 technical foul.** A flagrant 2 technical foul can be either contact or noncontact.
  - 1. A flagrant 2 contact technical foul occurs when the ball is dead and the contact is not only excessive, but also severe or extreme.
    - a. An exception may be a foul committed by an airborne shooter.
  - 2. A flagrant 2 noncontact technical foul occurs when the ball is either live or dead and involves unsportsmanlike conduct that is extreme, sometimes persistent, vulgar or abusive.
- e. **Contact dead ball technical foul.** A contact dead ball technical foul occurs when the ball is dead and involves contact that is unnecessary, unacceptable and excessive, but does not rise to the level of a flagrant 2 contact technical foul.
- f. **Simultaneous technical foul.** A simultaneous technical foul occurs when each team commits a technical foul at approximately the same time, but not by opponents against each other.

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

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

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

## Section 16. Fumble

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

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

## Section 17. Guarding

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

**Art. 2.** There is no minimum distance required between the guard and opponent, but the maximum distance to be considered closely guarded is 6 feet. This distance shall be measured from the forward foot or feet of the

defender to the forward foot or feet of the opponent. These distances shall apply only when a player in the frontcourt is holding the ball.

**Art. 3.** Every player shall be entitled to a spot on the playing court, provided that such player gets there first without illegally contacting an opponent. (*Exception: Rule 4-17.7*)

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

- a. The guard shall have both feet touching the playing court. When the guard jumps into position initially, both feet must return to the playing court after the jump, for the guard to establish a legal guarding position.
- b. The guard's torso shall face the opponent.
- c. No time and distance shall be required.
- d. When the opponent with the ball is airborne, the guard shall have established legal guarding position before the opponent left the playing court. (*Exception: Rule 4-17.7*)

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

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

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

- a. Is not required to continue having the torso face the opponent;
- b. Cannot have either foot out of bounds;
- c. May raise the hands or may jump within his 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; *Exception: A secondary defender who has established initial legal guarding position on an airborne shooter/passers may not move laterally or obliquely to maintain legal guarding position. The secondary defender in this position may remain stationary or may move backwards. See also A.R. 89.*
- f. Is not required to have the feet on the playing court when shifting in the path of the dribbler or when moving laterally or obliquely; and
- g. May turn or duck to absorb shock when contact by the dribbler is imminent. In such a case, the dribbler shall not be absolved from the responsibility of contact.

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

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

### **Section 18. Hands and Arms, Use of**

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

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

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

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

**Art. 3.** A player shall be permitted to hold his hands and arms in front of his 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 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 opponent.

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

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

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

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

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

- a. When arm(s) and elbow(s) are swung about while using the shoulders as pivots, and the speed of the extended arm(s) and elbow(s) exceeds that of the rest of the body as it rotates on the hips or on the pivot foot; or
- b. When the speed and vigor with which the arm(s) and elbow(s) are swung is such that injury could result if another player were contacted.

### **Section 19. Holding**

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

### **Section 20. 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 21. Incidental Contact**

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

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

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

**Art. 4.** A player who is screened within his 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 visual field may make inadvertent contact with the screener. Such contact shall be incidental, provided that the screener is not displaced when he has the ball.

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

### **Section 22. 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 23. Location of a Player**

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

- a. Where he is touching the floor, as far as being inbounds or out of bounds.
- b. In the frontcourt or backcourt.
- c. Outside the three-point line with at least one foot in contact with the playing floor behind the line before the release of the try and the other foot not contacting the line or the playing floor in front of the line.

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

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

### **Section 24. 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 25. Penalty**

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

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

### **Section 26. 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 27. 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 4-20 and 7-4.17.
- 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 4-15 unless only one of the fouls is a flagrant foul.
- e. Any technical foul(s). (*Exceptions: Single flagrant 2 technical foul and single contact dead ball technical foul.*)

### **Section 28. Post Player**

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

### **Section 29. Rebound**

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

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

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

**Art. 3.** Every player shall be entitled to a spot on the playing court, provided that such player gets there first without illegally contacting an opponent. (*Exception: Rule 4-17.7*)

### **Section 30. Restricted Area**

The restricted area is defined as the area bounded by the outer edge of the restricted-area arc, which has a 4-foot radius measured from the center of the basket to the inside of the arc line and extending to the face of the backboard. A secondary defender is considered to be in the restricted area when any part of either foot is in or above this area. *Note 1: See illustration on Page No. 17 for details regarding 3-foot and 4-foot arcs. Note: 2 The 4-foot arc is effective for Division I for the 2015-16 season but not until the 2016-17 season for Division II and Division III.*

### **Section 31. Resumption of Play**

**Art. 1.** Resumption of play is the method of putting the ball in play by placing the ball at the disposal of the player. The resumption of play is in effect for the entire game except to start the second half or any extra period or as set forth below in Article 2.

**Art. 2.** When a team is not ready to resume play following the final horn to end either a timeout or the time in which a substitution must be made following a disqualification or injury, the officials shall issue one warning to the head coach and report the warning to the official scorer. When the same team subsequently is not prepared to play following the final horn in any of the above situations, the officials shall assess a Class B technical foul to the head coach of the offending team. Following enforcement of the technical foul, resumption-of-play procedures are in effect.



## Section 32. 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 33. 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 34. Screen

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

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

- a. Stay within his 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 35. Secondary Defender

**Art. 1.** A secondary defender is a teammate who has helped a primary defender after that player has been beaten by an opponent because he failed to

establish or maintain a guarding position. A defensive player is beaten when the offensive player's head and shoulders get past the defender.

**Art. 2.** A secondary defender is a teammate who double teams a low post player.

**Art. 3.** After an offensive rebound, there are no secondary defenders when the rebounder makes an immediate move to the basket.

**Art. 4.** In an outnumbering fast-break situation, any defensive player(s) initially shall be a secondary defender.

### **Section 36. Shooter**

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

### **Section 37. Team Member**

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

### **Section 38. Verticality**

**Art. 1.** Verticality applies to a legal position and also to both the offensive and defensive players. The basic components of the principle of verticality are:

- a. Legal guarding position must be established initially, and movement thereafter must be legal.
- b. As long as no other player is occupying a space on the playing court, any other player may legally occupy that space.
- c. The space that a player may legally occupy is defined by an imaginary cylinder surrounding the player and which extends from the floor to as far above the player as he can jump or extend his arms and body. The diameter of the cylinder shall not extend beyond the hands/arms on the front, the buttocks on the back and the arms (bent at the elbow) and the legs on the sides. These dimensions may vary according to the height and size of the player.
- d. The hands and arms may be raised or extended to the front no further than the feet and knees when the arms are bent at the elbow.
- e. From such position, the defender may rise or jump vertically and occupy the space within his vertical plane
- f. The hands and arms of the defender may be raised within his vertical plane while the defender is on the playing court or in the air.
- g. The defender shall not be penalized for leaving the playing court vertically or having his hands and arms extended within the vertical plane.
- h. The offensive player, whether on the playing court or airborne, shall not "clear out" or cause contact that is not incidental.
- i. The defender may not "belly up" or use the lower part of the body or arms to cause contact outside his vertical plane.
- j. 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.
- k. The offensive player must be allowed enough space to make a normal basketball play. The defense may not invade the vertical space of the

offense and make illegal contact when the offensive player is attempting a normal basketball play.

### **Section 39. Violation**

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

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# RULE 5

## Scoring and Timing Regulations

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### Section 1. Scoring/Try for Goal

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Art. 19.** In any period, when the game clock displays 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 control of the ball and attempt a try for a field goal. Such player can only score a field goal by means of a tap of a pass or of a missed free throw.

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

## Section 2. Winning Team

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

## Section 3. Forfeit/No Contest

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

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

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

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

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

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

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

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

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

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

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

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

#### **Section 6. Periods-Length**

**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.

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

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

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

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

- a. In games with a 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 used. When definitive information is unattainable with the use of the monitor, the original call stands.

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

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

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

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

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

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

## Section 8. Intermission

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

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

## Section 9. Periods—Extra

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

**Art. 2.** When the score is tied at the end of the 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. 3.** The length of each extra period shall be five minutes. As many such periods as are necessary to break the tie shall be played.

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

## Section 10. Starting Game and Shot Clocks

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

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

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

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

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

## Section 11. Stopping Game and Shot Clocks

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

**Art. 1.** Signals:

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

**Art. 2.** Stops play:

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

**Art. 3.** Grants a player's visual or oral request for a timeout when the ball is live.

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

**Art. 5.** Responds to the official timer's signal to grant a head coach's request to address the possibility of a correctable error as in Rule 2-12 or to determine whether a timing, scoring or alternating-possession mistake needs to be prevented or rectified or to determine whether a flagrant personal foul, flagrant 2 contact technical or contact dead ball technical foul occurred. The appeal to the official shall be presented at the scorers' table, where a coach of each team may be present.

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



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

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

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

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

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

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

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

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

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

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

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

**Art. 4.** When an obvious mistake by the shot-clock operator has occurred in failing to start, stop, set or reset the shot clock or when a shot clock has malfunctioned, the mistake or the malfunctioning problem may be corrected in the shot-clock period in which it occurred only when the official has definite information relative to the mistake or malfunctioning problem and the time involved. When a timing mistake or malfunctioning problem occurs that gives a team more time than that team is entitled to, any activity after the mistake or malfunctioning problem has been committed and until it has been rectified shall be canceled, excluding any flagrant foul or technical foul.

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

### **Section 13. Timeouts**

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

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

### **Section 14. Timeouts Granted and Charged**

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

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

When the rulings in 5-14.1.d and e are not reversed or the time limit for correcting an error, a timing mistake, an alternating-possession mistake or the charging of a flagrant/technical foul has expired, a 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. When this timeout is granted at the first dead ball after one of the specified time marks on the game clock for electronic-media timeouts or the first timeout of the second half, that timeout shall become an electronic-media timeout.

**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. (*Exception: Rule 4-31.2*).

**Art. 7.** A timeout shall be charged to a team for either length under Rules 5-11.3 and 5-11.4, regardless of the amount of time consumed.

**Art. 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:

- 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 ball becomes live to begin 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:

- a. Three 30-second timeouts for each team per regulation game.
  1. Each team may carry up to two 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-minute marks or the 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 a dead ball with 30 seconds or less before the media marks or creates the first dead ball after one of the 15-, 10-, and 5- minute marks or the 16-, 12-, 8- and 4-minute marks, that timeout will become the electronic-media timeout for that specified media mark time. (Exception: Rule 5-14.10.d.)
- f. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.
- g. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

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

**Art. 11.** In games involving the electronic-media timeout format, when a foul (personal or technical) is committed that causes the ball to become dead at 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 by and granted to a team when that team has an injured player, a player who is bleeding or has a uniform that is saturated with blood and that player desires to remain in the game. When the condition is remedied within a granted timeout, the player is permitted to remain in the game.
- b. When a timeout is charged for an injury, a bleeding player or a player's uniform that is saturated with blood, and that timeout:
  1. Is granted at the first dead ball at one of the specified time marks on the game clock for electronic-media timeouts, that timeout shall become an electronic-media timeout.
  2. Is the first 30-second timeout granted during the second half of the game, that timeout shall become an electronic-media timeout.
- c. Either one 75-second or 30-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 5-11.2.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 for successive 30-second timeouts has been made in advance of the first timeout.
- d. When granted, a warning horn shall be sounded 15 seconds before the expiration of the final timeout.

**Art. 14.** Shortened timeouts:

- a. The team that requests a timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent. (*Exception: The first team-called timeout of the second half or extra period in a game involving electronic-media timeout format as in Rule 5-14.10.d.*)
- b. When a request is made to shorten any timeout for a substitution(s), the signal for shortening a timeout shall be given and play shall be resumed immediately.
- c. In games involving the electronic-media timeout format, when a timeout has been recognized to be shortened for the sole purpose of making substitutions and the timeout 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-minute marks), 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 used, 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 5-11.5, when no correction is made or when the time limit for correcting an error under Rule 2-12 has expired.

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

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

**Section 15. Timeouts Not Granted****Art. 1.** No timeouts shall be granted:

- a. To the opponents of the throw-in team after the throw-in starts.
- b. During an interrupted dribble.
- c. To a player or coach when the momentum of an airborne player in control of the ball is carrying him out of bounds or into the backcourt.

- d. Unless there is player control by the requesting team. (*Exception: Rule 5-15.1.c.*)
- e. Until after the jump ball to begin the game ends and either the clock is stopped or a player is in control of the ball.
- f. Until the results of an instant replay review have been reported to both head coaches, when there is a review in the last two minutes of the second period or the last two minutes of the extra period(s).

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

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

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

## **Section 17. Excessive Timeout**

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

**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.63.

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# RULE 6

## Live Ball and Dead Ball

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### Section 1. Live Ball

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

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

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

### Section 2. Jump Ball

**Art. 1.** A jump ball is a method of putting the ball into play at the beginning of the game or any extra period(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. The jump ball and all jump ball restrictions shall end when the ball touches a nonjumper, the playing court, basket, backboard, an official or when the ball becomes dead.

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

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

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

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

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

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

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

### Section 3. Alternating-Possession Procedure

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

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

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

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

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

**Art. 6.** Before the start of the second half, the direction of the possession arrow shall be changed to account for the teams switching ends of the court. The second 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 scorer's table.

**Art. 7.** The opportunity to make an alternating-possession throw-in shall be lost when the throw-in team violates the throw-in provisions. (See Rule 9-5.)

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

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

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

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

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



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

## **Section 5. Dead Ball**

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

- a. Any goal is made.
- b. It is apparent that the free throw will not be successful on a free throw for a technical foul or a false double foul or a free throw that is to be followed by another free throw.
- c. A held ball occurs or the ball lodges between the backboard and the ring or comes to rest on the flange.
- d. An official blows the whistle except when the try is in flight.
- e. Time expires for a half or extra period.
- f. An official blows the whistle when a foul is committed by a shooter's teammate before the ball is released for a try for goal.
- g. An official blows the whistle when any floor violation (Rules 9-3 through 9-15) occurs, there is basket interference or goaltending (Rule 9-15) or there is a free-throw violation by the free-thrower's team (Rule 9-1).

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

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

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

- a. An official's whistle is blown.
- b. Time expires for a 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 arms or elbows excessively without making contact.

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

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

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# RULE 7

## Out of Bounds and the Throw-in

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

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

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

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

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

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

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

### Section 3. Ball Awarded Out of Bounds

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

- a. A violation as in Rule 9 or a simultaneous violation.
- b. The last free throw of a penalty for a technical foul. (*Exception: Rule 8-6.3*)
- c. A field goal or a successful free throw for a personal foul as in Rule 8-6.1.a or an awarded goal as in Rule 9-15.
- d. The ball becomes dead while a team is in control provided that no infraction or the end of a period is involved.
- e. A player-control foul.
- f. A team-control foul.
- g. A common foul before the bonus rule goes into effect.
- h. The last free throw for a flagrant personal foul.
- i. Any double personal or technical fouls, simultaneous personal or technical fouls. (*Exception: Rule 10-1 Penalty f*).
- j. An inadvertent whistle.
- k. A held ball as in Rule 6-4.2.

## Section 4. Out of Bounds, Ball in Play from

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

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

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

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

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

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

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

**Art. 7.** After a single technical foul, excluding a contact dead ball technical or a flagrant 2 technical, the ball shall be put back in play at the point of interruption.

**Art. 8.** After a single contact dead ball technical or a flagrant 2 technical, the ball is awarded to the offended team for a throw-in at the division line on either side of the playing court.

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

**Art. 10.** After any double personal or technical fouls or any simultaneous personal or technical fouls when there is team control and one of the fouls is

a flagrant foul, the ball is awarded to the offended team for a throw-in at the division line on either side of the playing court.

**Art. 11.** After any double personal or technical fouls or any simultaneous personal or technical fouls when there is no team control and neither foul is a flagrant foul or contact dead ball technical foul, play shall resume at the point of interruption.

**Art. 12.** After any double or personal technical fouls or any simultaneous or personal or technical fouls when there is no team control while a try is in flight, and only one of the fouls is a flagrant foul, the ball is awarded to the offended team for a throw-in at the division line on either side of the playing court.

**Art. 13.** After a flagrant 1 or 2 personal foul, a player of the team to which the throw-in has been awarded shall make the throw-in from a designated spot nearest to where the foul occurred. (See Rule 7-4.6.a.2)

**Art. 14.** After the administration of the penalty for a personal foul or a technical foul, the penalty for a single flagrant 2 technical foul or a single contact dead ball technical foul shall be administered. The ball shall be put back into play by a player of the team offended by the flagrant or contact dead ball technical foul at a designated spot at the division line at either side of the playing court.

**Art. 15.** After the administration of a technical foul, the penalty for a subsequent technical foul shall be administered. The ball shall be put back into play at the point of interruption, which is where the first technical foul was assessed.

- a. After a single flagrant 2 technical foul or contact dead ball technical foul, play shall resume by awarding the ball to the offended team at a designated spot at the division line on either side of the court.
- b. When multiple technical fouls are committed during the same dead ball period, at least one of which is a single contact dead ball technical foul or a single flagrant 2 technical foul, play will resume as if the last committed single contact dead ball technical foul or single flagrant 2 technical foul was the only foul committed.

**Art. 16.** After a free-throw violation by the shooting team as listed in Rule 8-5, any opponent of the shooting team shall make the throw-in from a designated spot nearest to where the violation occurred.

**Art. 17.** After an inadvertent whistle, play shall be resumed at the point of interruption.

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

**Art. 1.** Play shall be resumed after any appropriate penalty is administered or for any of the reasons listed in 4-27.1.a through .e by one of the following methods:

- a. A throw-in to the team that was in control at a designated spot nearest to where the ball was located when the stoppage occurred.
  1. A ball that is not in contact with a player or the playing court retains the same status as when it was last in contact with a player or the playing court. This does not apply to a try in flight.
- b. A throw-in to the offended team at the division line for a single contact dead ball technical or a single flagrant 2 technical.

- 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. When there is no team control due to a try in flight and the try is unsuccessful, the ball is awarded to the team entitled to the alternating-possession arrow at a spot nearest to where the try was unsuccessful. (*Exception: Rule 2-11.7.i.*)

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

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

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

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

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

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

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

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

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

- a. The designated spot is the location at which a thrower-in is presented disposal of the ball out of bounds as in 4-11.1.a through .c.
- b. The designated spot shall be 3-feet wide with no depth limitation.
- c. The thrower-in must keep one foot on or over the designated spot until the ball is released. Pivot foot restrictions and the traveling rule are not in effect for a throw-in.
- d. The thrower-in shall not leave the designated spot until he has released the ball and the throw-in ball crosses the plane of the sideline or end line.

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

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

- d. Teammates may occupy adjacent positions near a boundary line when the teammates take adjacent positions that are perpendicular to the boundary line.

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

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

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

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

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# RULE 8

## Free Throw

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### Section 1. Free Throw

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

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

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

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

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

### Section 2. Bonus Free Throws

**Art. 1.** A 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.** A bonus free throw is also 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 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) regardless of whether the first free throw is successful.

**Art. 3.** The team-foul total shall consist of a combination of personal fouls (includes player-control fouls) and CLASS A technical fouls.

### Section 3. Who Attempts

**Art. 1.** Personal fouls—The free throw(s) awarded because of a personal foul shall be attempted by the offended player, unless one of the conditions of Article 2 or 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 team member shall attempt the free throw(s) when the offended player is disqualified or must withdraw because he is bleeding or has

blood on his uniform or person, or when a player is withdrawn because of a lost, displaced or irritated contact lens.

**Art. 3.** 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 flagrant or the injured player is bleeding or has blood on his uniform or person. In such a case, the injured player's coach shall select any player or team member to attempt the free throw try(s). (See Rule 3-6.3.f)

**Art. 4.** Technical fouls—The free throws awarded because of any technical foul may be attempted by any player or eligible team member on the offended team, who shall be designated by the head coach or captain of the offended team. However, the same player shall shoot both free throws.

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

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

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

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

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

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

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

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

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

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



## Section 5. Free Throw Requirements

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

- a. The free-thrower shall release the try within 10 seconds and in such a way that the ball enters the basket or touches the ring or flange before the free throw ends.
- b. The free-thrower shall not purposely fake a try nor shall the free-thrower's teammates nor opponents purposely fake a violation.
- c. The free-thrower shall not break the vertical plane of the free-throw line with either foot until the ball strikes the ring, flange or backboard or until the free throw ends.
- d. The free-thrower shall not enter the semicircle once the official has placed the ball at the disposal of the shooter for a free throw. The free-thrower shall not leave the semicircle before the try contacts the ring, flange, or backboard or when the free throw ends.
- e. No player shall enter or leave a marked lane space or contact any part of the court outside the marked lane space until the free-thrower has released the ball.
- f. No opponent shall disconcert (e.g., taunt, bait, gesture or delay) the free-thrower.
- g. Players not in a legal marked lane space shall remain behind the free-throw line extended and behind the three-point field-goal line until the ball strikes the ring, flange or backboard, or until the free throw ends.
- h. Players occupying any of the legal marked lane spaces on each side of the lane may break the vertical plane of a lane-space boundary once the free-thrower has released the ball. (See Rule 8-4.)
- i. Players occupying a legal marked lane space may not have either foot beyond the vertical plane of the outside edge of any legal lane boundary or beyond the vertical plane of any edge of space (2 by 36 inches) designated by a legal lane space mark or beyond the vertical plane of any edge of the lane until the ball is released by the free-thrower.
- j. Neither team shall have more than the maximum number of players permitted on the free-throw lane.
- k. An opponent of the free-thrower shall occupy each lane space above and adjacent to the block.

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

## Section 6. Free Throw—Next Play

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

- a. When the try is successful and is for a personal foul as in 7-4.6.a.
- b. At the point of interruption when the free throw is for a technical foul. (*Exceptions: When a single flagrant 2 technical foul 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.*)

- c. By any player of the free-thrower's team from the designated spot for any flagrant personal foul.

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

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

**Art. 4.** After the administration of the penalty for a personal foul or a technical foul, the penalty for a single flagrant 2 technical foul or 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 2 technical foul or a single contact dead ball technical foul.]

- 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 2 technical foul or a single contact dead ball technical foul.*)

## Section 7. Free Throw—Unsuccessful

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

## Section 8. Free Throw—False Double Foul

**Art. 1.** After the last free throw for a false double foul (See Rule 4-15.4), the ball shall be put in play as if the penalty for the last foul of the false double foul were the only one administered when the last foul was a single flagrant 2 technical foul or a single contact dead ball technical foul.

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

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

## Section 9. Free Throw—False Multiple Foul

**Art. 1.** After the last free throw for a false multiple foul (Rule 4-15.6), the ball shall be put in play as if the penalty for the last foul of the false multiple foul were the only one administered when the last foul was a single flagrant 2 technical foul or single contact dead ball technical foul.

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

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# RULE 9

## Violations and Penalties

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### Section 1. Free-Throw Violations

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

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

**PENALTY—(Section 1)**

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

## Section 2. Ball Out of Bounds

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

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

## Section 3. Player Out of Bounds

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

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

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

## Section 4. Throw-in

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

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

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

- a. Perform the throw-in or be out of bounds after a designated-spot throw-in begins.
- b. Be out of bounds when he touches the ball after it has crossed the vertical inside plane of the boundary line. Repeated infractions shall result in a CLASS B technical foul.

**Art. 3.** 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 5. Traveling

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

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

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

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

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

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

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

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

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

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

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

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

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

## Section 7. Double Dribble

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

- a. A try for field goal.
- b. A bat by an opponent.
- c. A pass or fumble that has then touched or been touched by another player.

## Section 8. Jump Ball

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

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

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

## Section 9. Three Seconds In The Lane

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

**Art. 2.** It is a violation for a player to have any part of his 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 frontcourt.

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

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

## Section 10. 10-Second Backcourt

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

## Section 11. Shot Clock

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

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

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

**Art. 4.** It is a violation when a try for field goal does not leave the shooter's hand before the expiration of the allotted shot-clock time (as indicated by the sounding of the shot-clock horn) or when it does leave the shooter's hand before the expiration of the allotted shot-clock time and the try does not subsequently strike the ring or flange or enter the basket. (See Rule 11-1.3)

## Section 12. Backcourt

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

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

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

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

**Art. 4.** A player shall not be the first to touch the ball in his backcourt (with any part of his body, voluntarily or involuntarily) when the ball came from the frontcourt while that player's team was in team control and that player or his teammate was the last to touch the ball before it went into the backcourt.

**Art. 5.** A pass in the frontcourt that is deflected by a defensive player so that the ball goes into the Backcourt may be recovered by either team.

**Art. 6.** Regardless of where the throw-in spot is located, the throw-in team may cause the ball to go into the backcourt before player control has been established by the throw-in team on the playing court.

**Art. 7.** After the throw-in ends, an inbounds player in the frontcourt, who is not in control of the ball, may cause the ball to go into the backcourt.

**Art. 8.** A player who is the first to secure control of the ball in the frontcourt after a jump ball or a throw-in while both feet are off the playing court shall not be permitted to cause the ball to go into the backcourt, except as permitted in Rule 9-12.10.



**Art. 9.** A defensive player shall be permitted to secure control of the ball while both feet are off the playing court and land with one or both feet in the Backcourt. It makes no difference if the first foot down was in the frontcourt or backcourt.

**Art. 10.** After a jump ball or during a throw-in, the player in his frontcourt, who makes the initial touch on the ball while both feet are off the playing court, may be the first to secure control of the ball and land with one or both feet in the backcourt. It makes no difference if the first foot down was in the frontcourt or backcourt.

**PENALTY (Section 2-12):**

**The ball shall become dead or remain dead when a violation occurs. When the ball passes through a basket during the dead ball period immediately after a violation, no point(s) can be scored. The ball shall be awarded to the opponents for a throw-in at a designated spot nearest to where the violation occurred.**

**Section 13. Elbow(s)**

**Art. 1.** It is a violation when a player excessively swings his arm(s) or elbow(s), even without contacting an opponent.

**Art. 2.** A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.

**Art. 3.** Action of arm(s) and elbow(s) resulting from total body movement as in pivoting or movement of the ball incidental to faking with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

**PENALTY (Section 13):**

**If the violation occurs while a try is in flight, it does not cause the ball to become dead. The ball is awarded to the opponent at the out of bounds spot nearest to where the violation occurred. If the try is successful, the violation is ignored and play will resume at the point of interruption.**

**Section 14. Closely Guarded**

**Art. 1.** A player in control of the ball in the frontcourt only while holding the ball is closely guarded when 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.** Closely guarded violations occur when a closely guarded player anywhere in his frontcourt holds the ball for five seconds. This count shall be terminated during an interrupted dribble.

**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 opponent, who is within 6 feet, a closely guarded situation does not exist.

**PENALTY (Section 14):**

**The ball shall become dead or remain dead when a violation occurs. When the ball passes through a basket during the dead-ball period**

**immediately after a violation, no point(s) can be scored. The ball shall be awarded to an opponent for a throw-in at a designated spot nearest to where the violation occurred.**

## **Section 15. Basket Interference and Goaltending**

**Art. 1.** It is a violation to commit basket interference or goaltending.

**Art. 2.** Basket interference

- a. Basket interference occurs when a player:
  1. Touches the ball or any part of the basket while the ball is on or within the basket;
  2. Touches the ball while any part of it is within the cylinder that has the ring as its lower base;
  3. Reaches through the basket from below and touches the ball before it enters the cylinder; or
  4. Pulls down a movable ring so that it contacts the ball before the ring returns to its original position.
  5. Causes the basket or backboard to vibrate when the ball is on or within the basket or the backboard and/or is on or in the cylinder.
- b. The cylinder is the imaginary geometric figure that has the ring as its base and is formed by the upward extension of that ring.
- c. The ball shall be considered to be within the basket when any part of the ball is below the cylinder and the level of the ring.
- d. A player may have a hand legally in contact with the ball, when this contact continues after the ball enters the cylinder or when, during such action, the player touches or grabs the basket.

**Art. 3.** Goaltending.

- a. Goaltending occurs when a defensive player touches the ball during a field-goal try and each of the following conditions is met: (*Exceptions: Rule 10-4.1.h*)
  1. The ball is on its downward flight; and
  2. The 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.
- b. 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.
- c. When the ball contacts the backboard and any part of the ball is above the rim during a field goal attempt, it is considered to be on its downward flight. In such a case, it is goaltending when the ball is touched by a player as long as it has a possibility of entering the basket.

### **PENALTY (Section 15):**

**a. When the violation is at the basket of the opponent of the offending player, the offended team shall be awarded:**

1. **One point for basket interference or one point and a CLASS B technical foul for goal tending when, during a free throw, the ball is on its upward or downward flight.**

2. Two points when it occurs during a two-point field goal try.
  3. Three points when it occurs during a three-point field goal try.
- b. The crediting of the score resulting from basket interference or goal tending and subsequent throw-in procedure shall be the same as when the awarded score results from the ball going through the basket, except that the official shall hand/bounce the ball to a player of the team entitled to the throw-in.
  - c. When the violation is at a team's own basket, no points shall be scored and the ball shall be awarded to the offended team at a designated spot nearest to where the violation occurred.
  - d. When the violation results from touching the ball while it is in the basket after entering from below, no points shall be scored and the ball shall be awarded to the opponent at a designated spot nearest to where the violation occurred.
  - e. When there is a violation by both teams, play shall be resumed by awarding the ball to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violation occurred.

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# RULE 10

## Fouls and Penalties

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### Section 1. Personal Fouls

**Art. 1.** A player shall not hold, displace, push, charge, trip or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s) or knee(s) or by bending his own body into other than a normal position or by using any unreasonably rough tactics.

**Art. 2.** A player shall not contact an opponent with his 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 hand(s) on an opponent to inhibit the freedom of movement of the opponent in any way.

**Art. 4.** The following acts constitute a foul when committed against a player with the ball:

- a. Keeping a hand or forearm on an opponent;
- b. Putting two hands on an opponent.
- c. Continually jabbing an opponent by extending an arm(s) and placing a hand or forearm on the opponent;
- d. Using an arm bar to impede the progress of a dribbler.

**Art. 5.** The following principles apply to post play and constitute fouls when violated:

- a. Neither the offense or defense may dislodge an opponent during post play by pushing, backing into, or using a leg, knee or arm to move an opponent from a legally established position.
- b. A post player may establish post position with his arm(s) bent at the elbow. A straight arm may not be used to ward off an opponent or to prevent him from legally guarding the post player.
- c. The "swim stroke" may not be used by the offense or defense to reposition, regain position, or move an opponent from a legally established position;
- d. Defensive players may use one arm bar on a post player with or without the ball in the post area. The arm bar may not be extended or used to dislodge an opponent.
- e. Defensive players in the post are required to adhere to all other guarding rules.

**Art. 6.** 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. 7.** A player shall not use the forearm and/or hand to prevent an opponent from attacking the ball during a dribble or when trying for goal.

**Art. 8.** A player may hold his hand(s) and arm(s) in front of his own face or body for protection and to absorb force from an imminent charge by an opponent.

**Art. 9.** Contact caused by a defensive player approaching a player with the ball from behind is pushing; contact caused by the momentum of a player who has tried for goal is charging.

**Art. 10.** 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. 11.** When a dribbler passes an opponent sufficiently to have his head and shoulders beyond the front of the opponent's torso, the greater responsibility for subsequent contact shall be that of the opponent.

**Art. 12.** When a dribbler has obtained a straight-line path, the dribbler may not be bumped, pushed or otherwise crowded out of that path. When an opponent is able to legally establish a guarding position in that path, the dribbler shall avoid contact by changing direction or ending the dribble.

**Art. 13.** The player intending to become the dribbler shall not be permitted additional rights to start a dribble or to execute a jump try for goal, pivot or fake.

**Art. 14.** A secondary defender as defined in Rule 4-35 cannot establish initial legal guarding position in the restricted area for the purpose of drawing a player control foul/charge when defending a player who is in control of the ball (i.e., dribbling or shooting) or who has released the ball for a pass or try. When illegal contact occurs within this restricted area, such contact shall be called a blocking foul, unless the contact is a flagrant foul.

- a. When illegal contact occurs by the offensive player leading with a foot or unnatural, extended knee, or warding off with the arm, such contact shall be called a player-control foul.
- b. When a player in control of the ball stops continuous movement toward the basket and then initiates illegal contact with a secondary defender in the restricted area, this is a player control foul.

**Art. 15.** Illegal contact caused by the swinging of the elbow(s) that:

- a. Results from total body movement is a common or flagrant 1 personal foul
- b. Is excessive per Rule 4-18.7 is a flagrant 2 foul.
- c. Occurs above or below the shoulders of an opponent is a common, flagrant 1 or flagrant 2 personal foul.

**Art. 16.** Illegal (not incidental) contact with an elbow that does not involve the swinging of the elbow shall be considered a foul.

**Art. 17.** A player shall adhere to the rules pertaining to illegal contact, including but not limited to, guarding as in Rule 4-17, rebounding as in Rule 4-29, screening as in Rule 4-34 and verticality as in Rule 4-38.

**Art. 18.** A player shall not contact an opponent in a flagrant, excessive, severe or extreme manner while the ball is live (includes fighting).

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

- a. A throw-in (no free throws) nearest to where the foul occurred for:
  1. Each common foul before the bonus rule takes effect.
  2. A player-control personal foul.
  3. A team-control foul.
- b. One free throw for:
  1. A personal foul against a player who attempts a field goal and whose try is successful.
  2. Each foul that is a part of a multiple personal foul, but is not a flagrant personal foul, player-control foul or team-control foul, regardless of whether the offended team is in the bonus.
  3. Each foul of a multiple foul, when a two-point try is successful or unsuccessful.
  4. Each foul of a multiple foul when the three-point try is successful.
- c. Bonus free throw for:

Each common foul committed by a team, beginning with that team's seventh foul during the half, provided that the first attempt is successful.
- d. Two free throws for:
  1. A personal foul against a player who attempts a two-point field goal and whose try is unsuccessful.
  2. A flagrant 1 or flagrant 2 personal foul and the ball is awarded to the offended team at a designated spot nearest to where the foul occurred.
    - (a) Any flagrant 2 personal foul also shall result in ejection of the offender.
  3. Each common foul committed by a team, beginning with that team's 10th foul of the half.
  4. Each flagrant 2 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.
  5. When either personal foul of a multiple foul is a flagrant 1 or flagrant 2 personal foul, after which the ball shall be awarded at a designated spot nearest to where the foul occurred.
  6. When each foul of a multiple foul when a three-point try is unsuccessful.
- e. Three free throws for:

A personal foul against a player who attempts a three-point field goal and whose try is unsuccessful. When the personal foul is a flagrant 1 or flagrant 2 personal foul, the ball also shall be awarded to the offended team at a designated spot nearest to where the foul occurred.

- f. There shall be no free throws for any double personal or simultaneous personal fouls and the ball shall be put into play at the point of interruption unless only one of the fouls is a flagrant foul. In such case, when a common foul penalty requires free throws, the free throws for the common foul will be administered with no players in the marked lane spaces followed by the free throws for the flagrant personal foul with no players in the marked lane spaces. Play will be resumed at the point of interruption with the ball awarded to the team offended by the flagrant personal foul. (*Exception: A single flagrant 2 technical foul or a single contact dead ball technical foul.*)
- 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 (single or double), play shall be resumed at the point of interruption. (*Exception: A single flagrant 2 technical foul, or a single contact dead ball technical foul.*)
1. After the last free throw after a false double/multiple foul (Rule 4-15.4 and .6), the ball shall be put in play as if the penalty for the last foul of the false double/multiple foul were the only one administered when the last foul was a single flagrant 2 technical foul, or a single contact dead ball technical foul.
- 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 have the proper game-clock display, red/LED light and mounted shot clock as in Rules 1-18.2, 1-18.4 and 1-19.2.

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

- a. Before the 10-minute mark is reached on the game clock that is counting down the time before the start of the game, each team shall supply the scorers with names and uniform numbers of team members who may participate, and those of the five starting players.
- b. After the 10-minute mark is reached on the game clock that is counting down the time before the start of the game and until the end of the game, a team shall not make lineup or roster changes to the scorebook except those changes necessitated by obvious injury, illness, blood on the uniform, a replacement of a designated starter to shoot a technical-foul free throw, or to correct a scoring or bookkeeping mistake.

**PENALTY—**One free throw awarded to the offended team. The ball shall be put back in play at the point of interruption.

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

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

**When there are administrative technical fouls by both teams for violating 10-2.2.a, the fouls shall offset with no free throws awarded to either team.**

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

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

- a. A number that is identical to that of a teammate.
- b. An illegal number. (See Rule 1-22.7.b.2)
- c. An illegal game jersey. (See Rule 1-22)

**PENALTY—One free throw awarded to the offended team. The ball shall be put back in play at the point of interruption.**

**(Art. 3.a) Penalized when discovered after the 10-minute time limit in 3-4.1.**

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

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

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

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

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

**PENALTY—(Art. 4 and 5) One free throw awarded to the offended team. The ball shall be put back in play at the point of interruption.**

**Art. 6.** A team shall not have more than five players legally on the playing court to participate after the ball becomes live.

**PENALTY—(Art. 6) Penalized when the violation occurs after the ball becomes live. One free throw awarded to the offended team. The ball shall be put back in play at the point of interruption.**

**Art. 7.** A team shall not be granted excessive timeouts without penalty.

**PENALTY—One free throw awarded to the offended team.**

**(Art. 7) Penalized when discovered before the ball becomes live. The ball shall be put back in play at the point of interruption.**

**Art. 8.** Team followers (fans, bands, cheerleaders and mascots associated with either team) shall not commit an unsportsmanlike act, including, but not limited to, the following:



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

*Note 1: Before penalizing a follower(s) of a team for violating Rule 10-2.8, the officials shall have knowledge as to which team's follower(s) committed the act.*

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

**PENALTY—(Art. 8) One free throw awarded to the offended team. The ball shall be put back in play at the point of interruption.**

**PENALTY—Section 2 Administrative Technical Fouls:**

**The administrative technical fouls in this section do not apply toward the team-foul total toward disqualification or ejection.**

### **Section 3. 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 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. Faking being fouled by an opponent when confirmed by instant replay during a review for a flagrant foul, contact dead ball technical foul or flagrant 2 contact technical foul. (See Rule 11-2.1.d.6.)
- e. Contacting an opponent, while the ball is dead, in an unnecessary, unacceptable and excessive manner.
- f. Flagrantly (severe or extreme) contacting an opponent while the ball is dead.
- g. A flagrant noncontact infraction that involves extreme, sometimes persistent, vulgar, abusive conduct when the ball is dead or live.
- h. Participating after having been disqualified (noncontact flagrant 2 technical).
- i. Leaving the playing court and going into the stands when a fight may break out or has broken out (flagrant noncontact infraction).

- j. Fighting as in Rule 10-5.
- k. Disrespectfully contacting an official

**PENALTY**—Two free throws shall be awarded to any member of the offended team. No free throws shall be awarded for a double technical foul unless **only one** of the fouls is included in Art. 1.e, through .k. Counts toward the team-foul total. Applies toward disqualification and ejection (Art. 1.a through .e). Flagrant technical foul(s) (Art. 1.f through .k) are nonapplicable toward disqualification since they result in automatic ejection. An assessed technical foul that cannot be charged to an individual shall be charged to the head coach (ex. Art. 1.h).

**RESUMPTION OF PLAY**—For any technical foul(s), play shall resume at the point of interruption except for a single flagrant 2 technical foul or a single contact dead ball technical foul (Art. 1.e through .k). For a single flagrant 2 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 2 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 10-5].

**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 10-5.
- h. Disrespectfully contacting an official.
- i. Causing contact that is unnecessary, unacceptable, excessive or extreme during a live or dead ball.

**PENALTY**—Two free throws shall be awarded to the offended team. No free throws shall be awarded for double technical fouls unless **only one** of the technical fouls includes Art. 2.g through 2.i. Counts toward the team-foul total. Applies toward disqualification and ejection except for Art. 2.g through 2.i, which is nonapplicable toward disqualification since it results in 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 i)

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 2 technical foul (Art. 2.g through 2.i), 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 which shall be mandatory 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 2 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 10-5.]

*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 4. 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. 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.
- f. Intentionally slapping or striking the backboard.
- g. Placing a hand(s) on the backboard or ring to gain an advantage.
- h. Touching a ball outside the cylinder (goaltending) during a free throw.
- i. 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 7-4.6.b.
- j. Deceptively leaving the playing court for an unauthorized reason and returning at a more advantageous position.
- k. Purposely delaying his return to the playing court after being legally out of bounds.
- l. 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.
- m. 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).

- n. Participating after changing his uniform number without reporting the change to the official scorer and a game official.
- o. 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 9-4.2)

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

- a. Entering the playing court to attend an injured player unless done with permission of an official.
- 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 4-3.2.
- d. Using electronic transmission (including but not limited to headsets, telephones, television, radio, audio or video Internet broadcast, heart monitor devices, computers), or knowledge gained resulting from thereof, for coaching purposes, to communicate to and/or from the bench area or using replay equipment at courtside for coaching purposes.
- e. When there is evidence that the head coach or bench personnel instructed that the scorebook 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 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. The head coach 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 or to request a monitor review for a flagrant 2 contact technical foul. (See Rules 2-12, 11-2.1.d.4 and 5-11.5.)
  - 5. To seek information from the official scorer or official timer during a timeout or an intermission.
- g. The head coach failing to replace a disqualified player within 15 seconds or an injured player within 20 seconds when a substitute is available or failing to resume play immediately following the second warning horn indicating play is to resume following a timeout.
- 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. One free throw 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 5. Suspensions for Fighting**

**Art. 1.** A fight is a flagrant 2 foul.

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

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

**Art. 4.** When, during a confrontation, an individual uses unsportsmanlike acts or comments 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 determine the individuals who were involved in the fight or left the bench area to participate.

**Art. 6.** A combative confrontation may occur when the ball is live, in which case, it is a flagrant 2 personal foul; or when the ball is dead, in which case a flagrant 2 technical foul shall be assessed.

**Art. 7.** When, during the course of play (live ball), an individual strikes an opponent with the hand, elbow, arm, foot, knee or leg in a nonconfrontational

manner but the act is not only excessive but also severe or extreme, it shall be ruled as a flagrant 2 personal foul and not a fighting action. When a defined body part is used to strike an opponent but the contact is not severe or extreme, a judgment shall be made by the official as to whether the contact is a flagrant 1 personal foul.

**Art. 8.** Anytime an individual uses a closed fist in an unsportsmanlike manner, it shall be deemed that the individual has initiated a fighting act and shall be penalized accordingly.

**Art. 9.** When any flagrant 2 foul is ruled to be a fight, the fighting penalty shall be invoked.

**Art. 10.** Any team member or bench personnel who participates in a fight (regardless of whether he is a player at the time) shall be assessed a flagrant 2 technical foul. No free throws shall be attempted by either team when there are double flagrant fouls that are offsetting.

**Art. 11.** The first time an individual participates in a fight during the season (including exhibition games), the individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest), including tournament competition.

**Art. 12.** When an individual participates in a second fight during the same season, that individual shall be suspended for the remainder of the season, including tournament competition.

**Art. 13.** When an individual participates in a fight during his team's final game of the season, that individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest) for which that team member or team personnel would be eligible.

**Art. 14.** When an individual with eligibility for the next season participates in a fight during his final game of the season and that fight is the individual's second fight of the season, that individual shall be suspended for the first three regular-season games (not exhibitions) of the next season.

**Art. 15.** Any team member or other bench personnel under suspension for fighting shall not be in the team's bench area.

**Art. 16.** The referee may declare a forfeit when any individual fails to comply with any part of the penalties of this rule.

**Art. 17.** After a game, conference offices or the assigning authority may correct an error about who was involved in a fight but cannot change an official's ruling that a fight took place or lessen the severity of the penalty. The conference office or assigning authority may make those penalties more severe.

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# RULE 11

## Instant Replay

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### Section 1. Games with Replay/Television Equipment

**Art. 1.** Courtside replay equipment, videotape or television monitoring must be located on a designated courtside table (i.e., within approximately 3 to 12 feet of the playing court), in order to be used by game officials. An on-screen game clock display on the monitor may be used only when the display is synchronized with the official game clock. In order for an official to change or reverse a call made on the floor, the official must first find that the monitor review reveals by indisputable evidence that the call on the floor was incorrect.

**Art. 2.** In games with a 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. 3.** In games when an official uses instant replay to review a potential shot-clock violation as in Rule 11-2.1.b.4, the official shall determine whether a violation occurred by the sounding of the shot clock horn. If the shot clock horn is not audible, the official shall use the reading of zeroes on the shot clock to determine if a shot clock violation occurred. When definitive information is unattainable with the use of the monitor, the original call stands.

**Art. 4.** The officials shall not use such available equipment for judgment calls such as:

- a. Determine whether a foul occurred. (*Exceptions: A flagrant 2 foul.*)
- b. Determine whether basket interference or goaltending occurred.
- c. Determine whether a violation occurred except in 11-2.1.e and 11-3.1.a.2.

### Section 2. Instant Replay—Voluntary Use (Except Where Noted)

**Art 1.** Officials may use such available equipment only in the following situations:

- a. Free Throws.
  1. Determine who shall attempt a free throw(s) when there is uncertainty.

2. Determine whether a player who was fouled on his unsuccessful field-goal try, at or near the three-point line, shall attempt either two or three free throws.
  3. Determine whether the wrong player was permitted to attempt a free throw as per 2-12.1.c.
  4. Determine whether a player was permitted to attempt a free throw at the wrong basket as per 2-12.1.d.
- b. Scoring.
1. Determine whether a try for goal was a two- or three-point attempt. Before the expiration of the statute of limitations prescribed by Rule 2-12.3, the officials must recognize a potential correctable error and signal to the scorer that an instant replay review is required. This review shall take place at the next electronic-media timeout except during the last 4 minutes of the second period or the entire overtime period(s) during which time the correctable error time frame in Rule 2-12.3 must be used.
  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.
  4. Determine if the ball was released on a try for goal before the sounding of the shot clock horn when the try is successful. The officials must recognize the potential mistake and signal to the scorer that an instant replay review is required prior to the ball next becoming live. When the try is unsuccessful, a review is not permissible.
- c. Timing.
1. Determine whether the game clock malfunctioned or whether a timing mistake occurred in starting or stopping the game clock. :
    - a. After the malfunction or mistake, such a mistake shall be corrected:
      1. During the first dead ball and before the ball is touched inbounds or out of bounds by a player other than a thrower-in.
      2. When the clock should have been continuously running, the mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player other than a thrower-in.
    - b. No timing mistake correction shall be carried over from one half or extra period to another. Such a mistake shall be corrected before the start of intermission.
    - c. Determine the correct time to be placed back on the game clock when the referee blows the whistle, signals for the game clock to be stopped, and in his judgment time has elapsed before the game clock stopped. On an out of bounds violation, the official shall determine the elapsed time before the game clock stopped from the time the ball actually hit out of bounds.
  2. Determine whether the shot clock malfunctioned or a timing mistake occurred in failing to properly start, stop, set or reset the shot clock. The malfunction or mistake may only be corrected in the



shot clock period in which it occurred. Any activity after the mistake or malfunction has been committed and until it has been rectified shall be canceled, excluding a flagrant 1 or 2 personal foul or any technical foul.

d. Fouls.

1. After a call has been made, determine if a flagrant personal foul or a flagrant 2 contact technical foul or a contact dead ball technical foul occurred. When it is determined that a flagrant personal or flagrant 2 contact technical foul did not occur but a contact dead ball technical foul or common foul did occur, those fouls shall be penalized accordingly. However, no other infractions may be penalized. When the review discloses, by indisputable evidence, that there was no foul, the foul call shall be reversed with no foul charged.
  - a. When there is a foul called for contact, the officials, with a plausible reason, may review the severity of that foul during the dead ball period following the call. When the ball becomes live, there shall be no review of the made call.
2. When officials error and fail to observe the fouls according to 11-2.1.d.1 (this shall not include a common foul) or a fight, they are permitted to correct and penalize these infraction(s), with the use of a monitor review, when the act occurs:
  - a. When the game clock was stopped, it must be corrected:
    1. During the first dead ball after the clock was properly started.
  - b. When the game clock was running, it must be corrected:
    1. During the first dead ball after the clock was properly stopped; or
    2. Before the second live ball when the ball became dead after a successful goal but the clock continued to run.
3. When it is determined that a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul or a fight did occur within the prescribed time frame, the infraction(s) should be penalized and play shall be resumed by awarding the ball to the offended team where the stoppage of play occurred to review the flagrant act. When a flagrant 2 contact 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. When it is determined that a flagrant 1 or 2 personal foul, a flagrant 2 contact technical foul or a fight did not occur within the prescribed time frame, play shall be resumed where the stoppage of play occurred to review the act.
4. A coach may request a monitor review to determine if any flagrant 2 contact foul occurred. When a flagrant 1 or 2 contact foul or contact dead ball technical foul is not assessed, a timeout shall be charged to that team.
5. After a foul has been called, to determine on whom a foul is to be charged when there is uncertainty.

6. To determine if a player faked being fouled (Rule 10-3.1.d), but only as part of an instant replay review to determine if a flagrant personal foul, or contact dead ball technical or a flagrant 2 contact technical foul occurred.
- e. Violations.

In the last two minutes of the second period and any extra period(s), to determine which team caused the ball to go out of bounds when there is a deflection involving two or more players.

### **Section 3. Instant Replay—Mandatory Use**

**Art. 1.** Officials shall use such available equipment in the following situations:

- a. When there is a reading of zeroes on the game clock at the end of any period, after making a call on the playing court, and when necessary to determine the outcome of the game in the following situations:
  1. Determine whether a try for field goal entering the basket was released before the reading of zeroes on the game clock. When it is determined that the try for goal was successful, the official is permitted to put the exact time back on the game clock as to when the ball passed through the net.
  2. Determine whether a shot-clock violation occurred before the reading of zeroes on the game clock.
  3. Determine whether a foul occurred before the reading of zeroes on the game clock. When it is determined that the foul occurred before the reading of zeroes on the game clock, the official is permitted to put the exact time back on the game clock as to when the foul was committed.
- b. To determine whether a fight occurred and the individuals who participated or left the bench area.

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# Appendix I

## Fight-Reporting Procedures

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**The following apply to situations in which a fight has been reported by an official during his jurisdiction. When a fight is not reported by an official, the conference or assigning authority may invoke its own penalty. For the rules on suspensions for fighting see Rule 10-5.**

1. The official shall inform the offender(s), the head coach and the official scorer that an ejection for fighting has occurred (the official scorer shall note this in the scorebook).
2. After the game, the referee shall contact the coordinator of officials/assignor for the game and report all ejection(s) for fighting.
3. The coordinator of officials/assignor shall report the ejection(s) for fighting to the conference commissioner or, if the offender is from an independent institution, to that team's athletics director.
4. The conference commissioner shall call and follow up in writing to the following people:
  - a. The athletics director of the team whose individual(s) was involved; and
  - b. When the opponent's individual(s) was ejected for fighting, that team's conference commissioner or, when that school is an independent institution, that team's athletics director.
5. Fight-reporting procedures should be handled quickly since the long-term participation of the offender(s) shall be affected by a second fight.
6. Related considerations:
  - a. The head coach should withhold the offender(s) from the next scheduled game even if the conference or athletics director has not contacted him or her.
  - b. Institutional and conference policy dictates whether a suspended individual shall be permitted to attend a game from which he or she is suspended. If the individual(s) attends the game, he or she shall not be in the team's bench area.
  - c. After a game, conference offices or the assigning authority may correct an error about who was involved in a fight but can neither change an official's ruling that a fight took place nor lessen the severity of the penalty. However, the conference office/assigning authority may make the penalty more severe.

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# Appendix II

## NCAA Tobacco Policy

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In accordance with NCAA bylaws, the use of tobacco by student-athletes, or team or game personnel (e.g., coaches, athletic trainers, managers and game officials) is prohibited in all sports during practice and competition.

Any student-athlete, or team or game personnel who uses tobacco during practice or competition shall be disqualified for the remainder of that practice or competition.

During regular-season play, each institution shall be responsible for enforcing this rule for its own student-athletes, team personnel and game personnel. During postseason play, which includes conference tournaments, play-ins and NCAA tournament games, the governing sports authority or the games committee shall enforce this rule.

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# Appendix III

## Officiating Guidelines

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### Section 1. Bench Decorum

a. **Unsportsmanlike Conduct.** Coaches and bench personnel are expected to adhere to the specific rule set forth in Rule 10-3.2. Repeated or prolonged violations of these rules should result in a technical foul being assessed against the coach or other bench personnel. More egregious conduct violations, while inside or outside the coaching box, should be properly and consistently penalized with a technical foul without warning. *Examples of egregious conduct violations include, but are not limited to, the following:*

1. Comments directed at or referring to any game official that question the integrity of an official (i.e., repeated references to the number of fouls called against each team; suggesting an official is “cheating” a team, etc.).
2. Profane, vulgar, threatening or derogatory remarks or personal comments relating to race, ethnicity, religion, gender or sexual orientation directed at or referring to any game official or opposing player/bench personnel.
3. Prolonged, negative responses to a call/no-call which is disrespectful or unprofessional and includes, but is not limited to: thrashing the arms in disgust, dramatizing contact by re-enacting the play, or running or jumping in disbelief over a call/no-call.
4. A negative response to a call/no-call including, but not limited to, approaching/charging an official in a hostile, aggressive or otherwise threatening manner, emphatically removing one’s coat in response to a call/no-call or throwing equipment or clothing on to the floor.
5. Continual criticism during a game regarding the same incident after warning by an official.

Officials should permit certain behavior by the head coach who engages in spontaneous reactions to officiating calls and no-calls provided the coach remains in the coaching box and the reaction is not prolonged, profane, vulgar or threatening. At the official’s discretion, repeated spontaneous reactions by the head coach may result in a warning with subsequent incidents resulting in a technical foul. In all cases, the official should consider whether the complaint was heard by persons other than the official and whether the complaint was directed toward the call/no-call or was a personal attack on the official. When complaints become more public or the attacks personal to the official, there should be less discretion exercised by the official.

- b. **Coaching box.** Failure to comply with the rule results in a distinct advantage that is not within the spirit and intent of the rules. The rule is clear and concise. The head coach or any other bench personnel may not be outside the prescribed coaching box except when otherwise permitted by rule. After a warning, for the first violation, a technical foul should be assessed for any subsequent infraction.
- c. **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, 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 handle the situation. This is an official warning. Any further violation by bench personnel shall result in a technical foul assessed to the offender. Egregious (blatant) conduct violations by assistant coaches or bench personnel need no warning and shall immediately result in a technical foul. A technical foul assessed to bench personnel is also assessed as 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 4-34.

A foul shall be called when:

1. A defensive player is held or pushed off of his intended path around a screen by use of the arms, legs or body.
2. A defensive player holds or pushes through the screen using the arms, legs or body.
3. The screener extends the hips or buttocks to displace the defender who is attempting to move around the screen.
4. The screener extends the legs beyond legal width and trips a defender who is attempting to move around the screen.
5. The screener sets a “blind” screen (outside the visual field) on a stationary defender that doesn’t allow the defender 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. 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 or defensive player dislodging an opponent from an established position by pushing or backing in shall be a personal foul on the offending 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.
- g. A defensive post player may use a forearm on the back of an offensive post player with or without the ball as long as equal pressure is being applied and there is no dislodging by either player. Defensive players in the post are required to adhere to all other guarding rules.

#### **Section 4. 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.
- d. When a defensive player uses an arm bar to impede the progress of a dribbler 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 toward bonus	Count toward ejection?
Personal	Live	Committed by player, illegal contact with an opponent.	Free throw(s) to offending 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 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 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 is in control of the ball or an airborne shooter.	No free throw(s).	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
Team Control	Live	Common foul committed by player on team with team control.	No free throw(s).	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
Flagrant 1 Personal	Live	A personal foul that is excessive, but not based on the severity of the act	Two free throws to offended player.	Offending player	Throw-in to offended team at designated spot nearest to where the foul occurred.	Yes	Yes	No
Flagrant 2 Personal	Live	Severe or extreme contact with an opponent while the ball is live.	Ejection of offender, two free throws to offended player.	Offending player	Throw-in to offended team at designated spot nearest to where foul occurred.	No	Yes	Automatic



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?
Flagrant 2 Technical	Dead or live	Extreme unsporting conduct (non-contact) during a live or dead ball or severe/extreme contact with an opponent during a dead ball.	Ejection of offender; two free throws.	Offending player, bench personnel or follower.	Throw-in at designated spot at division line to offended team.	No	Yes	Automatic
Contact Dead Ball Technical	Dead	Contact with opponent that is excessive but does not rise to the level of a Flagrant 2 foul.	Two free throws.	Offending player.	Throw-in to the offended team at division line.	Yes	Yes	Yes, one of two CLASS A (AA) technicals or in combination with two CLASS B technicals (ABB).
Class A Technical	Live or Dead	Unsporting conduct..	Two free throws.	Player, substitute, coach or bench personnel	Point of interruption. (Exceptions- Single flagrant 2 or contact dead ball technical 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)..
CLASS B Technical	Live or Dead	Involves neither contact nor causes contact with an opponent. Falls below limit of unsporting technical.	One free throw.	Player, substitute, coach or 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).

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?
Administrative Technical	Live or Dead	Not specific to an individual's conduct.	One free throws(Excepton: 10-2.2.a Penalty)		Point of interruption.	No	No	No
Double Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws. (Exception: 10-1 Penalty f)	Players	Point of interruption. (Exception: 10-1 Penalty f)	Yes	Yes	No
Double Flagrant 2 Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players	Point of interruption.	No	Yes	Yes
Double Flagrant 1 Personal	Live	Two opponents commit fouls against each other at approximately the same time	No free throws.	Players	Point of interruption	Yes	Yes	No
Simultaneous Personal	Live	Committed by each team at approximately the same time but not by opponents against each other.	No free throws. (Exception: 10-1 Penalty f)	Player	Point of interruption. (Exception: 10-1 Penalty f)	Yes	Yes	No
Double Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws unless one of the technicals is a flagrant 2.	Players, bench personnel or follower	Point of interruption unless one of the technicals is a flagrant 2 technical.	CLASS A	CLASS A	Yes
Double Flagrant 2 Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws.	Players, bench personnel or follower	Point of interruption.	No	Yes	Yes
Simultaneous Technical	Live or dead	Occurs when there is a technical foul committed by each team at approximately the same time, not by opponents against each other.	No free throws unless one of the technicals is a flagrant 2.	Player, bench personnel or follower	Point of interruption unless one of the technicals is a flagrant 2 technical..	CLASS A	CLASS A	Yes

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?
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. flagrant 1 or flagrant 2 foul 2. Unsuccessful 3-pt. try	Player	Administer free throw penalty. For team-control fouls or 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 or a single contact dead ball technical, 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 or a single contact dead ball technical, 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

### (Men's and Women's)

ITEM	NFHS	NCAA
28-foot line throw-in	No rule	<b>Men</b> – Same as NFHS <b>Women</b> – Upon a timeout under 59.9 seconds in fourth or extra period when the ball in the backcourt is out of bounds, after a made basket, or after a change of possession (no dribble or pass), offense may choose to advance to frontcourt 28-foot line tableside for ensuing throw-in
Bonus Free Throws		
One-and-One	On the seventh team foul	<b>Men</b> – Same as NFHS <b>Women</b> – No one-and-one bonus
Double Bonus	On the 10th team foul	<b>Men</b> – Same as NFHS <b>Women</b> – On fifth team foul
Team Fouls Reset	End of the first half	<b>Men</b> – Same as NFHS <b>Women</b> – End of first, second and third period
Blood/Contacts	Player with blood directed to leave game (may remain with charged time-out); player with lost/irritated contacts may remain in the game with reasonable time to correct	<b>Men</b> – Player with blood or lost/irritated contact may remain in game if remedied within a reasonable time <b>Women</b> – Same as men, except 20 seconds or charged time-out to correct contacts

NOTE: These differences do not include court markings; equipment; game and overtime; officials' signals and mechanics, etc.

ITEM	NFHS	NCAA
Coaching Box		
Size	State option, 14-foot box maximum	Extends from 28-foot mark to end line
Loss of Use	If coach is charged with any technical foul	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	Disqualification – Fifth foul (personal and technical) Ejection – Single flagrant; second technical	<b>Men</b> – Same as NFHS, except ejection on 2nd Class A or 3rd Class B technical foul or single flagrant 2 <b>Women</b> – Single Flagrant 2; ejection on second technical
Player Participates after DQ	Direct technical foul charged to head coach	<b>Men</b> – Flagrant 1 technical foul charged to head coach <b>Women</b> – Flagrant 2 technical to offender
Replacement Interval	20 seconds	<b>Both</b> – 15 seconds
Double Foul	Point of interruption for all double fouls	If differing in severity, both penalties assessed with most severe last
Fighting	Ejection The head coach may enter court to stop fight or prevent escalation.	Ejection. One game suspension followed by season suspension – team and coaches <b>Men</b> – Only the head coach may enter court <b>Women</b> – Head coach and one assistant may enter court in a fight situation
Free-Throw		
Free-Thrower Injured	Normal substitution permitted	<b>Men</b> – If unable to attempt FT's, opposing coach selects from four remaining players unless flagrant foul or bleeding player <b>Women</b> – Same as NFHS

NOTE: These differences do not include court markings; equipment; game and overtime; officials' signals and mechanics, etc.

ITEM	NFHS	NCAA
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	<b>Men</b> – Same as NFHS and includes a ball that is touched after it contacts the backboard when any part of the ball is above the ring level – considered to be on its downward flight <b>Women</b> – Same as Men, except ball must be entirely above the ring level
Guarding		
Airborne Defender Exception	No exception	<b>Men</b> – Allowed to move forward when clearly will not make contact on shooter <b>Women</b> – Same as NFHS
Closely-Guarded	Holding or dribbling	<b>Both</b> – Holding only
Legal Position	May be established anywhere on the court	<b>Men</b> – Secondary defender may not establish initial legal guarding position in four-foot restricted area under the basket to draw a charge on player with the ball or who released it on pass or a try <b>Women</b> – same as men except when the play starts outside the LDB and using a three-foot restricted area
Maintaining Legal Position	May move laterally or obliquely to maintain position, as long as not toward opponent when contact occurs and may turn or duck to absorb imminent contact	<b>Men</b> – Same as NFHS except secondary defenders cannot move sideways to maintain on an airborne shooter or passer <b>Women</b> – Same as NFHS
Jump Ball	Re-jump must be by players involved before team control is established	Re-jump may be by any two players
Length of Quarter/Period/Half	Four eight-minute quarters	<b>Men</b> – 20-minute halves <b>Women</b> – Four 10-minute periods

NOTE: These differences do not include court markings; equipment; game and overtime; officials' signals and mechanics, etc.

ITEM	NFHS	NCAA
Officials on Court – Jurisdiction Begins	15 minutes before start and remain for duration of pregame	<b>Men</b> – 20 minutes before start; <b>Women</b> – 15 minutes before start <b>Both</b> – At least one official must remain on the court when team members are present
Player Out of Bounds	Violation called as soon as player leaves the court for an unauthorized reason	Violation called when player returns and is first to touch ball inbounds unless his/her momentum carried the player out of bounds
Post play	An extended arm bar is not allowed	<b>Men</b> – Equal pressure on post player allowed with one forearm <b>Women</b> – A forearm or one hand is allowed
Shot Clock	No rule	30 seconds
Stop Clock	No rule	After made basket with less than one minute in second half or overtime
Technical Fouls		
Types	Direct & Indirect – Only applies to the head coach; direct for his/her behavior, indirect for penalty to bench personnel – includes pregame or dead-ball dunking	<b>Men</b> – Class A, Class B and Administrative technical fouls, no penalty for pregame or dead-ball dunking <b>Women</b> – Same as NFHS plus Player/Substitute and Bench Technicals
One-shot Technical	No rule	<b>Men</b> – Administrative and Class B and technicals <b>Women</b> – no rule
Count Toward	Team-foul total Disqualification – five personal fouls (all team members) Ejection – two technical fouls (all team personnel)	Administrative technical fouls do not count toward team-foul total <b>Men</b> – Class A count toward team-foul total, disqualification and ejection; Class B count toward ejection; Administratives do not count toward team-foul totals <b>Women</b> – Same as NFHS

NOTE: These differences do not include court markings; equipment; game and overtime; officials' signals and mechanics, etc.

ITEM	NFHS	NCAA
Resuming Play	Throw-in to offended team at division line opposite table	Point of interruption, except: <b>Men</b> – Single flagrant 2 and contact dead-ball technical fouls – throw-in at either side of division line <b>Women</b> – Excessive timeout, dead-ball contact and Flagrant foul – point of interruption to offended team
Ten-second Rule	Must advance from backcourt	Must advance from backcourt. Count starts on the legal touch on a throw-in and on control on rebound and jump ball
Reset	No reset	Count is not reset when defense causes out-of-bounds violation, team in control retains possession after a held ball, technical foul assessed to the team in control
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	<b>Men</b> – May not cross boundary plane until ball has crossed boundary plane – warning followed by technical foul <b>Women</b> – Same as Men except team warning followed by technical foul
Time-out(s)		
Excessive	Technical foul	<b>Men</b> – One shot and point of interruption <b>Women</b> – Two shots and loss of ball

NOTE: These differences do not include court markings; equipment; game and overtime; officials' signals and mechanics, etc.



ITEM	NFHS	NCAA
Number & Length	Three 60- and two 30-second time-outs	<p><b>Men Media</b> – Three 30- and one 60-second team timeouts, a team called timeout within 30 seconds of media mark becomes the media timeout or when it created the first stoppage at or below the media mark</p> <p><b>Men Non-Media</b> – Four 75- and two 30-second</p> <p><b>Women Media</b> – Three 30-second and one 60-second, a team timeout at any time above the media mark goes to media and the first team-called timeout of second half goes to media</p> <p><b>Women Non-Media</b> – Three 30- and two 60-second</p>
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
	Player or coach can request	<p><b>Men</b> – No live ball, coach's request granted</p> <p><b>Women</b> – Same as NFHS</p>
Resuming Play	Resumption-of-play procedure	Team warning, followed by resumption-of-play procedure
Uniforms		
Jersey Color	Home shall wear white and visitor contrasting dark	Home shall wear light and visitor contrasting dark, except altered by mutual consent

NOTE: These differences do not include court markings; equipment; game and overtime; officials' signals and mechanics, etc.

ITEM	NFHS	NCAA
Jersey Design	Torso defined by area from base of neckline to bottom of jersey and from side insert to side insert; no design restrictions outside torso A single visible manufacturer's logo/trademark/reference is permitted on the team jersey	Neutral zone measured 5 inches from top of shoulder to bottom of jersey and 12 inches in width from center of neckline (front and back); only name/number and 15% tonal color shift permitted in neutral zone; no design restrictions outside neutral zone
Worn	Jerseys designed to be worn outside the pants permitted; jerseys/pants may not be removed within visual confines of playing area	Jerseys worn outside the game pants prohibited; no rule regarding removal
Penalty for illegal jersey/ number	Direct technical foul charged to head coach	Administrative technical foul
Pants/Shorts	No rule	The perceptible majority of shorts must be the same color of the neutral zone
Undershirt	Individual player must have same length sleeves	<b>Men</b> – May not extend below the elbow <b>Women</b> – Compression long sleeves permitted. Similar color as jersey
Arm, leg, lower leg sleeves and tights	White, black, beige or the predominant color of the jersey	Arm sleeve – Solid color – white, black, beige or any color in jersey Leg/Knee sleeve – White, black, beige or color of the game shorts
Headband/ Wristbands	White, black, beige or the predominant color of the jersey	Headbands, wristbands and sleeves worn by the same team must all be the same color White, black, beige or jersey color

NOTE: These differences do not include court markings; equipment; game and overtime; officials' signals and mechanics, etc.

ITEM	NFHS	NCAA
Matching	Headband and wristbands must match, separately arm sleeves do not have to match leg/knee sleeves	
Videotape	Legal to use during the game or intermission for coaching	Illegal to use at courtside

NOTE: These differences do not include court markings; equipment; game and overtime; officials' signals and mechanics, etc.

# 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

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.	Three 30-second timeouts and one 60-second timeout per team.	Each team carries over any unused timeouts from the first half but cannot carry more than two 30-second timeouts each. The third 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 or within 30 seconds of the media minute mark and until the first dead ball after the media minute mark. When using FOUR electronic-media timeouts, they occur after the 16-, 12-, 8- and 4-minute marks or within 30 seconds of the media minute mark and until the first dead ball after the media minute mark. 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 or within 30 seconds of the media minute mark and until the first dead ball after the media minute mark. When using FOUR electronic-media timeouts, they occur after the 16-, 12-, 8- and 4-minute marks or within 30 seconds of the media minute mark and until the first dead ball after the media minute mark. The first timeout called by either team in this half only shall become a media timeout and shall not replace the first media timeout. It shall be 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.

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 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. First team called timeout of second half becomes the media timeout.	None

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# Appendix VII

## Concussions

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*In July 2014, the NCAA, in partnership with numerous medical and sport organizations, announced “InterAssociation Guidelines” ([www.NCAA.org/ssi](http://www.NCAA.org/ssi)) that addressed diagnosis and management of sport-related concussion. The section in teal that follows is taken directly from these guidelines.*

### BACKGROUND

There are more than 42 consensus-based definitions of concussion. A recently published, evidence-based definition of concussion follows.<sup>1</sup>

Concussion is:

- a change in brain function,
- following a force to the head, which
- may be accompanied by temporary loss of consciousness, but is
- identified in awake individuals, with
- measures of neurologic and cognitive dysfunction.

Diagnosis and management of sport-related concussion is a clinical diagnosis based on the judgment of the student-athlete’s health care providers.<sup>2</sup> The diagnosis and management of sport-related concussion is challenging for many reasons:

- The physical and cognitive examinations are often normal, and additional tests such as brain computerized tomography (CT), brain MRI, electroencephalogram and blood tests are also commonly normal. Although comprehensive neuropsychological tests may be a useful adjunctive tool supporting the diagnosis of sport-related concussion, there remains controversy regarding interpretation and utility as a clinical tool.
- The clinical effects of sport-related concussion are often subtle and difficult to detect with existing sport-related concussion assessment tools.
- The symptoms of sport-related concussion are not specific to concussion and it is challenging to evaluate a student-athlete who presents non-specific symptoms that may be related to other conditions.
- Sport-related concussion may manifest with immediate or delayed-onset symptoms. Symptom manifestation can vary between individuals and in the same individual who has suffered a repeat concussion.
- Modifying factors and co-morbidities — such as attention deficit hyperactivity disorder, migraine and other headache disorders, learning disabilities and mood disorders — should be considered in making the diagnosis, in providing a management plan, and in making both return-to-play and return-to-learn recommendations.<sup>3-7</sup>

- “Signal detection” on clinical measures (e.g., cognitive and balance testing) often quickly diminishes in the acute setting of early recovery. Although cognitive function and balance assessed within 24 hours with various sideline tests (Standardized Assessment of Concussion [SAC] and Balance Error Scoring System, respectively) have been shown to be useful in diagnosing concussion, these tests often normalize within a few days and cannot be used to make a definitive diagnosis.
- Student-athletes may underreport symptoms and inflate their level of recovery in hopes of being rapidly cleared for return to competition.
- Clinical assessment of sport-related concussion is a surrogate index of recovery and not a direct measure of brain structure and functional integrity after concussion.

In summary, the natural history of concussion remains poorly defined, diagnosis can be difficult, there are often few objective findings for diagnosis or physiological recovery that exist for clinical use, and there often remains a significant reliance on self-report of symptoms from the student-athlete.

The NCAA Concussion Policy and Legislation mandates that institutions implement the following:

1. An annual process that ensures student-athletes are educated about the signs and symptoms of concussion;
2. A process that ensures a student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion shall be removed from athletics activities and evaluated by a medical staff member with experience in the evaluation and management of concussion;
3. A policy that precludes a student-athlete diagnosed with a concussion from returning to athletic activity for at least the remainder of that calendar day; and
4. A policy that requires medical clearance for a student-athlete diagnosed with a concussion to return to athletics activity as determined by a physician or the physician’s designee.

## **GUIDELINES**

The goals of developing guidelines for the diagnosis and management of sport-related concussion are: (1) helping athletic health care providers to diagnose and manage sport-related concussion; (2) developing prevention strategies for sport-related concussions and repeat sport-related concussion; (3) promoting sport-related concussion injury resolution; (4) minimizing factors that contribute to prolonged or recurrent symptoms of sport-related concussion; and (5) preventing or minimizing complications of other co-morbidities that may accompany sport-related concussion (e.g., ADHD, migraine and other headache disorders, learning disabilities and mood disorders).

## **CONCUSSION MANAGEMENT PLAN**

Institutions should make their concussion management plan publically available, either through printed material, their website, or both. Guideline components of a concussion management plan are:



1. **Education:** Institutions should provide applicable NCAA concussion fact sheets or other applicable educational material annually to student-athletes, coaches, team physicians, athletic trainers, and athletics directors. There should be a signed acknowledgement that all parties have read and understand these concussion facts and their institution's concussion management plan.

2. **Pre-participation assessment:** A onetime, pre-participation baseline concussion assessment for all varsity student-athletes should include, but not necessarily be limited to:

- A brain injury/concussion history;
- Symptom evaluation;
- Cognitive assessment; and
- Balance evaluation. The team physician should determine pre-participation clearance and/or the need for additional consultation or testing.<sup>11</sup>

3. **Recognition and diagnosis of concussion:** All student-athletes who are experiencing signs, symptoms or behaviors consistent with a sport-related concussion, at rest or with exertion, must be removed from practice or competition and referred to an athletic trainer or team physician with experience in concussion management. A student-athlete's health care provider experienced in the diagnosis and management of concussion should conduct and document serial clinical evaluation inclusive of symptom inventory and evaluation of cognition and balance. A student-athlete diagnosed with sport-related concussion should not be allowed to return to play in the current game or practice and should be withheld from athletic activity for the remainder of the day. Disposition decisions for more serious injuries such as cervical spine trauma, skull fracture or intracranial bleed, should be made at the time of presentation.

4. **Post-concussion management:** The foundation of sport-related concussion management is initial physical and relative cognitive rest as part of an individualized treatment plan.<sup>2</sup> Initial management of sport-related concussion is based on individual serial clinical assessments, taking a concussion history, modifying factors, and taking specific needs of the student-athlete into consideration. Such management includes, but is not limited to:

- Clinical evaluation at the time of injury. When the rapid assessment of concussion is necessary (e.g., during competition), symptom assessment, physical and neurological exam, and balance exam should be performed. Brief concussionevaluation tools such as the Standardized Concussion Assessment Tool 3 (SCAT3), which includes the Standardized Assessment of Concussion (SAC), provide standardized methods and can be compared to a baseline evaluation.<sup>12</sup>
- Assessment for head and cervical spine injury at time of injury and implementation of the emergency action plan, as warranted.
- Transportation to the nearest hospital if any of following signs and symptoms are present: Glasgow Coma score less than 13; prolonged period of loss of consciousness (longer than one minute); focal neurological deficit; repetitive vomiting; persistently diminished or

worsening mental status or other neurological signs or symptoms; and potential spine injury.

- Serial evaluation and monitoring for deterioration following injury. Upon discharge from medical care, both oral and written instructions for home care should be given to the student-athlete and to a responsible adult (e.g., parent or roommate) who should continue to monitor and supervise the student-athlete during the acute phase of sport-related concussion.<sup>12</sup>

## **RETURN TO ACTIVITY**

Sport-related concussion is a challenging injury for student-athletes and, unlike other injuries, the timeline for return to full activity (including return-to-play and return-to-learn) is often difficult to project. The psychological response to injury is also unpredictable. Sometimes, student-athletes who are kept out of their sport for a prolonged period of time experience emotional distress related to being unable to participate in sport.<sup>13</sup> It is important that health care providers remain alert to the signs and symptoms of depression and other emotional responses to injury that can be particularly challenging following concussive injury.<sup>13</sup> A student-athlete's health care providers should verify the diagnosis instead of assuming that the student-athlete has prolonged concussion symptoms. These symptoms may represent post-concussion syndrome, sleep dysfunction, migraine or other headache disorders, or co-morbid mood disorders such as anxiety and depression.<sup>7</sup> Passive management, such as prolonged physical and cognitive rest, may be counter-productive in these scenarios.

## **RETURN-TO-PLAY**

Once a student-athlete has returned to his/her baseline, the return-to-play decision is based on a protocol of a stepwise increase in physical activity that includes both an incremental increase in physical demands and contact risk supervised by a physician or physician designee.<sup>12</sup> Most return-to-play protocols are similar to those in the Consensus Statement on Concussion in Sport guidelines,<sup>2</sup> which outline a progressive increase in physical activity if the individual is at baseline before starting the protocol and remains at baseline throughout each step of the protocol. It is noteworthy that all return-to-play guidelines are consensus-based and have not been validated by evidence-based studies.<sup>14-15</sup> McCrea and colleagues<sup>16</sup> have reported that a symptom-free waiting period is not predictive of either clinical recovery or risk of a repeat concussion. Further, student-athletes have variable understanding of the importance of reporting possible concussion symptoms.<sup>8-9</sup> In summary, it should be recognized that current return-to-play guidelines are based on expert consensus.

There is emerging evidence that focused exercise or recovery techniques may be utilized before full recovery has occurred, but more study is needed. Given the paucity of scientific evidence regarding return-to-play and expert consensus documents that have been published, adherence to consensus guidelines is recommended. However, it is important to stress an individualized approach for return-to-play. Some student-athletes may have minimal concussive symptomatology with minimal symptom duration and no modifiers (conditions that may prolong recovery such as prior concussion,

migraine, ADHD, depression/anxiety). In scenarios of this nature, and with experienced clinicians in a highly select setting, the return-to-play protocol may be modified.<sup>17</sup> In contrast, if a student-athlete has a concussion history, increased symptom burden or duration, or has symptoms for three to four weeks with other concussion modifiers, then the return-to-play progression should proceed more cautiously and each stage may take more than a day.<sup>12</sup>

Distinctive neurological deficits, such as vestibular or oculo-motor dysfunction, should be specifically addressed to avoid prolonged return-to-play. For example, if a student-athlete suffers from vestibular dysfunction as a manifestation of sport-related concussion, and is unable to progress in the return-to-play protocol, it is important to address the specific vestibular dysfunction rather than to simply return the student-athlete to the previous level of return-to-play progression.<sup>7</sup> In other words, ‘rest’ can sometimes lead to adverse outcomes if an accurate diagnosis based on neurological dysfunction is not made. The guidelines presented herein serve as a general guide and are not meant to be prescriptive.

### **STEPWISE PROGRESSION**

The initial management of sport-related concussion is relative physical and cognitive rest. Athletes diagnosed with sport-related concussion must be removed from play and must not return to sport-related activity for at least one calendar day and are to be evaluated by a health care provider with expertise in sport-related concussion. Once a concussed student-athlete has returned to baseline level of symptoms, cognitive function and balance, then the return-to-play progression can be initiated, as follows in this general outline:

1. Light aerobic exercise such as walking, swimming or riding a stationary bike. No resistance training. If asymptomatic with light aerobic exercise, then;
2. Mode, duration and intensity-dependent exercise based upon sport. If asymptomatic with such exertion, then;
3. Sport-specific activity with no head impact. If asymptomatic with sport-specific activity, then;
4. Non-contact sport drills and resumption of progressive resistance training. If asymptomatic with non-contact drills and resistance training, then;
5. Full-contact practice. If asymptomatic with fullcontact practice, then;
6. Return-to-play. Medical clearance will be determined by the team physician/physician designee, or athletic trainer in consultation with a team physician.

At any point, if the student-athlete becomes symptomatic (i.e., more symptomatic than baseline), or scores on clinical/cognitive measures decline, the team physician should be notified and the student-athlete should be returned to the previous level of activity. Final determination of return-to-play ultimately resides with the team physician/physician designee.

## RETURN TO ACADEMICS

Return to academics (return-to-learn) is a parallel concept to return-to-play,<sup>6,18-20</sup> but has received less scientific evaluation. Return-to-learn guidelines assume that both physical and cognitive activities require brain energy utilization, and that after a sport-related concussion, brain energy may not be available for physical and cognitive exertion because of a brain energy crisis.<sup>3</sup> Return-to-learn should be managed in a stepwise program that fits the needs of the individual, within the context of a multi-disciplinary team that includes physicians, athletic trainers, coaches, psychologists/counselors, neuropsychologists, administrators as well as academic (e.g. professors, deans, academic advisors) and office of disability services representatives. The return-to-learn recommendations outlined below are based on expert consensus. Like return-to-play, it is difficult to provide prescriptive recommendations for return-to-learn. The student-athlete may appear physically normal but may be unable to perform as expected due to concussive symptomatology.

## STEPWISE PROGRESSION

As with return-to-play, the first step of return-to-learn is relative physical and cognitive rest. Relative cognitive rest involves minimizing potential cognitive stressors, such as school work, video games, reading, texting and watching television. Data from small studies suggest a beneficial effect of cognitive rest on concussion recovery.<sup>20</sup> For the college student-athlete, consideration should be given to avoiding the classroom for at least the same day as the sport-related concussion. The period of time needed to avoid class or homework should be individualized. The gradual return to academics should be based on the absence of concussion symptoms following cognitive exposure. The consensus to date includes:<sup>3,19</sup>

1. If the student-athlete cannot tolerate light cognitive activity, he or she should remain at home or in the residence hall.
2. Once the student-athlete can tolerate cognitive activity without return of symptoms, he/she should return to the classroom, often in graduated increments.

At any point, if the student-athlete becomes symptomatic (i.e., more symptomatic than baseline), or scores on clinical/cognitive measures decline, the team physician should be notified and the student-athlete's cognitive activity reassessed.

The extent of academic adjustments needed should be decided by a multi-disciplinary team that may include the team physician, athletic trainer, faculty athletics representative or other faculty representative, coach, individual teachers, neuropsychologist and psychologist/counselor. The level of multi-disciplinary involvement will vary on a case-by-case basis. The majority of studentathletes who are concussed will not need a detailed return-to-learn program because full recovery typically occurs within two weeks. For the student-athlete whose academic schedule requires some minor modification in the first one to two weeks following a sport-related concussion, adjustments can often be made without requiring meaningful curriculum or testing alterations.

For those student-athletes whose symptoms persist for longer than two weeks, there are differing ways to access academic adjustment or accommodations. The student-athlete may need a change in his or her class schedule; special arrangements may be required for extended absences, tests, term papers and projects. Many institutions offer “provisional or temporary” accommodations for individuals who have impairments that are short-term in nature – six months or less (such as a broken arm or concussion). Such accommodations are often accessed through the disability services office.

A more difficult scenario occurs when the student-athlete experiences prolonged cognitive difficulties. In this case, considerations should include neuropsychological evaluation to: (a) determine the nature and severity of cognitive impairment, and (b) identify the extent to which psychological issues may be present and may be interacting with the cognitive processes. Institutions can develop a detailed academic plan that specifies the support services available for that student-athlete. The student-athlete can also choose to disclose the documentation to the disability office in order to seek long-term accommodations or academic adjustments. The disability office will verify if the impairment is limiting a major life activity per the Americans with Disabilities Act. Accommodations or academic adjustments are often provided in order to “level the playing field” for the student-athlete with prolonged cognitive difficulties resulting from a concussion. A detailed academic plan coupled with accommodations can provide the needed support for a student-athlete as he or she returns to learning after a concussion.

The successful implementation of return-to-learn depends on several variables:

- Recognition that concussion symptoms vary widely among student-athletes, and even within the same individual who may be suffering a repeat concussion.
- Identification of a point person or case manager for the student-athlete who can navigate the dual obligations of academics and athletics.
- Identification of co-morbid conditions that may impair recovery, such as migraine or other headache conditions, attention-deficit hyperactivity disorder, anxiety and depression, or other mood disorders.
- Identification of campus resources that can help assure that student-athletes are provided their full rights during this transition period.

Campus resources vary, and may include the following:

- Learning specialists. Many college campuses have certified learning specialists who have specialized knowledge of medical conditions such as concussion and post-concussion syndrome. They usually work directly with the disability office.
- Office of disability services. Most campuses have a disability office that is responsible for verifying each student’s impairment under the Americans with Disabilities Act Amendments Act (ADAAA). Sometimes there is a separate disability office and ADAAA office. In this case the first resource is the campus disability office. Concussion and mild traumatic brain injury are covered under ADAAA.

It is advisable for the concussed student-athlete's medical team to identify an academic point person and to be certain this academician is interwoven into the medical management plan. Because return-to-learn is often under-managed and under-recognized, there should also be broad discussions of this important paradigm with athletics departments across the country, engaging organizations such as the National Association of Academic Advisors for Athletics, the American College Personnel Association, NASPA, Student Affairs Administrators in Higher Education, the Coalition on Intercollegiate Athletics, National Athletic Trainers Association, College Athletic Trainers Society, American Medical Society for Sports Medicine and other allied organizations. Student-athletes are more likely to return successfully to full classroom activity in the setting of a proactive and well-integrated management plan.

## **SPORTS PARTICIPATION DEFINITIONS AND CONCUSSION EPIDEMIOLOGY**

Concussion incidence varies among sports. The American Academy of Pediatrics published a classification of sports by contact in 2001. Then in 2013, the American Academy of Neurology's statement described contact and collision sports as those in which athletes purposely hit other athletes or inanimate objects. The purposeful collisions put athletes participating in this class of sports at greater risk for concussions. Limited contact sports were described as those in which the force and the frequency of collisions, whether with other athletes or inanimate objects, are decreased. Noncontact sports were described as those in which players do not come in contact with athletes or inanimate objects by force.

The rate of concussion in NCAA sports can be assessed in various ways. Figure 1 demonstrates the rate of competition concussion per 1,000 student-athlete exposures. It is noteworthy that the higher rates occur in contact/collision sports. All meaningfully measurable rates occur in either contact/collision or limited contact/impact sports. It is also noteworthy that women have a higher rate of concussion than men for soccer and basketball. Another way to look at concussion is through annual estimates of the actual number of concussions within the sport, combining both practice and competition sessions. Figure 2 depicts the percentage of concussions from each sport given the total number of concussion in 14 NCAA sports.

Because of the large size of football teams and the higher rate of concussion relative to other sports, concussion incidence is highest in football. In assessing the available data, anticipating concussion risk can be made based on the sport; anticipating concussion risk can also be guided by impact expectation. For each sport, it is important to follow the institution's concussion management plan.

The NCAA reviewed various concussion guidelines in addition to the injury data across sports to classify sports by an expectation for impacts and collisions. Unlike the previous two classifications, this classification (Figure 3) lists lower-tier sports as limited contact because athletes are still at risk of a concussion both in sports and daily life.

## POST-CONCUSSION RAMIFICATIONS

There is considerable controversy with regard to longterm implications of concussion. On one end of the spectrum, some claim that repeated concussions cause a neurodegenerative brain disease called chronic traumatic encephalopathy or CTE. On the other end of the spectrum, some claim that there are no significant long-term sequelae of concussion. The murky evidence lies somewhere in between.

**Post-Concussion Syndrome.** Post-concussion syndrome refers to prolonged concussion symptoms following concussion. It is not truly a “syndrome” because there is no core of consistent symptoms and there is no clear correlation with type or severity of concussion, biomarkers, or genetic/personality predisposition. Symptoms may be neurologic (e.g., dizziness, light sensitivity), cognitive (memory, attention deficits) and emotional (depression, anxiety). Post-concussion syndrome is best considered a neuropsychiatric disorder, and it is important to recognize that it has no bearing on the extent of, or expected recovery from, concussion. Postconcussion syndrome is best managed in a multidisciplinary manner that includes gradual increase in physical and cognitive activity. Management is distinctly different from acute concussion management, and individuals should not simply be relegated to prolonged rest, which may perpetuate the symptomatology.

**Chronic Neurobehavioral Impairment.** Cognitive and executive dysfunction has been described following multiple concussions. However, only two Class I studies exist, and these are for jockeys and rugby players. There are seven Class II studies that include boxers, NFL players and soccer players, which demonstrate long-term cognitive impairment. Two studies show an association with apoE4 genotype, suggesting a genetic predisposition, and one study shows an association with a prior history of learning disability. There is one Class III study of NFL players. There is some correlation with magnitude of exposure and chronic neurobehavioral impairment in professional athletes, but the relationship between exposure and chronic neurobehavioral impairment in amateur athletes is uncertain. This may be from a combination of underpowered studies and possible brain adaptations that are different in younger individuals.

**Depression.** Depression also has been reported as a possible long-term manifestation of repeated concussion. Two Class II studies of retired NFL players note

**Chronic Traumatic Encephalopathy (CTE).** CTE is a progressive neurodegenerative disease whose pathologic hallmark is abnormal tau deposition, with clinical manifestations of mood disorder, neuromuscular incoordination, dementia and death. There are not agreed-upon pathological and clinical criteria for CTE, although it seems clear that CTE is a distinct clinical entity from Alzheimer’s disease. In a 2012 publication of CTE case series (Brain), CTE is described as a “progressive tauopathy that occurs as a consequence of repetitive mild traumatic brain injury.” In the Zurich 2012 consensus paper, it is noted that “it is not possible to determine the causality or risk factors [of CTE] with any certainty. As such, the speculation that repeated concussion or subconcussive impacts cause CTE remains unproven.” The universal consensus in the NCAA Concussion Task Force was that we

need to better understand CTE with regard to genetic predispositions and biomarkers. No task force member noted a clear cause-and-effect relationship between concussion and CTE.

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## NCAA CONCUSSION POLICY AND LEGISLATION

The NCAA Executive Committee adopted (April 2010) the following policy for institutions in all three divisions: "Institutions shall have a concussion management plan on file such that a student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion shall be removed from practice or competition and evaluated by an athletics health care provider with experience in the evaluation and management of concussions. Student-athletes diagnosed with a concussion shall not return to activity for the remainder of that day. Medical clearance shall be determined by the team



physician or his or her designee according to the concussion management plan. “In addition, student-athletes must sign a statement in which they accept the responsibility for reporting their injuries and illnesses to the institutional medical staff, including signs and symptoms of concussions. During the review and signing process, student-athletes should be presented with educational material on concussions.”

### **NCAA adopted concussion management plan legislation**

An active member institution shall have a concussion management plan for its student-athletes. The plan shall include, but is not limited to, the following:

- a) An annual process that ensures student-athletes are educated about the signs and symptoms of concussions. Student-athletes must acknowledge that they have received information about the signs and symptoms of concussions and that they have a responsibility to report concussion-related injuries and illnesses to a medical staff member;
- b) A process that ensures a student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion shall be removed from athletics activities (e.g., competition, practice, conditioning sessions) and evaluated by a medical staff member (e.g., sports medicine staff, team physician) with experience in the evaluation and management of concussions;
- c) A policy that precludes a student-athlete diagnosed with a concussion from returning to athletic activity (e.g., competition, practice, conditioning sessions) for at least the remainder of that calendar day; and
- d) A policy that requires medical clearance for a student-athlete diagnosed with a concussion to return to athletics activity (for example, competition, practice, conditioning sessions) as determined by a physician (e.g., team physician) or the physician’s designee.

### **Effect of violation.**

A violation of Constitution 3.2.4.17 shall be considered an institutional violation per Constitution 2.8.1; however, the violation shall not affect the student-athlete’s eligibility.

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# Appendix VIII

## Accommodations for Student-Athletes with Disabilities

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Proposed language for NCAA playing rules books relative to accommodating the needs of student-athletes with disabilities:

The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or his/her designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

- a. The playing rule from which relief is sought;
- b. The nature of the proposed modification or accommodation;
- c. The nature of the student-athlete's disability and basis for modification or accommodation;
- and
- d. The proposed duration of the requested modification or accommodation.

Additionally, each request should be accompanied by documentation evidencing the student-athlete's disability (e.g., a medical professional's letter). Upon receipt of a complete waiver request, the secretary-rules editor will consult with NCAA staff, the applicable sport/rules committee, other sport governing bodies, and/or outside experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The secretary-rules editor will communicate the decision in writing (which may be via email) to the requesting member

institution. If the request is granted, the member institution should be prepared to provide the written decision to the officiating staff, opposing coach(es), and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 2P of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with impairment.

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# Appendix IX

## Official Men's Basketball Signals

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### Starting and Stopping Clock



Start Clock



Stop Clock



Stop Clock for Foul

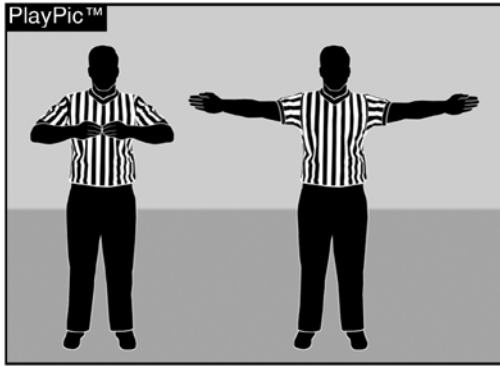


Stop Clock for  
Jump Ball

### Timeouts



**30-second Timeout**



**60-second Timeout**



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



**Shortened Timeout  
for Substitution**

### Violations



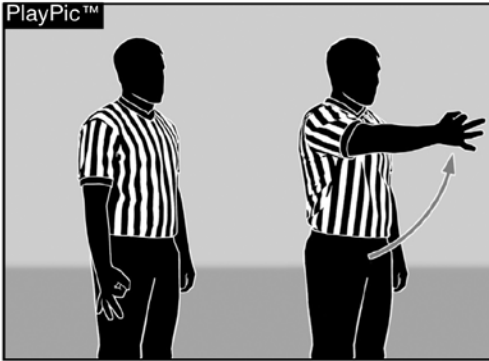
**Throw-in Spot or Designated Spot Violation**



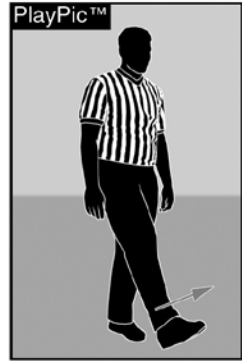
**Five-second Violation**



**10-second Violation**

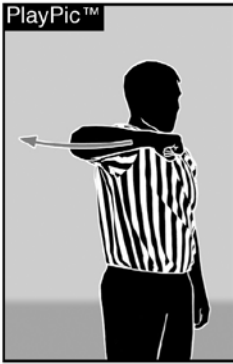


**Three-second Violation**

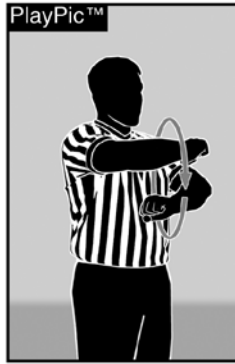


**Kicking Violation**

### Violations



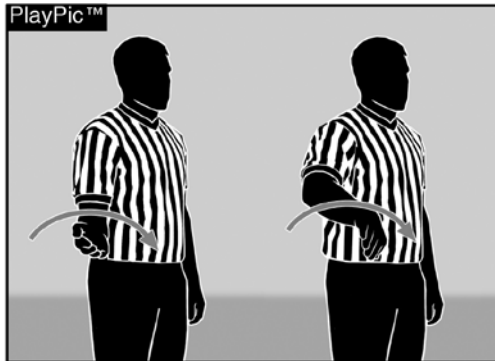
**Excessive Swinging of Elbows**



**Traveling Violation**



**Illegal Dribble Violation**



**Over and Back or Palming/Carrying Violation**



**Shot Clock Violation**

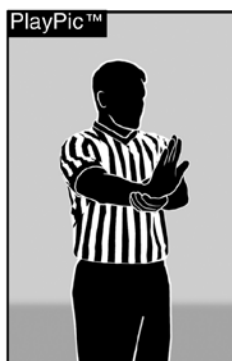
## Fouls



**Holding Foul**



**Pushing or Charging Foul**



**Hand-checking Foul**



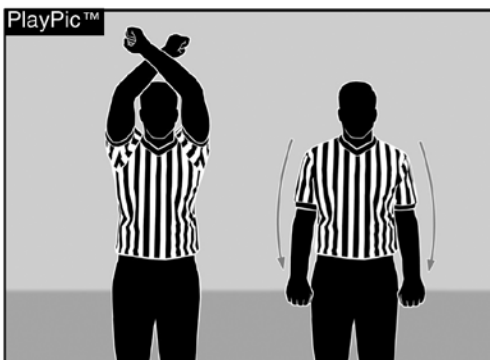
**Player Control Foul**



**Technical Foul**



**Illegal Use of Hands Foul**



**Flagrant 1  
Personal Foul**

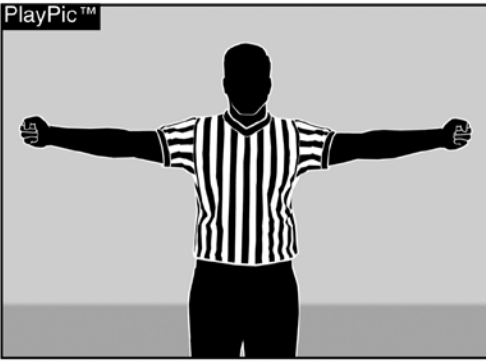
**Intentional Foul:  
Excessive Contact**



**Blocking Foul**



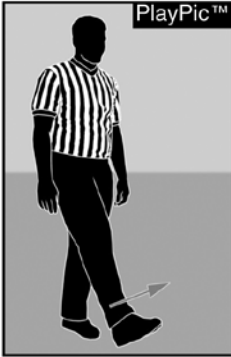
### Fouls



Double Foul



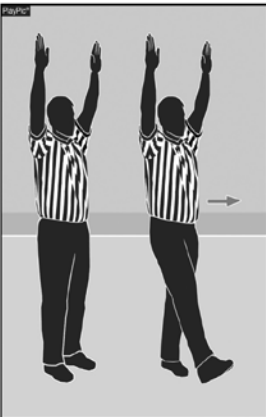
Hit to the Head



Tripping



Team-Control/Player-Control Foul



Walk Under Shooter or Passer



POV Foul

### Information



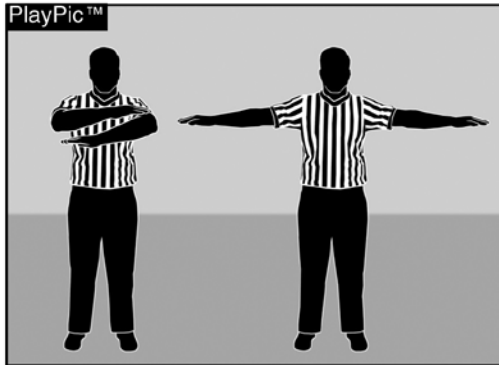
Foul: Optional 'Bird Dog'



Beckon Substitute



Tipping the Ball



No Score

### Information



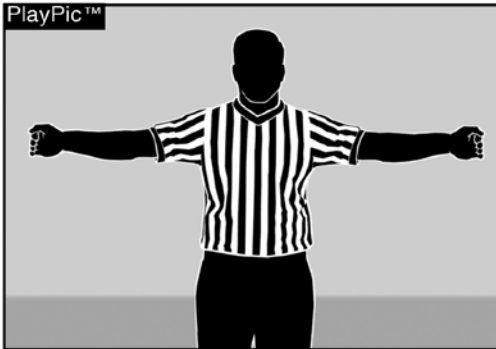
Shot Clock Reset



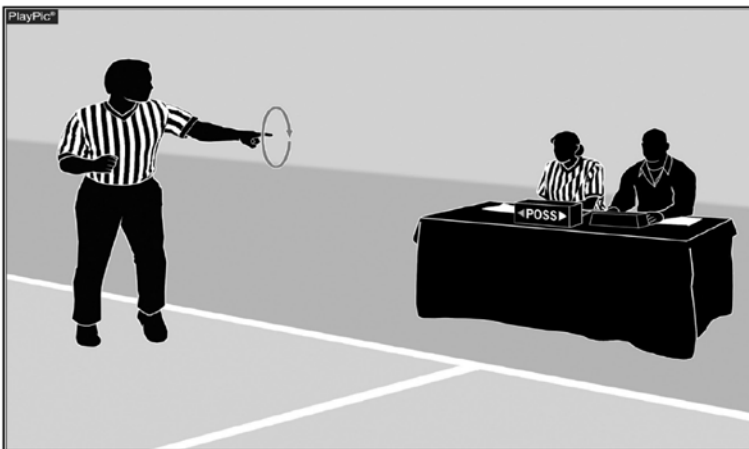
Foul Reporting



Delayed-Dead Ball:  
Withheld Whistle

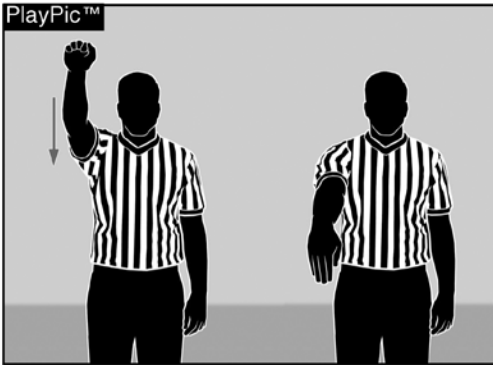


Not Closely Guarded



"Note the time"

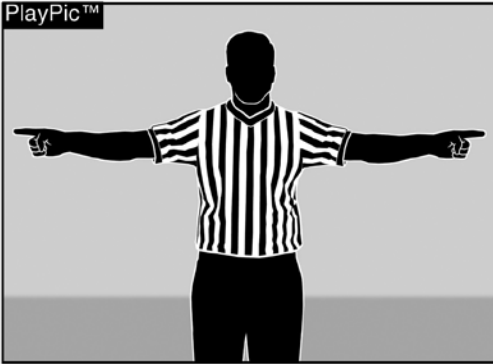
### Scoring/Shooting



**Goal Counts or is Awarded**



**Two Free Throws**



**Bonus Free Throw**

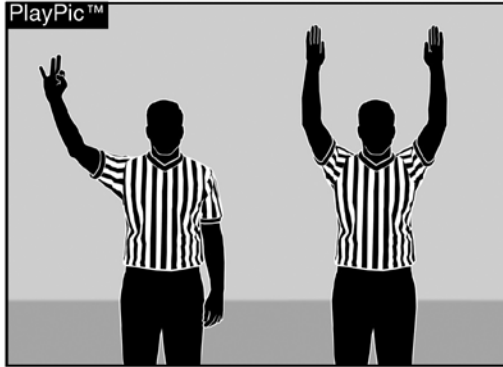


**Three Free Throws**

### Scoring/Shooting

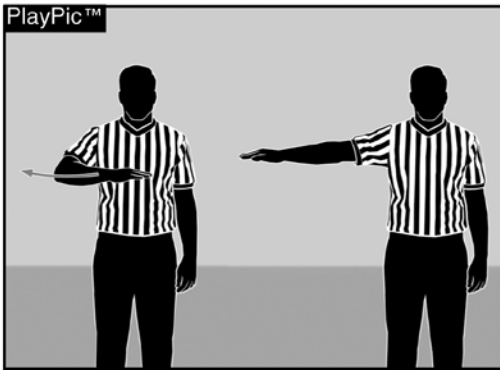


One Free Throw



Three-Point Attempt

Three-Point Successful



Visible Count

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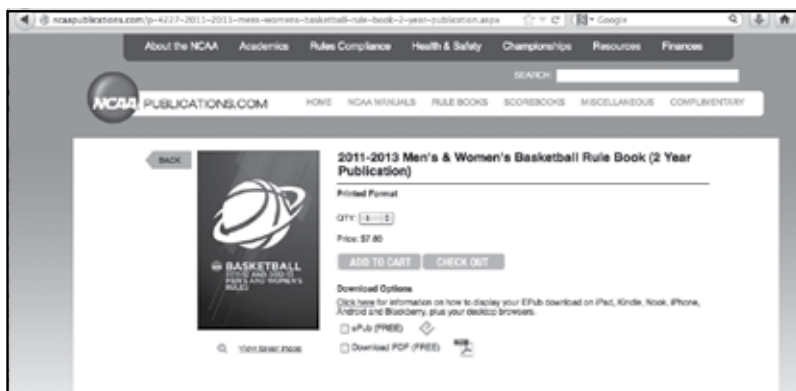
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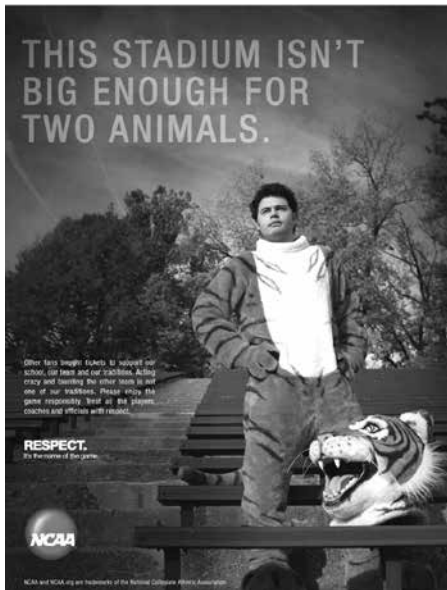
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Sportsmanship is a core value of the NCAA. The NCAA Committee on Sportsmanship and Ethical Conduct has identified **respect** and **integrity** as two critical elements of sportsmanship and launched an awareness and action campaign at the NCAA Convention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

Athletics administrators may download materials and view best practices ideas at the website below: [www.NCAA.org](http://www.NCAA.org), then click on “Student-Athlete Programs,” then “Sportsmanship” and select the “Resources/Best Practices” tab.



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