



BASKETBALL



**2008 MEN'S AND WOMEN'S
RULES AND INTERPRETATIONS**

2008 NCAA MEN'S AND WOMEN'S BASKETBALL RULES AND INTERPRETATIONS

Sportsmanship

The primary goal of the rules is to maximize the safety and enjoyment of the student-athlete. Sportsmanship is a key part of that goal. Sportsmanship should be a core value in behavior of players and bench personnel, in crowd control by game management and in the officials' proper enforcement of the rules governing related actions.

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Men's and Women's Committee Actions for 2007-08

Men's Report

After years of study and debate, the Men's Basketball Rules Committee voted to extend the three-point line to 20 feet, 9 inches. The rules change, which was approved by the Playing Rules Oversight Panel (PROP), will be effective with the 2008-09 season, giving institutions time to add the new court marking. The following are anticipated questions about the rules change:

Will there be a change to the width of the lane? No. The committee discussed the change in the three-point line in conjunction with a wider lane but elected not to make a change to the lane. Because of the expense involved with updating thousands of basketball courts across the country, it is unlikely that a change to the lane would be considered by the committee or approved by PROP for several years.

Is the new three-point line a true arc? Yes. The line is 20 feet, 9 inches from the center of the ring of the basket, which is the same measurement point as used on the current three-point line.

What are the color restrictions for the new three-point line? The new, men's three-point line should be a 2-inch line and contrasting in color to the current three-point line.

Can the new line be added before the 2008-09 season? Yes. Other lines, such as volleyball lines, are permitted on the court. Adding the line before it is required is permissible.

Did the committee consider allowing a one-foot arc, instead of two different three-point lines? The option of a wider three-point line was discussed and dismissed. The one-foot arc would require a change in women's basketball, allowing for the player's foot to be on the line but not over the line for the try to be a three-point basket. The women's committee preferred two separate, 2-inch lines to maintain the current line usage.

Furthermore, it would be more expensive for institutions to remove the current three-point line to add the one-foot arc than it is to add the new men's line, and courts can continue to be used for high school games.

While the free-throw lane did not change, the alignment of players during a free-throw attempt will change for the 2008 season. The defensive player, who used to line up below the block, will be positioned above the block. Thus, the traditional first space on each side lane is eliminated from use. There is no change to the court markings on the lane, though.

The committee is concerned about sportsmanship in the game and will join an effort with the commissioners and the National Association of Basketball Coaches to urge coaches to stay in the coaching box and behave in a manner befitting this great game.

The remainder of this season's rules changes are related to the use of the courtside television monitor and the uniform rules. The rules will now require that the officials go to the courtside television monitor to assess the situation after a fight has been declared. Furthermore, the officials may use the monitor to determine whether or not a flagrant foul occurred, which was not previously an option.

During the 2006-07 season, the committee identified more than 30 teams with illegal uniforms. The uniform rules are meant to protect the integrity of the student-athletes, by not allowing uniforms to serve as billboards, and to ensure the visibility of the number. It is important that institutions take responsibility for their uniforms to ensure that the design is legal within the rules. In talking with manufacturers and member institutions, the committee has come to understand that market pressures exist to make a uniform that is exciting and new for fans and for student-athletes. The committee reviewed the uniform rules and made adjustments to allow for more creativity on the back shoulder area of the uniform and to clarify the placement of patches. Questions about uniform designs can be addressed to the NCAA Men's Basketball Secretary-Rules Editor.

As a reminder, Divisions II and III institutions will be required to have 10th-of-a-second game clock displays, red lights or LED lights, and shot clocks mounted and recessed behind the backboard. These have been requirements in Division I since 2002-03 but were not required in Divisions II and III because of financial concerns. (Financial hardship is the only reason playing rules can be federated.)

Men's Changes for 2007-08

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

Three-Point Line. Rule 1-7 (page 29). Effective for the 2008-09 season, the three-point line distance be changed to 20 feet, 9 inches. Rationale: This will allow for better court spacing and open up the lane for a free-flowing game.

Courtside Monitor. Rule 2-5.1.a (page 42). The officials shall use the monitor to assess the situation when a fight is declared. Rationale: Officials are currently allowed to use the monitor, but this will require review of a fight situation to ensure that all unsportsmanlike behavior is addressed.

Courtside Monitor. Rule 2-5.1 (page 42). The officials may use the courtside television monitor, when available, to determine whether or not a flagrant foul occurred. Rationale: The official is not allowed to go to the monitor for a flagrant foul now if the situation has been deemed a fight.

Back Panel of Uniform. Rule 3-5.1 (page 69). When a back shoulder panel is used, it shall extend no more than 3 inches from the shoulder seam, may be arched or horizontal. Rationale: This allows another area for creativity in uniform designs without affecting the visibility of the number.

Uniform Patches. Rule 3-5.7 (page 70). Any commemorative/memorial patches worn on the uniform shall be a maximum of 2 ¼ square inches. Rationale: No size restrictions currently exist.

Uniform Patch Placement. Rule 3-5.7 (page 70). A single commemorative/memorial patch, flag, institutional or conference logo or mascot may be worn at the center of the neckline or apex on the back of the game jersey. Rationale: No patch, flag or logo is currently allowed on this area.

Hair Control Devices. Rule 3-5.15 (page 72). Any item that goes around the head, including headbands or hair control devices, shall be of a single solid color, no more than 2 inches wide with only one institutional or manufacturer's logo and the dominant color of the game jersey or white, black or beige (women only). Hard items including but not limited to barrettes, beads and bobby pins are prohibited. Rationale: This makes hair control devices consistent with the headband rule and adds beige and black as possible colors.

Throw-In Ends. Rule 4-65.5 (page 102). A throw-in shall end when a passed ball is touched inbounds or out-of-bounds by another player on the playing court, before going out-of-bounds. Rationale: This makes the end of throw-ins consistent.

Free-Throw Alignment. Rule 8-1.4 (page 138). To eliminate the first lane space nearest the basket on each side of the lane and using the present second, third and fourth lane space on each side of the lane as an alignment for free throws. Rationale: The players will be further from the basket during a free throw and will help eliminate the defensive player from ending up under the basket.

Table Mechanic. The calling official shall report the infraction and move opposite the bench. Rationale: This was the previous protocol.

Men's Approved Experimentation

There will not be any experimental rules this season.

Women's Report

The Women's Basketball Rules Committee initiated a pilot program in April to get more direct and valuable feedback from coaches. Committee representatives met with coaches in person or by conference call with 23 Division I conferences, discussing a variety of rules-change proposals and the future of the game. Feedback from the participants and facilitators has been positive, and the pilot program has been named the Playing Rules Forums. The Playing Rules Forums will be instituted Association-wide in 2008. The committee is committed to meet in person or by conference call with coaches from 11 Division I conferences, eight Division II conferences, and eight Division III conferences. The Divisions II and III conferences will be selected at random from each region.

Feedback from the Playing Rules Forums prompted the committee to change the legal guarding position under the basket. The guideline listed in the appendix of previous rules books made it an illegal guarding position when a defensive player's head is under the cylinder or behind the backboard when a dribbler becomes an airborne shooter regardless of if she got to the spot first. This guideline has been eliminated. Now the legal guarding position under the basket is the same as at all other points on the court.

Rule 10 has been re-organized into four categories: personal fouls, administrative technical fouls, player/substitute technical fouls and bench technical fouls. Besides a re-write to make the rule easier to understand, the committee streamlined how technical fouls apply to the team-foul count, five fouls for disqualification, and two technical fouls toward ejection. In short, if a player, coach or bench personnel receives a technical foul, it will count toward the team-foul total, five fouls for disqualification and two technical fouls toward ejection. Administrative technical fouls count toward the team-foul total only.

During the 2006-07 season, the committee identified several teams with illegal uniforms. The uniform rules are meant to protect the integrity of the student-athletes, by not allowing uniforms to serve as billboards, and to ensure the visibility of the number. It is important that institutions take responsibility for their uniforms to ensure that the design is legal within the rules. After discussions with manufacturers and member institutions, the committee has come to understand that market pressures exist to make a uniform that is exciting and new for fans and for student-athletes. The committee reviewed the uniform rules and made adjustments to allow for more creativity on the back shoulder area of the uniform and to clarify the placement of patches. Questions about uniform designs can be addressed to the NCAA Women's Basketball Secretary-Rules Editor.

Any item that goes entirely around the head such as headbands or hair control devices shall meet the following requirements:

- be a single-solid color
- be 2-inches or less in width
- have only one institutional or manufacturers logo
- be the dominant color of the game jersey or black or white or beige.

The addition of black and beige to the allowable colors is intended to allow for elastic hair-control devices and prewrap.

As a reminder, Divisions II and III institutions will be required to have 10th-of-a-second game clock displays, red lights or LED lights, and shot clocks mounted and recessed behind the backboard by 2010. These have been requirements in Division I since 2002-03 but were not required in

Divisions II and III because of financial concerns. (Financial hardship is the only reason playing rules can be federated.)

Women's Changes for 2007-08

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

Courtside monitor. Old Rule 2-5.1.a, New Rule 2-13.3.d. The officials shall use the monitor when a fight situation is declared.

Back panel of uniform. Old Rule 3-5.1, New Rule 3-5.2. When a back shoulder panel is used, it shall extend no more than three inches from the shoulder seam and may be arched or horizontal.

Uniform patches. Old Rule 3-5.7, New Rule 3-5.5.d. Any commemorative/memorial patches worn on the uniform shall not exceed a maximum of 2 1/4 square inches.

Uniform patch placement. Old Rule 3-5.7, New Rule 3-5.5.c. A single flag, institutional or conference logo or mascot may be worn at the center of the neckline or apex on the back of the game jersey.

Hair control devices. Old Rule 3-5.15, New Rule 3-5.12. Any item that goes entirely around the entire head, such as headbands or hair control devices, shall be of a single solid color, no more than two inches wide with only one institutional or manufacturer's logo and the dominant color of the game jersey or white, black or beige (women only). Hard items including but not limited to barrettes, beads and bobby pins are prohibited.

Throw-in ends. Old Rule 4-65.5, New Rule 4-67.4. A throw-in shall end when a passed ball touches or is legally touched inbounds by a 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.

Delay of game. Old Rule 9-5.4, New Rule 10-3.7. After a team warning has been issued, the opponents of the thrower-in shall not have any part of their person beyond the vertical inside plane of any boundary before the ball has crossed that boundary line. The team warning will be followed by a technical foul assessed to the offending player.

Fouls and penalties. Rule 10. The rule regarding fouls and penalties was organized into four areas: personal fouls, administrative technical

fouls, player/substitute technical fouls and bench technical fouls. The rule was also changed to consistently count all technical fouls toward the categories of team foul count. In addition, all technical fouls assessed to a player or substitute will count toward that individual's five fouls toward disqualification and the two fouls toward ejection. Under the previous rule, there were some indirect technical fouls that did not count toward disqualification, team foul count or ejection. The only remaining indirect technical foul is the technical foul assessed to the head coach for actions of bench personnel.

Legal guarding position. (Old Appendix III, Section 5b). The officiating guideline that made it an illegal guarding position for a defensive player to be positioned directly under the cylinder or the backboard when a dribbler became an airborne shooter has been revoked.

Women's Approved Experimentation

There will not be any experimental rules this season.

Points of Emphasis

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

Points of Emphasis for Men

Coaching Box Restriction/Coach's Behavior

A concern of the rules committee is the lack of compliance to the coaching-box rule. By rule, a head coach may leave his place on the bench but, in doing so, shall stay within his team's coaching box. The coach is permitted to coach within the prescribed box but when he leaves the coaching box, he gains an advantage that is not within the spirit and intent of the rules. When the coach attains this illegal advantage, he shall be assessed a direct technical foul. Legally, the only circumstances a head coach is allowed to leave the coaching box are:

1. To seek information from the official scorer or official timer during a timeout or an intermission.
2. To point out a scoring or timing mistake or to request a timeout for a correctable error.
3. To prevent a fight situation from escalating.

Another concern is the unacceptable forms of behavior by the head coach and other bench personnel. Coaches and other bench personnel who engage in the following behaviors violate the bench decorum rules and shall be assessed a direct technical foul:

1. Questioning the integrity of an official by words or gestures.
2. Physically challenging an official.
3. Directing personal, vulgar or profane remarks or gestures toward an official.
4. Excessively demonstrating by the use of gestures or actions that indicate displeasure with the officiating.
5. Publicly demonstrating officiating signals such as traveling, holding, blocking, etc., that indicate displeasure with the officiating.
6. Voicing displeasure about officiating through continuous verbal remarks.

Rough Physical Play and Illegal Contact

For the 11th consecutive year, rough play is a point of emphasis. This length of time demonstrates the rules committee's consistent and persistent concern that rough play must be properly addressed. Furthermore, it highlights the need for improvement in the officiating of rough physical play and illegal contact in the collegiate game. Motivated by the basic premise that the collegiate game of basketball is a game of skill, it was the committee's contention that the officials' focus of attention shall be directed toward eliminating rough play and illegal contact in the low post, off the ball, in cutting and screening situations, and during hand-checking anywhere on the playing court.

When illegal physical contact, with or without the ball in the low post, results in a player attaining an unequal favorable position, an advantage to perform has been gained by that player. It is consequential to observe the

offensive and defensive play in the low post from the beginning since rough play and illegal maneuvers may cause and affect subsequent physicality.

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

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

Palming (Illegal Dribble)

Although steps have been taken to control palming in the 2005-06 and 2006-07 basketball seasons, additional attention needs to be directed in eliminating the illegal maneuver of “palming the ball” from our game. “Palming” or “carrying” the ball places the defensive player at a distinct disadvantage while according the dribbler a sizeable advantage inconsistent with the spirit and intent of the rules. The dribbler, who during a high or hesitation dribble, causes the ball to come to rest and then pushes or pulls the ball either to the side or in front of him commits an indefensible violation that must be called.

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

Charge/Block

A basic intent of the game of basketball is that a player is entitled to his spot on the playing court no matter where it is providing that he established that spot first without illegally contacting an opponent. When a player impedes the progress of an opponent with illegal contact, that player has committed a blocking foul. When a defensive player has established legal position on

the playing court and an opponent illegally contacts the defender's torso by pushing or moving into the defender, he has committed a charging foul.

This year, the charge and block situations occurring at the basket area are the points of emphasis. Any illegal contact that occurs at the basket area by either the offensive or defensive player (block, charge, player control fouls) shall be accordingly penalized as prescribed by the rules. Only when the following occurs shall the penalty not be applied:

1. The force of the contact by the offensive player is such that it is inconsequential, but the defensive player fakes a foul.
2. When the defensive player has legally established a position under the basket and contact occurs after the ball passes through the net, unless the defensive player has been placed at a disadvantage (e.g., inability to rebound, unable to put ball in play without delay.)

Although this year's points of emphasis are concerned with fouls occurring at the basket area, there are no exceptions to the charge/block rules as to where the illegal contact occurs on the playing court.

Points of Emphasis for Women

Legal Guarding Position

Knowing and understanding the rules pertaining to legal guarding position is critical. Knowing what is permissible by rule creates a knowledge base for what is illegal, which in turn effects how guarding is learned, taught and adjudicated. Common misconceptions about guarding include the myth that a defender's feet must be still or planted on the floor for her to take a charge, that a defender must continue to face a player who is dribbling toward her, and that the defender is not permitted to "move" into the path of the dribbler. These and other misconceptions regarding guarding can be eliminated when the guarding rule is understood. In addition, understanding legal guarding provides boundaries for determining displacement and other illegal contact. The two components of legal guarding are establishing and then maintaining a legal guarding position. The following are rules pertaining to guarding, both establishing an initial legal guarding position and then maintaining a legal guarding position, found in Rule 4-35.

A. Establishing an initial legal guarding position:

1. On a player WITH the ball:

- a. The guard shall have both feet touching the playing court.
 - b. The torso shall face the opponent.
 - c. No time and distance shall be required.
 - d. When the opponent with the ball is airborne, the guard shall have attained legal position before the opponent left the playing court.
2. On a player WITHOUT the ball:
- a. Time and distance shall be required to attain an initial legal position.
 - b. The guard shall give the opponent the time and distance to avoid contact.
 - c. The opponent of the player without the ball does not need to give more distance than two strides.
 - d. When the opponent is airborne, the guard shall have attained legal position before the opponent left the playing court.
- B. In maintaining a legal guarding position, the guard:
1. Is not required to continue having the torso face the opponent.
 2. Is required to have either one foot or both feet on the playing court (cannot be out of bounds).
 3. May raise the hands or may jump within his or her own vertical plane.
 4. 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.
 5. May move laterally or obliquely, at an angle that is not a right angle, to maintain position provided such a move is not toward the opponent when contact occurs.
 6. 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, at an angle that is not a right angle.
 7. 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.

Displacement

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

Post Play

- A. **Definition.** A post player is defined in Rule 4-54 as any offensive or defensive player in the lane area with or without the ball with her back to the basket. The lane area includes the three-second lane (4-66) and approximately three feet just outside the lane. An offensive post player becomes a ball handler when, while in the lane area, she turns and faces the basket with the ball or moves completely outside the lane area with the ball.
- B. **Legal activity.** It is legal for a defensive player to place one or two body parts (hands or arm-bars) on the offensive post player provided no holding, displacing or illegal contact occurs. Legal contact occurs when offensive and defensive players are touching and both are maintaining a legally established position. However, when any legal contact occurs between post players to maintain a position, an official's awareness should be heightened and he/she should be prepared to make a foul call when the contact becomes illegal.
- C. **Illegal contact.** A foul shall be called when:
1. A legally established arm-bar is extended and displaces an opponent.
 2. Displacement occurs from a locked and/or extended elbow.
 3. A leg or knee is used in the rear of an opponent to hold or displace.
 4. An offensive post player "backs-down" and displaces the defender once that defender has established a legal guarding position.
 5. The offensive post player holds, hooks or displaces the leg or body of the defender.
 6. An opponent is displaced from a legally established or obtained position.

Ball Handler or Dribbler

- A. **Definition.** A ball handler or dribbler is any player with player control (holding or dribbling) outside the lane area, either facing or with her back to the basket. An arm-bar is contact with the forearm that is away from the body.
- B. **Legal activity.** The following are examples of legal activity:
1. A one hand “measure up” by the defense. This means, one hand (front or back of the hand) contacting the ball-handler/dribbler and immediately removing that hand. Also known as a “hot stove” touch. This is the **ONLY** hand contact that is legal by the defense and is considered incidental.
 2. When a dribbler makes a move past a defender, and the defender’s arm, which is against her own body, makes incidental contact with the dribbler. Bodies may momentarily touch as long as there is no displacement.
- C. **Illegal contact.** A foul shall be called when:
1. The defender contacts the ball-handler/dribbler ANYTIME with two hands.
 2. The defender places a hand (front or back of the hand) on the ball-handler/dribbler and keeps it on.
 3. The defender contacts the ball-handler/dribbler more than once with the same hand or with alternating hands.
 4. The defender contacts the ball-handler/dribbler with an arm-bar.
 5. Any displacement, holding or pushing occurs by either the offense or defense.

Cutting

- A. **Legal activity.** If the defender beats the cutter to the spot, the defender’s position is legal and the cutter is responsible for contact.
- B. **Illegal contact.** A foul shall be called when:
1. The cutter is held with the hands, body or arm-bar.
 2. The cutter is pushed with the hands, body or arm-bar off her intended path.

3. The cutter initiates contact and pushes or holds the defender in any way.
4. Holding, pushing or displacement occurs by either the offense or defense.

Rebounding

- A. **Definition.** A rebound is an attempt by any player to secure possession of the ball after a try for goal. There is no player or team control on a rebound. The act of “blocking out” an opponent on a rebound is an attempt by any player to prevent an opponent from getting a rebound without displacing that opponent. Backing out an opponent is displacement and should not be confused with blocking out.
- B. **Legal activity.** Players must remain in their established vertical plane when rebounding and adhere to the rebounding principles in Rules 4-55 and 4-72.
- C. **Illegal contact.** A foul shall be called when:
 1. The offensive or defensive player uses her body to “back out” or push an opponent from her legally established position. A player may not be pushed farther away from the basket.
 2. A player is held to prevent her from getting closer to the basket.
 3. The arm(s) of the opponent are “hooked” so she is unable to extend her arms to get the ball.
 4. A player behind an established opponent uses her hands, arms, body or legs to displace in any way.
 5. An airborne rebounder is undercut and displaced; taking away her landing space.

Screening

- A. **Definition.** 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.
- B. **Legal activity.** 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 Rules 4-59.

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

1. A defensive player is held or pushed off of her intended path around a screen by use of the arms, legs or body.
2. A defensive player holds or pushes through the screen with her arms, legs or body.
3. The screener extends the hips or buttocks to displace the defender as she moves around the screen.
4. The screener extends her legs beyond legal width and trips her defender as she moves around the screen.
5. The screener sets a “blind” screen (outside the visual field) on a stationary defender that doesn’t allow her a normal step to move.
6. The screener sets a “blind” screen (outside the visual field) on a moving defender and doesn’t allow her ample time to stop or change directions; usually one to two strides.

Traveling

Traveling occurs when a player holding the ball moves a foot or both feet in any direction in excess of prescribed limits described in Rule 4-68. Traveling provides a distinct advantage for players who are permitted to travel. Traveling occurs most often in the following ways.

- A. **Pivot foot.** Players move or switch the pivot foot. Once a pivot foot is established it may be lifted but may not return to the floor before the ball is released on a pass, try for goal, or before the ball is released to start a dribble. A pivot foot shall be established as follows:
1. When the player catches the ball with both feet on the playing court, either foot may be the pivot foot.
 2. When the player catches the ball while moving or dribbling, the player may land simultaneously on both feet and either may be the pivot foot, or she may land on one foot followed by the other with the first foot to touch becoming the pivot foot.
- B. **Replants.** A replant occurs when the player, after having received the ball, proceeds to step into her shooting or passing motion without dribbling. A player is permitted to catch the ball while moving and land simultaneously on both feet or on one foot followed by the other.

However, a player is not permitted to catch the ball and then move her feet without first releasing the ball to start a dribble or a try for goal.

- C. **Post moves.** Many times post players are stepping through defenders on a move to the basket and are either switching or moving the pivot foot. It is imperative that players establish and legally maintain a pivot foot. In addition, players are lifting their pivot foot, and at times both feet, when utilizing a head fake. This is traveling and an advantage is being gained by players who are permitted to reposition themselves by moving their feet. Lastly, players who find themselves behind the backboard may step back into the lane in order to release a shot. If that step is made and the shot is released before the pivot foot returns to the floor, the move is legal. Otherwise, traveling shall be called.
- D. **Jump stops.** Officials must be able to determine the difference between a legal jump stop as defined in Rule 4-44 and movement in excess of the prescribed limits. Too often, legal moves are whistled as violations and illegal moves are disregarded.

Unsportsmanlike Behavior

The rules committee continues to be concerned about unsportsmanlike behavior by players, coaches and bench personnel. Included in unsportsmanlike behavior are infractions of the bench decorum rule by coaches and bench personnel, and on-court behavior by players. Acceptable forms of behavior for coaches, bench personnel, players and followers are only established by the enforcement of the rules as written. The head coach must set an example to be emulated by other bench personnel, players and followers in an effort to establish proper standards of behavior in all areas of the game. In addition, players should not engage in behavior intended to taunt opponents. The following areas must be enforced by the officials:

Bench Decorum

- A. **Coaching box.** The rules committee wants the coaching box rule enforced and technical fouls called for infractions. Coaches are expected to remain in the coaching box. To do otherwise results in a distinct advantage that is not within the spirit and intent of the rules. Roaming coaches also negatively influence play by being out on the court. The rule is clear and concise. Some coaches blatantly disregard the coaching box and many officials refuse to enforce the rule. Head coaches have the responsibility

to remain in the box and behave in a sportsmanlike manner. Institution and conference administrators must demand that their coaches adhere to the rules and must support officials who properly enforce the rules. The following guidelines have been established to assist in adjudicating this situation.

1. **Out of the coaching box.** The rules prohibit the head coach from being outside the prescribed coaching box. A technical foul shall be assessed when a coach is outside his/her box.
 2. **Unsportsmanlike conduct.** Coaches engaging in minor conduct infractions should receive a warning from officials. Any subsequent violation results in a technical foul. Any egregious (blatant) conduct violation, while inside or outside the coaching box shall be properly penalized without warning, with a technical foul.
- B. **Assistant Coaches and Bench Personnel.** All bench personnel, with the exception of the head coach, are required to be seated on the bench while the ball is live except to react spontaneously to an outstanding play and then to immediately return to sitting on the bench. Violations by players, and especially assistant coaches, should not be tolerated by officials. If assistant coaches or bench personnel are in any way violating bench decorum rules, the official shall inform the head coach and request that he/she handle the situation. This is an official warning. Any further violation by bench personnel will result in a 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 indirectly to the head coach.

Player Behavior

There is a growing concern by the rules committee regarding player behavior that is unsportsmanlike and is intended to taunt an opponent. Taunting can be defined as a sarcastic challenge or insult. Players are permitted to celebrate individual or team accomplishments, but are not permitted to direct that celebration at an opponent. If, in the judgment of an official, a player's behavior in any way can be judged as taunting, a technical foul shall be assessed to that player.

Significant Editorial Changes

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

1-3.6	Moved from 2-12.19, added division line.	2-9.12	Partly moved to 2-9.1.
		2-9.12	Updated.
1-8.2	Three-foot line extended.	2-9.15	Combined with 2-12.1.
1-17.4	Note-notice added.	2-9.17	Duty specified.
2-5.1.d	Deleted shot clock.	2-10.9	Signal replaced by horn.
2-5.1.d	Clarified.	2-10.10	Signal replaced by horn.
2-5.1.e	Clarified.	2-11.5	Request for correctable error.
2-5.2.a.1	Deleted, not applicable at half.	2-11.9	Spelled out zeros.
2-5.2.c	Formatted.	2-12.1	Reworded.
2-6	Moved to 5-15.	2-12.1	Note added.
2-6.5	Moved to 5-1.5.	2-12.2	Added.
2-7.6	Play-by-play added.	2-12.B	Reworded.
2-7.12	Added duty.	2-13.1.e	Clarified.
2-7.15	Added duty.	2-13.1.f	Updated.
2-8.5	Added duty.	2-13.6	Specified timer's duty.
2-9.1	Added rec.	2-13.10-11	Moved to 5-10
2-9.4	Language updated.	2-14	Moved to 5-11.
2-9.5	Language updated.	2-14.8	Terminology revised.
2-9.5	Tech. foul terminology updated.	3-2.1	Clarified.
2-9.8	Ejections: recording info.	3-3-1	Updated.
2-9.8	Rewritten.	3-3.2	Updated.
2-9.9	Notification corrected.	3-3.3	Updated.
2-9.10	Reworded.	3-4.2	Signal to horn.
2-9.11	Language updated.	3-4.3	Signal to horn.
2-9.11	Tech. foul terminology updated.	3-4.8	(Women) Clarified.

3-5.5	Reorganized.	5-11	Added from 2-14.
3-5.6	Moved to 3-5.5 and 3-5.6	5-12	Renumbered.
3-5.8e	Rewritten.	5-12.3.2	Signal to horn.
4-1.2	Reworded.	5-12.4.h.1	Signal to horn.
4-3	Front court moved to back.	5-13	Renumbered.
4-7.1	Clarified.	5-14	Signal to horn.
4-11.1	Updated.	5-14.1	Updated.
4-11.2	Updated.	5-16	Signal to horn.
4-11.3	Added for clarity.	5-20.a	Signal to horn.
4-11.3	Now a note.	6-1.1	Reworded.
4-11.4	Deleted.	6-1.3	Reworded.
4-15	Title Change.	6-3.1c	Corrected.
4-15	Clarified.	6-3.1d	Rewritten.
4-17.1.a	Moved from 4-17.1.b	6-3.1.f	Updated.
4-17.1.c	Clarified.	6-3-2	Rewritten.
4-17.1.d	Exception added.	6-4.3	Clarified.
4-17-1.e	Rewritten.	6-5.1c	Clarified.
4-17-2	Updated.	6-5.1f	Rewritten.
4-20.1	Rewritten.	7-5.9	Updated.
4-20.3	Order updated.	7-5.11	Updated.
4-26.8	Clarified.	7-5.15	Updated.
4-29.15	Updated.	7-6.6.a	Reworded.
4-32.3	Updated.	7-6.6b	Clarified.
4-59	Screening moved from 10-22.	7-6.8	Added.
4-67	Definition title corrected.	7-8	Added.
4-68.7	Updated.	7-11	Added.
5-1.3	Reworded.	8-4.1.b	Exception updated.
5-1.5	Added.	8-4.3	Rewritten.
5-3	Forfeit moved from 10-1.	8-4.4	Rewritten.
5-9	Section name changed.	8-5.2	Deleted.
5-9	Moved from 5-13	8-5.3	Deleted.

- 9-2.1a **Rewritten.**
- 9-2-3 **Rewritten.**
- 9-2-4 **Added.**
- 9-2.5 **Clarified.**
- 9-5.1.b **Rewritten.**
- 9-6.1 **Clarified.**
- 9-12.2 **Moved to 4-3.**
- 9-12.7 **Clarified.**
- 9-15 **Corrected.**
- 9-17.1.a **Updated.**
- 10 **Reorganized.**
- Append. I Fighting moved from 10-17,
 10-18 and 10-19.**

Preface

Sportsmanship

The primary goal of the rules is to maximize the safety and enjoyment of the student-athlete. Sportsmanship is a key part of that goal. Sportsmanship should be a core value in behavior of players and bench personnel, in crowd control by game management and in the officials' proper enforcement of the rules governing related actions.

The NCAA Men's and Women's Basketball Rules and Interpretations have been designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for the contest. The conduct rules are those that deal directly with the playing of the contest. Some administrative rules (as indicated) may be altered by mutual consent of the competing institutions. Others (as indicated) are unalterable. No conduct rule may be changed by mutual consent. All NCAA member institutions are required to conduct their intercollegiate contests according to these rules.

In the 2008 Men's and Women's Basketball Rules and Interpretations, the administrative rules that may be altered by mutual consent of the competing institutions are **Rule 1, Sections 2, 3, 17, 19 and 20**. The administrative rules that may not be altered are **Rule 1, Sections 4 through 7, 15, 16 and 18; Rule 2, Section 1**; and the free-throw lane diagram. All of the other rules are conduct rules and may not be altered.

The rules are divided into articles for ease of reference. Equipment/apparel rules that are of concern primarily to manufacturers are contained in the rules supplements that follow this section. All court measurements are included on the expanded court diagram.

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

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

Note: Officials may find updates and interpretations on the World Wide Web at: naaa.org/champadmin/basketball/officiating_bulletins/.

Rules Supplements

Court and Equipment

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

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

2. **Ceiling.** The ceiling and anything hanging from it (other than the basket) should be at least 25 feet above the playing court and higher if possible.
3. **Boundaries.** The committees recommend that a belt 8 inches or more in width be used to mark the boundaries on all courts that have at least 10 feet of open space between the boundary lines and the seating. This plan is urged for all new construction and for other similar courts when the boundaries are re-marked.
4. **Lighting.** The court should be uniformly and adequately lighted. Lighting engineers should be placed in charge of this important factor when planning any new installations. For information on recommended specifications for lighting, contact the Illuminating Engineering Society of North America, 120 Wall Street, 17th Floor, New York, New York 10005; telephone 212/248-5000.
5. **Warning on misuse of portable backstops.** Manufacturers and administrators should be aware of an “extreme-caution” warning relative to the misuse of portable backstops. A high degree of injury potential and a severe liability problem exists when anyone is allowed to hang, sit or stand on the basket ring or backboard. Administrators must see that this practice is prohibited or that the portable units are lowered at the completion of the game because of the high risk of severe injury, even death. A recommended warning or inscription such as “Danger—please do not get on the rim/backboard” is desirable.

6. **Locking Backboard.** It is recommended that a locking device/safety arrester be used for ceiling and wall-mount backboard systems that are retracted by motor-pulley cable arrangements.
7. **Backboard Padding.** It is recommended that the required padding for the backboard be mounted on the backboard by adhesive or material such as Velcro or channel. The bottom and each side of the backboards shall be padded with a Poly High-Car vinyl-type material that meets the Bashor resilience test with a range of 20-30.

A lavalier-type microphone properly positioned in the crease of the backboard padding or between padding and backboard is permitted since it is not located on the padding and does not interfere with a live ball or create a safety hazard.

8. **Ring.** The design of the ring and its construction should be such as to maximize player safety. A movable basket ring shall have rebound characteristics identical to those of a non-movable ring. The pressure-release mechanism should maximize these characteristics, as well as protect both the ring and backboard.
9. **Ring Testing.** For Division I men, all competitive rings shall be tested for rebound/elasticity once before the season (July 15-October 15) and once before the postseason. This should be done with a non-mechanical, tamper-proof, computational testing device that determines the amount of energy absorption as a calibration. It is recommended that movable rings be field adjustable. The rebound elasticity requirement for Division I men shall be 35 to 50 percent energy absorption and be within a five percent differential between baskets on the same court.

This season, it is *recommended* that all competitive rings for **men** be tested for rebound/elasticity once before the season and once before the postseason. It is *recommended* for **women** in all divisions that such testing be done three times during the season. It is recommended further *for both men and women in all divisions* that basket ring loads be transferred to the support system by a single strut boom behind the backboard, or to the backboard frame. The pressure-release/elasticity mechanism on movable rings may be field adjustable. When released, the ring shall not rotate more than 30 degrees below the original horizontal position. After release and with the load no longer applied, the ring shall return automatically and instantaneously to its original position.

10. **Marking the Court.** When marking a court, manufacturers should start at the center of the court rather than at either end.
11. **Timing Equipment.** Division I schools shall have a game clock that shows a 10th-of-a-second display when less than 59.9 seconds remains in a period. It is highly recommended (but not required) that Division II schools have a game clock that shows a 10th-of-a-second display when 59.9 seconds or less remains in a period.

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

Division I schools shall have either a red light placed behind each backboard that is visible through the 24-inch by 18-inch rectangle or LED lights around the backboard. The purpose of either is to indicate when player activity is terminated. If LED lights are used, they shall be positioned no more than 6 inches from the upper and lower edges of the backboard and no more than 5 inches from the side of each backboard. When both lights are present, the LED lights shall take precedence and the red light shall be disconnected. It is recommended that the game clock, red light or LED lights be updated in their synchronization. It is highly recommended (but not required) that Division II schools have either the red light or LED lights.

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

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

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

Important Information for Manufacturers of New Equipment/Apparel

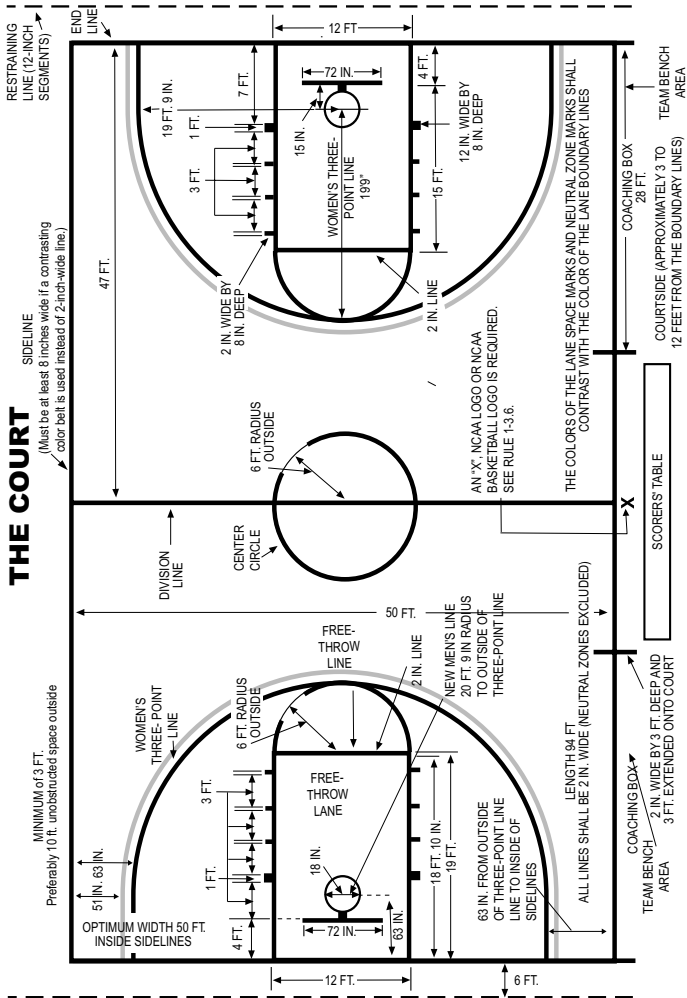
The NCAA Men's and Women's Basketball Rules Committees are responsible for formulating the official playing rules for the sport. The committees are not responsible for testing or approving playing equipment for use in intercollegiate men's and women's basketball.

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

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

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

THE COURT



RULE 1

Court and Equipment

Section 1. The Game

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

Art. 2. The ball may be thrown, batted, rolled or dribbled in any direction, subject to the restrictions that follow.

Section 2. The Playing Court—Dimensions

Art. 1. The playing court shall be a rectangular surface free from obstructions with sidelines of 94 feet in length and end lines of 50 feet in length, measured from the inside edges.

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

Section 3. Lines and Other Markings

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

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

Art. 3. The restraining line shall be a color that is different from that of the end lines. Non-playing personnel shall not be permitted in this area.

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

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

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

- a. An "X" composed of 12-inch line segments that are 2 inches in width.
- b. An NCAA logo that is a minimum of approximately 8 inches in diameter.
- c. An NCAA Basketball logo that is a rectangle approximately 1-½ feet by 2-½ feet.

Section 4. Center Circle

Art. 1. When a logo distracts from the players' and the officials' visibility of the 2-inch center-circle line as shown on the court diagram, one of the following shall be permissible:

- a. Solid 2-inch wide interrupted line; 4 inches long, 2-inch break; 4 inches long, 2-inch break, etc.
- b. Shadow-bordered 2-inch wide line (1/4-inch borders).
- c. Two-inch wide interrupted shadow line: 4 inches, 2-inch break, 4 inches, 2-inch break, etc.
- d. One-quarter-inch, single-bordered line (radius of 6 feet to the outside edge).
- e. Mathematical line formed by contrasting-colored floor areas.

Art. 2. The unmarked spaces for the non-jumpers around the center circle shall be 36 inches deep.

Section 5. Division Line

Art. 1. The division line shall divide the playing court into two equal parts and shall be formed by extending the center-circle diameter in both directions until it intersects the sidelines.

Art. 2. Instead of the solid 2-inch line as shown on the court diagram, the following shall be permissible:

- a. A solid 2-inch wide interrupted line; 4 inches, 2-inch break, 4 inches, 2-inch break, etc.
- b. Shadow-bordered 2-inch wide line (1/4-inch borders).
- c. Interrupted 2-inch wide shadow line: 4 inches, 2-inch break, 4 inches, 2-inch break, etc.

Section 6. Free-Throw Lane

Art. 1. All lines designating the free-throw lane, but not lane-space marks and blocks, are part of the lane.

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

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

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

Section 7. Three-Point Field-Goal Line

Art. 1. The three-point field-goal lines may be the same color as or a different color from the free-throw lane boundary lines and the semicircles.

Note: Effective for the 2008-09 season, the men's three-point line will be extended to 20 feet, 9 inches. The men's three-point line shall be 2 inches in width and contrast in color from the current three-point line.

Section 8. Coaching Box

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

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

Section 9. Backboards—Dimensions, Materials

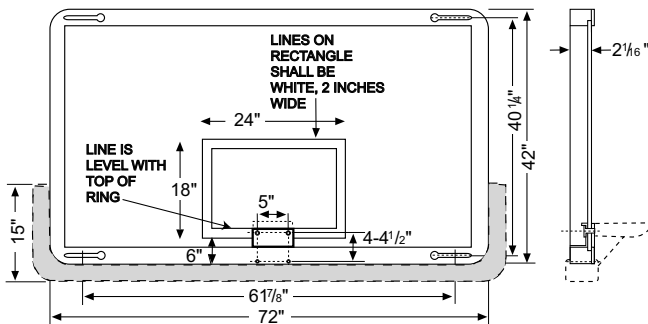
Art. 1. Each backboard shall be marked as listed on the backboard diagram.

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

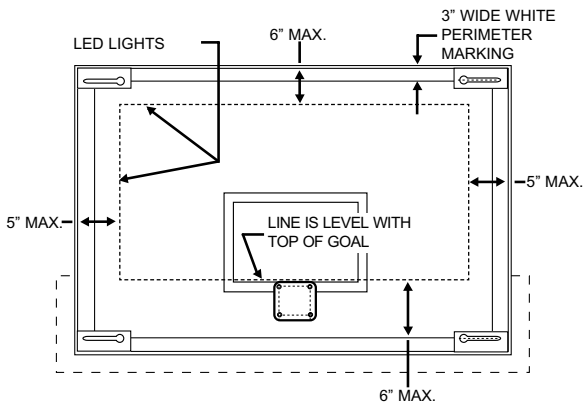
- a. 6 feet horizontal and 3-½ feet vertical; or
- b. 6 feet horizontal and 4 feet vertical.

Note: The 6 feet horizontal and 3-½ feet vertical dimensions are recommended for replacement backboards or new installations.

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



VIEW OF BACKSIDE OF BACKBOARD
 NOTE - MOUNTING PLATES OPTIONAL
 IN BOTTOM CORNERS OF BACKBOARD



VIEW OF FRONT OF BACKBOARD
 SHOWING PROPER PLACEMENT OF LED LIGHTS

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

Art. 5. Backboards shall not be tinted.

Section 10. Backboards—Padding

Art. 1. The padding shall be a single solid color and shall be the same color on both backboards.

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

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

Art. 3. The material shall be 2 inches from the bottom edge of each backboard.

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

Section 11. Backboards—Support Systems

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

Art. 2. Protrusions and Clearances

- a. Protrusions below backboards shall not be allowed.
- b. Any backboard support, all of which is not directly behind the backboard, shall be at least 6 inches behind the backboard when the support extends above the top and at least 2 feet behind the backboard when the support extends beyond the side.
- c. Any support system below or behind a backboard shall be at least 8 feet behind the plane of the backboard face and a height of 7 feet or more above the floor.

- d. Any overhead backboard support structure that must be forward-braced because of space limitations, architectural or structural restraints, shall meet the following requirements: A front diagonal brace support system must be located above a line extending upward and into the playing court at a maximum 45-degree angle from a point on a vertical line located a minimum of 6 inches behind the front surface of the backboard at a minimum height of 4 feet 6 inches above the basket ring.

Section 12. Backboards—Positions

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

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

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

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

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

Section 13. Baskets—Size, Material

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

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

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

Section 14. Baskets—Ring

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

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

Art. 3. Both movable and non-movable rings are legal. Movable rings may flex both to the front and the sides.

Section 15. The Ball

Art. 1. The ball shall be spherical.

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

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

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

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

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

Art. 7. The air pressure that will give the required reaction shall be stamped on the ball. The ball shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of 6 feet measured to the bottom of the ball, it will rebound to a height, measured to the top of the ball of:

- a. **(Men)** Not less than 49 inches when it strikes its least resilient spot nor more than 54 inches when it strikes its most resilient spot.
- b. **(Women)** Not less than 51 inches when it strikes its least resilient spot nor more than 56 inches when it strikes its most resilient spot.

Art. 8. a. (Men) The circumference of the ball shall be within a maximum of 30 inches and a minimum of 29-½ inches.

- b. **(Women)** The circumference of the ball shall be within a maximum of 29 inches and a minimum of 28-½ inches.

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

b. **(Women)** The weight of the ball shall not be less than 18 ounces nor more than 20 ounces.

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

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

Section 16. Logos/Names/Equipment

Art. 1. Logos, names or equipment of any kind (including school and conference logos or names, cameras and microphones) shall not be permitted on the backboards, rings, padding around the backboards, or on the shot clocks. Cameras and microphones are permitted on the shot clocks when they are recessed.

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

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

Art. 4. There are no restrictions on team or conference logos, names or abbreviations on the playing court, provided they do not obscure any of the required lines. (See Rule 10-2.1.)

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

- a. The logo(s) shall fit into a box that is 10 feet by 10 feet square;
- b. This box shall be located 8-½ feet from the division line and 4-½ feet from the sideline;
- c. Logo(s) shall be within the two 10 feet by 10 feet squares, with no more than one square in each half of the playing court.

Note: See Rules 3-5 and 3-6 for logos and labels on players' equipment.

Section 17. Scoreboard, Game-Clock Display

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

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

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

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

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

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

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

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

Section 18. Shot-Clock Displays

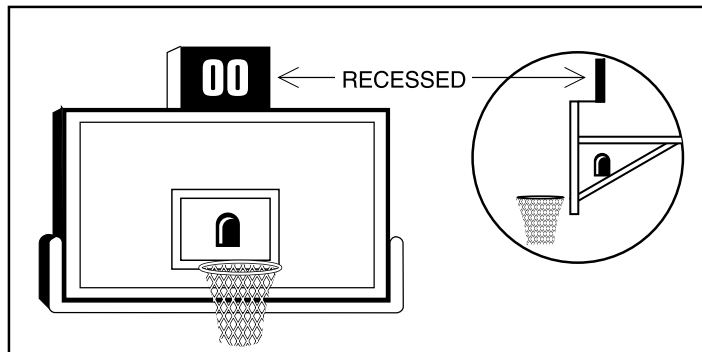
Art. 1. Two visible shot clocks, one at each end of the court, shall be mandatory.

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

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

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

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



Section 19. Possession Indicator

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

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

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

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

Art. 3. The scorers' and timers' table shall be located courtside and at mid-court.

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

RULE 2

Officials and Their Duties

Section 1. The Officials

Art. 1. The officials shall be:

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

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

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

Section 2. Officials' Authority

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

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

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

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

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

Section 3. Elastic Power

The referee shall be empowered to make decisions on any points not specifically covered in the rules.

Section 4. Officials' Jurisdiction

Art. 1. The officials shall have the power to make decisions for infractions of rules committed either within or outside the boundary lines from 30 minutes (**men**) and 15 minutes (**women**) before the scheduled starting time of the game through the referee's approval of the final score.

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

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

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

Section 5. The Referee—Pregame Duties

Before the game starts, the referee shall:

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

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

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

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

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

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

Section 6. The Referee—Duties During Game

During the game, the referee shall:

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

Art. 2. Administer the alternating-possession arrow to start the second half.

Art. 3. Decide whether a goal will count when the officials disagree.

Art. 4. Correct a scoring or bookkeeping mistake.

Art. 5. Correct all errors within the prescribed time frame.

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

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

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

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

Section 7. Officials' Duties

During the game, officials shall:

Art. 1. Put the ball in play.

Art. 2. Determine when the ball becomes dead.

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

Art. 4. Administer penalties.

Art. 5. Grant and charge timeouts.

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

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

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

Art. 9. (Men) Silently and visibly count seconds to administer throw-in, free-throw, back-court, and closely guarded rules and silently count for enforcement of the three-second rule.

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

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

Art. 12. Report a warning for delay to the official scorer and coaches. (See Rule 4-17.2)

Art. 13. Signal the official timer to stop the game clock when a foul occurs, designate the offender to the official scorer and indicate with finger(s) the number of free throws.

Art. 14. Clearly signal, when a team is entitled to a throw-in:

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

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

Section 8. Officials' Duties Related to Conduct

The officials shall:

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

Art. 2. Penalize flagrant acts by any offender.

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

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

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

Section 9. Duties of Scorers

The scorers shall:

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

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

Art. 3. Record the personal and technical fouls called on each player and the technical fouls called on a coach, squad member, bench personnel or follower.

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

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

Art. 6. (Men) Notify an official immediately when a combination of one direct technical foul and two indirect technical fouls or three indirect technical fouls have been assessed.

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

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

Art. 9. Record the timeouts charged to each team and notify an official when such team takes its final allowable charged timeout.

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

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

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

Art. 13. Compare their records after each goal, each foul and each charged timeout, notifying the referee at once of any discrepancy. When no error can be found, the referee shall accept the record of the official scorebook, unless the referee has knowledge that permits another decision. When the discrepancy is in the score and the error is not resolved, the referee shall accept the progressive team totals of the official scorebook.

Art. 14. Notify the nearest official when there is an infraction of the rules pertaining to submission of the roster, substitutions or uniform numbers of players.

Art. 15. When necessary, signal the officials with a sounding device unlike that used by the referee and umpire(s). This sounding device may be used

immediately when (or as soon as) the ball is dead or is in control of the offending team.

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

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

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

Section 10. Duties of Timer

The official timer shall:

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

Art. 2. Operate the game clock.

Art. 3. Note and notify the referee more than three minutes before each half is to start.

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

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

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

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

Art. 8. Start the digital stopwatch for a charged timeout and signal the referee when it is time to resume play.

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

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

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

Art. 12. Stop the game clock after a successful field goal with 59.9 seconds or less remaining in the game or any extra period with no substitution allowed during the dead-ball period, which would include a timer's mistake or an inadvertent whistle by an official.

Art. 13. Use the game-clock horn when the ball has become dead and a correctable error situation has been brought to the scorer's attention by a coach.

Art. 14. Indicate with the red light or LED lights the expiration of playing time in each half or extra period. This signal shall terminate player activity. When a red light is not present, the indicator that shall terminate players' activity shall be the sounding of the game-clock horn.

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

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

Section 11. Duties of Shot-Clock Operator

The shot-clock operator shall:

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

Art. 2. Use the shot clock for the entire game, including extra periods, except when 35 seconds or less **(men)** or 30 seconds or less **(women)** remain in the half or extra period, in which case the shot clock shall be turned off.

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

Art. 4. Have an alternate timing device available.

Art. 5. Start the timing device when a player inbounds legally touches or is touched by the ball on a throw-in or when a team initially gains possession from a jump ball, an unsuccessful try for goal or when possession is gained of a loose ball after a jump ball or unsuccessful try for goal.

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

- a. When team control is re-established after the team loses possession of the ball;
- b. When the following occurs:
 1. A single personal foul;
 2. A single technical foul assessed to the defense;
 3. A single flagrant technical foul; or
 4. **(Men)** a single intentional technical foul.
- c. When a held ball occurs (*Exceptions: Rules 2-11.7.e, 2-11.7.i and 2-11.7.j*);
- d. When a try for goal strikes the ring or flange and then possession is gained by either team;
- e. When a violation occurs;
- f. When an intentionally kicked ball occurs with 14 seconds or less remaining, set to 15 seconds;
- g. When an inadvertent whistle occurs and there was no player or team control at the time of the whistle.

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

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

- a. The ball is deflected out of bounds by a defensive player;
- b. When an intentionally kicked ball occurs with 15 seconds or more remaining;

- c. A player is injured or loses a contact lens;
- d. A charged timeout has concluded;
- e. During team control as defined in Rule 4-15, a defensive player causes a held ball and the alternating-possession arrow favors the offensive team;
- f. After any double foul or simultaneous personal foul or technical fouls when there is team control as defined in Rule 4-15;
- g. After an inadvertent whistle when there is team control as defined in Rule 4-15;
- h. After any technical foul(s) is assessed to the team in control of the ball, or to the team entitled to the ball before it is at the disposal of the thrower-in, or to bench personnel or followers of that team, when these conditions exist;
- i. After a simultaneous held ball as described in Rule 4-37 occurs during a throw-in and the alternating-possession arrow favors the throw-in team; and
- j. After the ball goes out of bounds and was last touched simultaneously by two opponents, both of whom are either inbounds or out of bounds or when there is doubt as to who last touched the ball.

Note: The offensive team, upon regaining possession of the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.

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

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

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

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

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

- a. When there is doubt whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange, any activity before the next live ball shall be canceled, with the exception of any flagrant foul, intentional foul or direct or indirect technical foul.

Section 12. Correctable Errors

Art. 1. The correctable errors are as follows:

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

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

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

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

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 a flagrant technical foul,

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

- a. Points scored, time consumed and additional activity 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 awarding merited free throw(s) and there has been no change of team possession since the error was made. In that case, play shall resume as after any normal free throw.

Art. 6. An appeal for a correctable error may be made by a coach, player, table official or game official.

Section 13. Games with Replay/Television Equipment

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

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

- a. Free Throws.
 1. Determine who shall attempt a free throw(s) when there is uncertainty.
 2. Determine whether a player who was fouled on his or her unsuccessful field goal try, at or near the three-point line, shall attempt either two or three free throws.
 3. Determine whether the wrong player was permitted to attempt a free throw as per 2-12.1.c.
 4. Determine whether a player was permitted to attempt a free throw at the wrong basket as per 2-12.1.d.
- b. Scoring.
 - 1 Determine whether a try for goal was a two- or three-point attempt.
 2. Preventing or rectifying a scoring mistake by the scorer.

3. Determine whether a score was erroneously counted or canceled as per 2-12.1.e.
- c. Timing.
1. Determine whether the game clock or shot clock malfunctioned. A correction to the game clock must be made in the half or extra period or in which it occurred. A correction to the shot clock must be made in the shot clock period in which it occurred.
 2. Determine whether a timing mistake has occurred in either starting or stopping the game clock. Determination is based on the judgment of the official. Such a mistake shall be corrected during the first dead ball or during the next live ball but before the ball is touched inbounds or out of bounds by a player. When the clock should have been continuously running, the mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player. No timing mistake correction shall be carried over from one half or extra period to another. Such a mistake shall be corrected before the start of intermission.
 3. Determine the correct time to be placed back on the game clock when the referee blows the whistle, signals for the game clock to be stopped, and in his/her judgment time has elapsed before the game clock stopped.
 4. Determine whether the shot clock failed to properly start, stop, set or reset or that the shot clock has malfunctioned. Determination is based on the judgment of the official. The mistake or malfunctioning problem may only be corrected in the shot clock period in which it occurred. Any activity after the mistake or malfunction has been discovered shall be canceled, excluding a flagrant personal foul, intentional personal foul or any technical foul.
- d. **(Men)** A determination if a flagrant foul occurred. When it is determined that a flagrant foul was not committed, no other penalty may be assessed.
- Art. 3.** When there is a reading of zeros on the game clock and after making a call on the playing court, the officials shall use such available equipment in the following situations:

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

Art. 4. The officials shall use such available equipment to determine whether a fight occurred and the individuals who participated or left the bench area.

Art. 5. The officials shall not use such available equipment for judgment calls such as:

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

RULE 3

Players, Substitutes and Player Equipment

Section 1. The Team

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

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

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

Section 2. The Captain

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

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

Section 3. Lineup

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

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

- a. Failure to comply with Rule 3-3.1.
- b. Adding name(s) to the squad list.

- c. Changing squad member's number(s) without reporting the change(s) to the scorers and an official.
- d. Changes in the starting lineup, except when the changes are necessitated by obvious injury or illness, or to replace a designated starter to shoot a technical-foul free throw.

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

Section 4. Substitutions

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

Art. 2. Substitutions between halves shall be reported to the official scorer by the substitute(s) or a team representative before the signal that ends the intermission rather than after the warning horn.

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

Art. 4. When entry is at any time other than between halves, and a substitute who is entitled and ready to enter reports to the scorers, the timers shall sound the game-clock horn when (or as soon as) the ball is dead and time is out. (*Exception: See Rule 3-4.6.*)

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

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

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

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

Art. 8. (Women) A bleeding player or a player who has a lost, displaced or irritated contact lens is required to be substituted for if the issue cannot be resolved within 20 seconds.

Art. 9. Any substitute shall remain outside the boundary line until beckoned by an official, whereupon the substitute shall enter immediately. When the ball is about to become live, the beckoning signal should be withheld.

Art. 10. An entering player shall not replace a free-thrower or designated jumper. When the substitute desires to replace a player who is to attempt a free throw, the substitute shall remain at the scorers' table until the next opportunity to enter the game.

Art. 11. During multiple free-throws for personal fouls, a substitute may enter the game only before the final attempt in the sequence unless otherwise authorized by the rules or after the final attempt has been successfully converted.

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

Art. 12. During free throws for a technical foul, only substitutes allowed by rule shall be permitted to enter the game before the final attempt. All other substitutes shall only be permitted to enter the game after the final attempt.

Art. 13. When a player is required to be replaced, such as for disqualification, injury or blood, (**women**) lost, irritated or displaced contact, before the administering of multiple free throws, all substitutes who legally reported to the official scorer before the player had to be replaced may enter the game.

Art. 14. A player who has been withdrawn or replaced by a substitute may re-enter the game at the next opportunity to substitute, provided that the game clock has been properly started after the withdrawal or replacement.

Art. 15. A player who legally enters the game during a dead ball may leave the game during that same dead-ball period without penalty.

Art. 16. A player who has been injured to the extent that the coach or any other bench personnel is beckoned and/or comes onto the playing court shall be directed to leave the playing court once the extent of the injury has been ascertained unless a timeout is requested by and granted to his or her team.

Art. 17. An immediate substitute shall be required when a timeout has been granted for a player who is injured, bleeding, has a blood-saturated uniform, (**women**) lost, irritated or displaced contact and that player is not ready to

resume play after the final horn that indicates the expiration of the timeout. The opponents shall be permitted to counter with a substitution.

Art. 18. When three or more substitutes for the same team enter the game, an official may honor a request by the captain of the opposing team to aid it in locating the entering players.

Section 5. Uniforms

Art. 1. The front torso of the game jersey shall be a single solid color from the center or apex of the neckline to the bottom of the game jersey.

Art. 2. There shall be no color restrictions in the area of the game jersey from the base of the neckline to the shoulder seam or on the back shoulder panel. The back shoulder panel shall extend no more than 3 inches from the shoulder seam. This back panel may be horizontal or arched across the game jersey but may not be located closer than 1 inch from the top of the uniform number.

Art. 3. The back torso of the game jersey shall be a single solid color from the bottom of the back panel to the bottom of the game jersey.

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

Art. 5. Game jerseys are allowed to have the following:

- a. Side inserts, including trim, no more than 4 inches wide of any color/design, centered vertically below the armpit;
- b. Piping/trim not to exceed 1 inch around the neck and arm opening;
- c. Institutional or conference logo/mascots located:
 1. At the center or apex of the neckline of the front or back of the game jersey.
 2. The area of the front of the game jersey between the base of the front neckline and the shoulder seam.
 3. Within the 4-inch side insert of the game jersey.
- d. Commemorative/memorial patch or ribbon located within the 4-inch side insert of the game jersey, anywhere on the game pants, anywhere on warm-up suits and within the area of the game jersey between the base of the front neckline and the shoulder seam of the jersey. When the commemorative/memorial patch or ribbon is on the shoulder strap of the game jersey, it shall be sewn on or attached with Velcro. Any

commemorative/memorial patch or ribbon worn on the uniform shall not exceed 2 ¼ square inches.

- e. A flag located within the 4-inch side insert of the game jersey or within the area of the game jersey between the base of the front of the front neckline and the shoulder seam of the jersey or at the center or apex of the neckline of the back of the jersey.
- f. Decorations or adornments, such as mascots and stars, located within the 4-inch side insert.

Art. 6. Manufacturers' or distributors' labels or trademarks are not permitted on the game jersey.

Art. 7. No more than two identifying names or abbreviations of the names may be placed on either, or on both, the front and back of the game jersey. The name(s) and/or abbreviation(s):

- a. Shall identify the school, the school nickname or mascot, or the player's name;
- b. Shall be placed vertically and/or horizontally. When placed horizontally, the lettering may be arched, but the first and last letters shall be in the same horizontal plane;
- c. May be placed no closer than 1 inch from the top or bottom of the uniform number;
- d. May have any form of decorative emphasis (e.g., paw, halo, crown, star) located above the name or abbreviation when the name or abbreviation is placed above the game-jersey number;
- e. May have a tail or an underscore located below them when the name or abbreviation is placed below the game-jersey number; or
- f. Shall be placed such that the number(s) is clearly visible.

Art. 8. Each team member's game jersey shall be numbered on the front and back with plain Arabic numerals.

- a. The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. Team rosters can include 0 or 00 but not both.
- b. The numbers on the front and back of the game jersey shall be of the same color and style.

- c. The number shall be at least 6 inches high on the back and at least 4 inches high on the front and not less than 3/4-inch in width.
- d. Numbers shall be centered on the front and back of game jerseys.
- e. The style of the number shall be clearly visible and conform to the following:
 1. A solid color with no more than two solid 1/4-inch borders. When the game jersey color is used as the solid color of the number, it shall be bordered with no more than two 1/4-inch solid border(s) that contrast the game jersey color.
 2. The combination of the number and borders cannot exceed three different colors. When the game jersey color is used as a border or as the number itself, it shall be counted as one of the permitted three colors.
 3. A solid contrasting “shadow” trim, not to exceed 1/2-inch in width, may be used on part of the uniform number. This “shadow” trim may only be used in place of the 1/4-inch borders.

Art. 9. Members of the same squad shall not wear identical numbers.

- a. When such an infraction occurs, the second-listed squad member in the official scorebook (and any following member) wearing an identical number shall be charged with an administrative technical foul. The penalty shall be imposed when the infraction is discovered.
- b. When there is duplication, only one squad member shall be permitted to wear a given uniform number. All others must change to a uniform number not already in use before they may participate.

Art. 10. Opposing team uniforms shall be of contrasting colors. The home team should wear light game jerseys and the away team should wear dark game jerseys.

Art. 11. An undershirt is considered to be part of the game jersey and must be a color similar to that of the game jersey. In addition, the sleeves and neckline of undershirts shall be unaltered. (e.g., no cut-off sleeves or cut necklines) Both sleeves shall be of the same length and not extend beyond the elbows. No logos, decorations, trim, commemorative patches, lettering or numbering may be used on an undershirt. An illegal undershirt shall not be worn.

Art. 12. Undergarments shall not extend below the game pants and shall be similar in color to that of the game pants.

Art. 13. Any item that goes entirely around the head, such as headbands or hair control devices shall:

- a. Be non-abrasive and unadorned and 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 (women) beige;
- c. Be not wider than 2 inches;
- d. Bear one manufacturer's logo or one institutional logo/mascot that shall meet the restrictions of Rule 3-6.1.a; and
- e. Exclude hard items including but not limited to barrettes, beads and bobby pins.

Art. 14. Wristbands no wider than 2 inches made of single-color cloth similar to the dominant color of the game jersey, white, black or (women) beige and unadorned (except for one manufacturer's logo or one institutional logo/mascot that shall meet the size restrictions of Rule 3-6.1.a) are legal.

Art. 15. Wristbands and headbands shall be uniform to each other for the entire team.

Art. 16. Game jerseys shall be tucked in the game pants.

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

Section 6. Uniforms—Logos, Labels, Trademarks

Art. 1. A single manufacturer's or distributor's normal logo, label or trademark may be worn on the game pants, and all other items of apparel excluding the game jersey (e.g., T-shirts, warm-ups, socks, headbands, wristbands and towels) may bear a single manufacturer's or distributor's normal logo, label or trademark or an institutional logo or mascot but not both may be worn.

- a. The logo, label or trademark shall be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does

not exceed 2 ¼ square inches, including any additional material (e.g., patch) surrounding the normal trademark or logo.

- b. When an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does not exceed 2 ¼ square inches.

Section 7. Players' Equipment

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

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

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

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

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.

RULE 4

Definitions

Section 1. Airborne Shooter

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

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

Section 2. Alternating-Possession Procedure

Art. 1. The alternating-possession procedure is a method of putting the ball in play with a throw-in rather than a jump ball. (See Rule 6-3)

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

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

Section 3. Back Court/Front Court

Art. 1. A team's back court consists of the rest of the playing court, including its opponent's basket and inbounds part of the backboard and the division line, excluding the mathematical edge nearest the team's basket.

Art. 2. A team's front court shall consist of that part of the playing court between its end line and the nearer edge of the division line, including its basket and the inbounds part of its backboard.

Art. 3. A live ball is in the front court or back court of the team in control as follows:

- a. A ball that is in contact with a player or with the playing court shall be in the back court when either the ball or the player (either player when the ball is touching more than one) is touching the back court. It shall be in the front court when neither the ball nor the player is touching the back court.

- b. A ball that is not in contact with a player or the playing court retains the same status as when it was last in contact with a player or the playing court.
- c. During a dribble from back court to front court, the ball shall be in the front court when both feet of the dribbler and the ball touch the playing court entirely in the front court.

Art. 4. A pass in the front court that is deflected by a defensive player so that the ball goes into the back court may be recovered by either team.

Art. 5. When the throw-in spot is located adjacent to a front-court boundary line, the throw-in team may cause the ball to go into the back court.

Art. 6. During a throw-in when the ball is located out of bounds and adjacent to either a front-court or back-court boundary line, an inbounds player in the front court who is not in control of the ball may cause the ball to go into the back court.

Art. 7. A defensive player shall be permitted to secure control of the ball while both feet are off the playing court in his or her front court and land with one or both feet in the back court. It makes no difference if the first foot down was in the front court or back court.

Art. 8. A player shall be permitted to be the first to secure control of the ball after a jump ball or throw-in while both feet are off the playing court in his/her front court and the player lands with one or both feet in the back court. It makes no difference if the first foot down was in the front court or back court.

Section 4. Basket

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

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

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

Section 5. Basket Interference

Art. 1. The ball shall be considered to be within the basket when any part of the ball is below the cylinder and the level of the ring.

Art. 2. Basket interference occurs when a player:

- a. Touches the ball or any part of the basket while the ball is on or within the basket;
- b. Touches the ball while any part of it is within the cylinder that has the ring as its lower base;
- c. Reaches through the basket from below and touches the ball before it enters the cylinder; or
- d. Pulls down a movable ring so that it contacts the ball before the ring returns to its original position.

Art. 3. A player may have a hand legally in contact with the ball, when this contact continues after the ball enters the cylinder or when, in such action, the player touches or grabs the basket.

Section 6. Batting the Ball

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

Section 7. Bench Area

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

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

Section 8. Bench Personnel

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

Section 9. Blocking

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

Section 10. Charging

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

Section 11. Bonus Free Throws

Art. 1. One type of bonus free throw is a second free throw that is awarded for each common foul (except a player-control or team-control foul) committed by a player of a team, beginning with the seventh team foul in a half, provided that the first free throw for the foul is successful.

Art. 2. The other type of bonus free throw occurs starting with the offending team's 10th team foul in a half. From this point, two free throws shall be awarded for each common foul (except a player-control or team-control foul).

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

- a. **(Men)** Personal fouls, direct and flagrant technical fouls.
- b. **(Women)** Personal fouls and all technical fouls.

Note: Player-control fouls and team fouls charged to bench personnel shall count toward the team-foul total and bonus.

Section 12. Boundary Lines

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

Section 13. Closely Guarded

Art. 1. (Men) A player in control in the front court only while holding or dribbling the ball is closely guarded when his opponent is in a guarding stance at a distance not exceeding 6 feet. This distance shall be measured from the forward foot or feet of the defender to the forward foot or feet of the opponent.

Art. 2. (Women) A player in control anywhere on the playing court while holding (not dribbling) the ball is closely guarded when her opponent is in a guarding stance at a distance not exceeding 3 feet. This distance shall be measured from the forward foot or feet of the defender to the forward foot or feet of the opponent.

Art. 3. After the start of a five-second closely guarded count, in order for a closely guarded violation to occur, there shall be continuous guarding by the same opponent.

Art. 4. When a player is positioned between the player in control of the ball and his or her opponent, who is within 6 feet (**men**) or 3 feet (**women**), a closely guarded situation does not exist.

Section 14. Continuous Motion

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

Section 15. Control—Player, Team

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

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

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

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

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

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

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

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

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

- a. A player is in control;

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

Section 16. Cylinder

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

Section 17. Delay

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

- a. Failure to supply scorers with data per Rule 3-3 (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 10-4.8);
- 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 except for when the resumption of play method is employed (See Rule 10-2.5.b);
- e. Failure to have the court ready for play after the final horn to end any timeout. (See Rule 10-2.5.c);
- f. Attempting to gain an advantage by interfering with the ball after a goal or by failing to immediately pass the ball to the nearest official after a whistle is blown (See Rule 10-3.11); or
- g. **(Women)** 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. (See Rule 10-3-7)

Art. 2. One individual warning shall be given to the team that fails to comply with Rule 4-17.1.d through g, and the warning shall be reported to the official scorer. Thereafter, a technical foul shall be assessed.

Section 18. Designated Spot

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

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

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

Section 19. Disposal of Ball

Art. 1. The ball is at the disposal of a player when it is:

- a. Handed to the thrower-in or free-thrower;
- b. Caught by the thrower-in or the free-thrower after it is bounced to him or her;
- c. Placed at a spot on the floor; or
- d. Available to a player after a goal.

Section 20. Disqualified Player

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

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

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

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

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

Section 21. Dribble

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

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

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

Art. 4. The dribble ends when:

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

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

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

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

Section 22. Dunk

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

Section 23. Ejection

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

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

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

- a. Committing a flagrant personal foul or flagrant technical foul;
- b. Incurring the maximum combination of technical fouls;
- c. Participating in a fight;
- d. Leaving the bench area during a fight situation as bench personnel but not participating in the fight;
- e. Participating after having been disqualified for a reason other than ejection; or
- f. Participating after changing one's uniform number without reporting the change to the scorers and an official.

Section 24. Entering Player

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

Section 25. Extra Period

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

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

Section 26. Fighting

Art. 1. A fight is a flagrant foul.

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

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

Art. 4. When during a confrontation, an individual uses unsportsmanlike acts or comments which, in the opinion of the official, provoke the other individual to retaliate by fighting, it shall be ruled that both individuals have been involved in the fight.

Art. 5. When a physical confrontation has occurred, the officials shall responsibly determine the individuals who were involved in the fight or left the bench area to participate.

Art. 6. A combative confrontation may occur when the ball is live, in which case, it is a flagrant personal foul; or when the ball is dead, and a flagrant technical foul shall be assessed.

Art. 7. When during the course of play, an individual strikes an opponent with the hand, elbow, arm, foot, knee or leg in a non-confrontational manner but the act is excessive or severe, it shall be ruled as a flagrant foul and not a fighting action. When a defined body part is used to strike an opponent but the contact is not severe or excessive, a judgment shall be made by the official as to whether the contact is intentional.

Art. 8. Any time an individual uses a closed fist in an unsportsmanlike manner, it shall be deemed that the individual has initiated a fighting act and shall be penalized accordingly.

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

Section 27. Followers

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

Section 28. Forfeit/No Contest

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

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

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

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

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

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

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

Art. 1. A foul is an infraction of the rules that is charged to a squad member or a coach and is penalized in various ways. Following are the types of fouls:

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

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

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

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

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

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

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

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

1. Causing excessive, non-flagrant contact with an opponent while playing the ball;
2. Contact that is not a legitimate attempt to play the ball or player, specifically designed to stop or keep the clock from starting;

3. Pushing or holding a player from behind to prevent a score;
 4. Fouling a player clearly away from the ball who is not directly involved with the play, specifically designed to stop or keep the clock from starting; and
 5. Contact with a player making a throw-in.
- e. **Simultaneous personal foul.** A simultaneous personal foul by opponents occurs when a personal foul is committed by each team at approximately the same time but not by opponents against each other.

Art. 3. Technical Fouls

- a. **Administrative technical foul.** A technical foul that is not specific to an individual's conduct including, but not limited to court/equipment requirements, rosters, benches, illegal uniforms/numbers, scorebook, team delays, excessive timeouts, team followers (See Rule 10-2).
- b. **Bench technical foul.** A technical foul that involves unsporting conduct of bench personnel (See Rule 10-4).
- c. **(Men) Indirect and direct technical foul.** A technical foul that is direct or indirect shall be a foul by any player, squad member, coach, bench personnel or followers that neither involves contact with an opponent nor causes contact with an opponent. Examples of indirect and direct technical fouls shall include:
 1. Unsportsmanlike conduct (direct);
 2. Requesting an excessive timeout (indirect); and
 3. Hanging on the ring, except when doing so to prevent an injury (indirect).
- d. **(Women) Indirect and direct technical foul.** Direct refers to a technical foul assessed to a head coach for his/her own behaviors. Indirect refers to a technical foul assessed to a head coach for the actions of only bench personnel.
- e. **Double technical foul.** A double technical foul occurs when opponents commit technical fouls against each other at approximately the same time.
- f. **Flagrant technical foul, dead ball.** A flagrant technical foul can be either contact or non-contact.

1. A flagrant contact technical foul is severely or extremely contacting an opponent when the ball is dead.
 - a. An exception may be a foul committed by an airborne shooter.
2. A flagrant non-contact technical foul is an infraction that involves extreme, sometimes persistent, vulgar, abusive conduct.
- g. **(Men) Intentional technical foul.** An intentional technical foul involves intentionally contacting an opponent in an excessive non-flagrant manner when the ball is dead.
- h. **Player/Substitute technical foul.** A technical foul that involves the conduct of a player or a substitute (See Rule 10-3)
- i. **Simultaneous technical foul.** A simultaneous technical foul can be direct, indirect or flagrant and occurs when there is a technical foul committed by each team, at approximately the same time, but not by opponents against each other.

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

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

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

Section 30. Free Throw

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

Art. 2. A free throw starts when the ball is placed at the disposal of the free-thrower.

Art. 3. A free throw ends when:

- a. The try is successful;

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

Section 31. Fumble

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

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

Section 32. Game Clock

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

Section 33. Goal

Art. 1. A goal shall be made when:

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

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

Section 34. Goaltending

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

- a. The ball is in its downward flight; and
- b. The entire ball is above the level of the ring and has the possibility, while in flight, of entering the basket and is not touching the cylinder.

Art. 2. It is goaltending to touch the ball outside the cylinder during a free throw, regardless of whether the free throw is on its upward or downward flight.

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

Section 35. Guarding

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

Art. 2. There is no minimum distance required between the guard and opponent, but the maximum shall be **(men)** 6 feet or **(women)** 3 feet when closely guarded. This distance shall be measured from the forward foot or feet of the defender to the forward foot or feet of the opponent. These distances shall apply only when a player is holding the ball (for men, this distance also applies while dribbling).

Art. 3. Every player shall be entitled to a spot on the playing court, provided that such player gets there first without illegally contacting an opponent.

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

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

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

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

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

- a. Is not required to continue having the torso face the opponent;
- b. Is required to have either one foot or both feet on the playing court (cannot be out of bounds);
- c. May raise the hands or may jump within his or her own vertical plane;
- d. May shift to maintain guarding position in the path of the dribbler, provided that the guard does not charge into the dribbler or otherwise cause contact;
- e. May move laterally or obliquely to maintain position provided such a move is not toward the opponent when contact occurs;
- f. Is not required to have the feet on the playing court when shifting in the path of the dribbler or when moving laterally or obliquely; and
- g. May turn or duck to absorb shock when contact by the dribbler is imminent. In such a case, the dribbler shall not be absolved from the responsibility of contact.

Section 36. Hands and Arms, Use of

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

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

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

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

Art. 3. A player shall be permitted to hold his or her hands and arms in front of his or her face or body for protection in a recoil action rather than a pushing action:

- a. To absorb force from imminent contact by an opponent; or
- b. When that player, who has set a blind screen, is about to be run into by the player being screened.

Art. 4. A player shall not use the arms, hands, hips or shoulders:

- a. To force his or her way through a screen; or
- b. To hold the screener and then push the screener aside in order to maintain a guarding position relative to his or her opponent.

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

Art. 6. It shall be illegal to extend one's elbow(s) and make contact when one's:

- a. Hands are on one's hips;
- b. Hands are held near one's chest; or
- c. Arms are held approximately horizontal to the playing court.

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

Art. 7. The following shall be considered excessive swinging:

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

Section 37. Held Ball

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

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

Section 38. Holding

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

Section 39. Inadvertent Whistle

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

Section 40. Incidental Contact

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

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

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

Art. 4. A player who is screened within his or her visual field shall be expected to avoid contact with the screener by stopping or avoiding the screener.

Art. 5. A player who is screened outside his or her visual field may make inadvertent contact with the screener. Such contact shall be incidental, provided that the screener is not displaced when he or she has the ball.

Art. 6. When a player approaches an opponent from behind or a position from which the player has no reasonable chance to play the ball without making contact with the opponent, the responsibility for contact shall be that of the player in the unfavorable position.

Section 41. Intermission

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

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

Section 42. Jump Ball

Art. 1. A jump ball is a method of putting the ball into play at the beginning of the game or any extra period(s) by tossing it up between two opponents in the center circle.

Art. 2. A jump ball shall begin when the ball leaves the official's hand and shall end when it touches a non-jumper, the floor, basket, backboard or official.

Section 43. Jumpers

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

Section 44. Jump Stop

Art. 1. A jump stop is executed when a player catches the ball while moving or dribbling with:

- a. One foot on the playing court, jumps off that foot and lands simultaneously on both feet (no pivot foot).
- b. Two feet off the playing court, lands on one foot, jumps off that foot and lands simultaneously on both feet (no pivot foot).

Art. 2. A jump stop may also be executed when the dribbler has one foot on the playing court, initiates a jump off that foot, ends the dribble with both feet off the playing court and lands simultaneously on both feet (either foot can be established as the pivot foot).

Section 45. Kicking the Ball

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

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

Section 46. Location of a Player

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

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

- c. Outside or inside the three-point line with at least one foot in contact with the playing floor behind the line and the other foot not contacting the line or the playing floor in front of the line.

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

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

Section 47. Multiple Free Throw

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

Section 48. Pass

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

Section 49. Penalty

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

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

Section 50. Pivot

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

Section 51. Player

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

Section 52. Playing Court

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

Section 53. Point of Interruption

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

- a. An official's inadvertent whistle, as in Rules 4-39 and 7-5.17.
- b. An interrupted game, as in 5-4.
- c. A correctable error, as in 2-12.1.
- d. Any double foul or simultaneous personal foul, as in Rule 4-29.
- e. Any technical foul(s). **Exceptions: (Men)** single intentional technical foul and single flagrant technical foul.

Art. 2. Play shall be resumed after any appropriate penalty is administered by one of the following methods:

- a. A throw-in to the team that was in control at a designated spot nearest to where the ball was located when the stoppage occurred.
 1. A ball that is not in contact with a player or the playing court retains the same status as when it was last in contact with a player or the playing court.

Exceptions: A single flagrant technical foul (ball awarded at the division line) and **(men)** a single intentional technical foul (ball awarded at the division line).

- b. **(Women)** A throw-in to the offended team at a designated spot nearest to where the ball was located when the stoppage occurred for a technical foul for an excessive timeout.
- 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.

Section 54. Post Player

A post player is any offensive or defensive player in the lane area with or without the ball with his or her back to the basket. The lane area includes the three-second lane (Rule 4-66) and approximately three feet just outside the lane.

Section 55. Rebound

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

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

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

Art. 3. Every player shall be entitled to a spot on the playing court, provided that such player gets there first without illegally contacting an opponent.

Section 56. Resumption of Play

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

Section 57. Rule

Art. 1. A rule is one of the groups of laws that govern the game.

Art. 2. A game law (commonly called a rule) sometimes states or implies that the ball is dead or a foul or violation is involved. When it does not, it shall be assumed that the ball is live and no foul or violation has occurred to affect the given situation.

Art. 3. A single infraction shall not be complicated by a second infraction unless so stated or implied.

Section 58. Scorebook

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

Section 59. Screen

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

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

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

Art. 3. A player shall not:

- a. Cause contact by setting a screen outside the visual field of a stationary opponent that does not allow this opponent a normal step to move.
- b. Make contact with the opponent when setting a screen within the visual field of that opponent.
- c. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction.

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

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

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

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

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

Section 60. Shooter

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

Section 61. Shot Clock

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

Section 62. Shot-Clock Try

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

Section 63. Substitute

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

Section 64. Tap

Art. 1. A tap is a type of try for field goal whereby a player attempts to score two or three points by directing a live ball into his or her team's basket with his or her hands or fingers.

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

Art. 3. A tap shall end when it is successful, when it is certain that the tap is unsuccessful, when the ball touches the floor or when the ball becomes dead.

Section 65. Team Member

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

Section 66. Three-Second Lane

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

Section 67. Throw-in/Thrower-in

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

Art. 2. A thrower-in is the player attempting the throw-in as outlined in Rule 7-6.

Art. 3. A throw-in and the throw-in count shall begin when the ball is at the disposal of the player entitled to the throw-in.

Art. 4. A throw-in shall end when a passed ball touches or is legally touched by an inbounds player or when a player, who is located on the playing court, touches

and causes the ball to be out of bounds or when the throw-in team commits a throw-in violation

Art. 5. A thrower-in shall have five seconds from receiving disposal of the ball to release the throw-in. The throw-in count shall end when the ball is released by the thrower-in so that the ball goes directly into the playing court.

Section 68. Traveling

Art. 1. Traveling occurs when a player holding the ball moves a foot or both feet in any direction in excess of prescribed limits described in this rule.

Art. 2. A player who catches the ball with both feet on the playing court may pivot, using either foot. When one foot is lifted, the other is the pivot foot.

Art. 3. A player who catches the ball while moving or dribbling may stop and establish a pivot foot as follows:

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

Art. 4. After coming to a stop and establishing the pivot foot:

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

Art. 5. After coming to a stop when neither foot can be the pivot foot:

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

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

Section 69. Try for Goal/Act of Shooting

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

Art. 2. The try shall start when the player begins the motion that habitually precedes the release of the ball on a try. The ball does not need to leave the player's hand. The arm might be held so that the player cannot throw; however, he or she may be making an attempt.

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

Art. 4. A dunk attempt is a try.

Art. 5. In any period, when the game clock displays 10ths of seconds and play is to be resumed by a throw-in or a free throw when 3/10 (.3) of a second or less remains on the game clock, a player may not gain possession of the ball and try for a field goal. Such player can only score a field goal by means of a tap of the pass or of a missed free throw.

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

Art. 7. An airborne shooter, who is fouled by an opponent, while in the air but after the ball is released shall be considered to be in the act of shooting until that airborne player returns to the floor.

Section 70. Uniform

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

Section 71. Unsportsmanlike Conduct

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

Section 72. Verticality

Art. 1. Verticality applies to a legal position. The basic components of the principle of verticality are:

- a. Legal guarding position must be established and attained initially, and movement thereafter must be legal.
- b. From such position, the defender may rise or jump vertically and occupy the space within his or her vertical plane.
- c. The hands and arms of the defender may be raised within his or her vertical plane while the defender is on the playing court or in the air.
- d. The defender shall not be penalized for leaving the playing court vertically or having his or her hands and arms extended within the vertical plane.
- e. The offensive player, whether on the playing court or airborne, shall not “clear out” or cause contact that is not incidental.
- f. The defender may not “belly up” or use the lower part of the body or arms to cause contact outside his or her vertical plane.
- g. The player with the ball shall be given no more protection or consideration than the defender in the judging of which, if either, player has violated the principle of verticality.

Section 73. Violation

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

Section 74. Warm-ups

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

RULE 5

Scoring and Timing Regulations

Section 1. Scoring

Art. 1. A goal from the field other than from beyond the three-point line shall count two points for the team into whose basket the ball is thrown, tapped or directed.

Art. 2. A successful try from beyond the three-point line shall count three points for the team when the ball is thrown or directed into its basket.

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

Art. 3. When the official(s) permits a team to go in the wrong direction, and when the error is discovered all activity and time consumed shall count as though each team had gone in the proper direction. Play shall be resumed with each team going in the proper direction.

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

Art. 5. When there is doubt whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange, any activity before the next live ball shall be canceled, with the exception of a flagrant personal foul, flagrant technical foul, intentional personal foul, **(men)** intentional technical foul, indirect technical foul or direct technical foul and the correct time shall be added to the game clock.

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

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

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

Section 2. Winning Team

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

Section 3. Forfeit

Art. 1. When a forfeit is declared (See Rule 4-28), the score shall be recorded as 2-0 and all statistics (other than the teams' and coaches' won-lost records) shall be voided, unless 30 minutes of playing time has been completed on the game clock. In that case, the score at the end of play shall stand and all other statistics shall count.

Art. 2. When the team that is behind in the scorebook is to be declared the winning team, that score shall be marked with an asterisk in the official statistics; and it shall be noted that the game was won by forfeit.

Section 4. Interrupted Games

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

Section 5. Protests

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

Section 6. Length of Periods

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

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

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

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

Section 7. Beginning and End of Period

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

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

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

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

- a. When the ball is in flight during a try, the period shall end when the try ends.
- b. When a held ball or violation occurs so near the expiration of time that the game clock is not stopped before time expires, the period shall end with the held ball or violation.
- c. When a foul occurs so near the expiration of time that the official timer cannot stop the game clock before time expires or when the foul occurs after time expires but while the ball is in flight during a try, the period shall end when the free throw(s) and all related activity have been completed.
 1. After the red light or LED lights have been activated to end a game, or after the game-clock horn sounds, when the red light or LED lights are not present, only those free throw(s) necessary to

determine a winner or whether an extra period is necessary shall be awarded.

Art. 4. 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, a flagrant technical foul or **(men)** an intentional technical foul occurs after the ball has become dead to end a period that is to be followed by another period, the next period shall be started by administering the free throws. Play shall resume at the point of interruption for a technical foul or by awarding the ball at the division line on either side of the playing court for a flagrant and **(men)** intentional technical.

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

Section 8. Extra Period

Art. 1. When the score is tied at the end of the second half, play shall continue without change of baskets for one or more extra period(s) with a one-minute intermission before each extra period. The game shall end when, at the end of any extra period, the score is not tied.

Art. 2. The length of each extra period shall be five minutes. As many such periods as are necessary to break the tie shall be played.

Art. 3. Each extra period is an extension of the second half.

Section 9. Start Game Clock

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

Art. 2. When play is started by a jump ball, the game clock shall be started when the tossed ball is legally touched.

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

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

Section 10. Stopping Game and Shot Clocks

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

Art. 1. Signals:

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

Art. 2. Stops play:

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

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

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

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

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

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

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

Art. 8. Suspends play when a player incurs a wound that causes bleeding or has blood on his or her body caused by blood from another player's wound.

- a. **(Men)** The official shall stop the game at the earliest possible time and instruct the player to leave the game for attention by medical personnel.
- b. **(Women)** Allow for 20 seconds to remedy the situation before instructing the player to leave the game.

Art. 9. A player with blood on his or her uniform shall have the uniform evaluated by medical personnel. When medical personnel determines that the blood has not saturated the uniform, the player may immediately resume play without leaving the game. When medical personnel determines that the blood has saturated the uniform, the affected part of the uniform shall be changed before the player shall be permitted to return.

Art. 10. Recognizes each successful field goal in the last 59.9 seconds of the second half or any extra period, which includes a timer's or clock operator's mistake or an inadvertent whistle. Substitution shall not be allowed during these dead-ball situations. **(Women)** Substitutions shall only be allowed for timeouts, violations or fouls.

Section 11. Timing Mistakes and Malfunctions

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

Art. 1. When an obvious timing mistake has occurred because of the failure to start or stop the game clock properly, the mistake shall be corrected only when the referee has definite information relative to the time involved. Such a mistake shall be corrected during the first dead ball but before the next/second live ball is touched inbounds or out of bounds by a player other than the thrower-in. When the clock should have been continuously running, the

mistake shall be corrected before the second live ball is touched inbounds or out of bounds by a player other than the thrower-in.

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

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

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

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

Section 12. Timeouts Not Granted

Art. 1. No timeouts shall be granted:

- a. To the opponents of the throw-in team after the throw-in starts.
- b. During an interrupted dribble.
- c. To a player or coach when an airborne player's momentum is carrying him/her out of bounds or into the backcourt.
- d. Unless there is player control by the requesting team. (*Exception: Rule 5-12.1.c*)
- e. A timeout shall not be granted until after the jump ball that begins the game and the conditions as described in Rule 5-10 are in effect.

Section 13. Timeouts Charged

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

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

Art. 2. A timeout may be requested and granted when an injured player, a player who is bleeding or has a uniform that is saturated with blood, or **(women)** a player with a lost, displaced or irritated contact desires to remain in the game. When the condition is remedied within a granted timeout the player is permitted to remain in the game.

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

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

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

a. When television is employed, there shall be four electronic-media timeouts in each half. These electronic-media timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks when the game clock is stopped.

1. The first timeout requested by either team in the second half shall become the length of a timeout called for by the electronic-media agreement.
2. When the first timeout requested by either team in the second half is granted and creates the first dead ball after one of the 16-, 12-, 8- or 4-minute marks, the electronic-media timeouts for those specified times shall occur after the next dead ball.

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

b. When radio or Internet audio or visual broadcast is being used, electronic-media timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks or after the 15-, 10- and 5-minute marks, when the game clock is stopped, depending on the electronic-media agreement.

1. The first timeout requested by either team in the second half shall be 75 seconds long or longer when called for by the electronic-media agreement.
2. When the electronic-media agreement calls for fewer than three electronic-media timeouts in one half, these electronic-media timeouts shall occur at the first dead ball after the minute marks specified by the electronic-media agreement.

c. Each team shall be entitled to four timeouts, 30 seconds each in length.

- d. Each team may carry up to three 30-second timeouts into the second half.
- e. Each team shall be entitled to one 60-second timeout that may be used any time during the game.
 - 1. No conference shall be permitted to extend the 60-second timeout by electronic-media agreement in electronic-media games.
- f. A player or a coach from the same team may request successive 30-second timeouts.
 - 1. When these successive timeouts are granted, players shall be allowed to sit on their bench only when the request has been made in advance.
 - 2. When successive 30-second timeouts are granted, a warning horn shall be sounded 15 seconds before the expiration of the final 30-second timeout.
- g. Unused 30-second team timeouts from the second half may be used in extra period(s).
- h. A team-called 30-second timeout or a 60-second timeout (excluding the first timeout of the second half that becomes an electronic-media timeout) in a game involving electronic media can be shortened when the captain/coach notifies the official of the team's intent to do so.
 - 1. When a request has been made to shorten a timeout for a purpose other than a substitution(s), a warning horn shall be sounded immediately and 15 seconds later a game-clock horn shall be sounded to resume play.
 - 2. When a request is made to shorten any timeout for a substitution(s), the signal for shortening a timeout shall be given and play shall be resumed immediately.
- i. Each team shall be entitled to one additional 30-second timeout during each extra period.
 - 1. The extra timeout shall not be granted until after the jump ball that begins the extra period and the conditions as described in Rule 5-10 are in effect.

2. The first timeout requested in any extra period may become an electronic-media timeout when called for by the electronic-media agreement.
- j. Cheerleaders and mascots are permitted onto the playing court only during an electronic-media timeout or intermission.
- k. Bands and amplified music are permitted to play or be played only during any timeout or intermission.

***Note: (Men)** For Division II Men's NCAA tournament games, the format described in Rule 5-13.4 may be used without the presence of electronic media.*

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

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

Art. 6. In games involving electronic media, when a foul (personal or technical) is committed that causes the ball to become dead at one of the specified time marks on the game clock for electronic-media timeouts, that electronic media timeout shall be taken and then the free throw(s) shall be administered after the timeout.

Art. 7. In games involving electronic media, when a timeout has been recognized to be shortened for the sole purpose of making substitutions and the timeout causes the first dead ball after one of the specified time marks

for electronic-media timeouts (16-, 12-, 8-, 4-), that timeout shall become an electronic-media timeout.

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

Art. 9. When a 30-second timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood or a correctable error, and that timeout is granted at the first dead ball at one of the specified time marks on the game clock for electronic-media timeouts, that timeout shall become an electronic-media timeout.

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

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

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

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

Art. 14. A warning 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. 15. A second game-clock horn shall be sounded at the end of any charged or electronic-media timeout and play shall resume immediately.

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

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

Art. 18. During any timeout, bench personnel and players shall locate themselves inside an imaginary rectangle formed by the boundaries of the sideline (including the bench), end line, and an imaginary line extended

from the free-throw lane line nearest the bench area meeting an imaginary line extended from the coaching-box line.

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

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

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

Art. 21. A timeout shall be charged to a team for either length or fraction thereof consumed under Rules 5-10.3 and 5-10.4, regardless of the amount of time consumed.

Art. 22. In games not involving electronic media, one 75-second timeout or one 30-second timeout, when the 75-second timeouts have been utilized, and in games involving electronic media either one 30-second or 60-second timeout shall be charged to the team making the appeal in Rule 5-10.5, when no correction is made or when the time limit for correcting an error under Rule 2-12 expires.

Section 14. No Timeout Charged

Art. 1. No timeout shall be charged when:

- a. In Rule 5-10.2.b, an injured player is ready to play immediately or is replaced until at least the next opportunity to substitute after the game clock has started after his or her replacement.
- b. **(Men)** In Rule 5-10.3, the player's request, within a reasonable amount of time, resulted from displaced eyeglasses or contact lenses.
- c. **(Women)** In Rule 5-10.8.b, the player's request during a 20-second time period resulted from blood or a lost, displaced or irritation from a contact lens.

- d. In Rule 5-10.5, when the timeout is specifically requested for the purpose of preventing or rectifying a correctable error or timing scoring or an alternating-possession mistake, when such a mistake was prevented or rectified.
 1. When the time limit for correcting an error under Rule 2-12 has expired, a 75-second timeout or a 30-second timeout when a 75-second timeout is not available shall be charged to the offending team in a game without electronic media and either a 30-second or 60-second timeout charged to the offending team in a game with electronic media.

Section 15. Excessive Timeout

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

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

RULE 6

Live Ball and Dead Ball

Section 1. Periods—How Started

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

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

Art. 3. After a dead ball, play may be resumed in one of the following three ways: jump ball, by placing the ball at the disposal of the thrower-in, or by placing the ball at the disposal of a free thrower.

Art. 4. The ball shall become live when:

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

Section 2. Held Ball—Alternating Process

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

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

- a. When the ball is last touched by two opponents, both of whom are inbounds or out of bounds, the alternating-possession procedure has not been established, so a jump ball shall take place between the two involved players.
- b. When the officials are in doubt as to who last touched the ball and the alternating-possession procedure has not been established, a jump ball shall take place between the two involved players.

Art. 3. Before the start of the second half, the direction of the possession arrow shall be changed (to account for the teams switching ends of the court), indicating that the team that the arrow favored at the end of the first half shall maintain that status to start the second half.

Section 3. Alternating-Possession Situations

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

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

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

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

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

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

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

Section 4. Position for Jump Ball

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

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

Art. 3. The referee or designee shall toss the ball upward between the jumpers in a plane at right angles to the sidelines, to a height greater than either of them can jump and so that the ball will drop between them. The jump ball may be repeated when these provisions are not met.

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

Art. 5. When the ball touches the playing court without being touched by at least one of the jumpers, the official shall toss the ball again.

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

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

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

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

Art. 10. Teammates shall not occupy adjacent positions around the center circle when an opponent indicates a desire for one of these positions before the referee is ready to toss the ball.

Art. 11. Players may move around the center circle without breaking the geometrical cylinder that has the center circle as its base after the ball has left the referee's hand(s) during the toss.

Section 5. Dead Ball

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

- a. Any goal is made.
- b. It is apparent that the free throw will not be successful on a free throw for a technical foul or a false double foul or a free throw that is to be followed by another free throw.
- c. A held ball occurs or the ball lodges between the backboard and the ring or comes to rest on the flange.

- d. An official blows the whistle.
- e. Time expires for a half or extra period.
- f. A foul is called.
- g. Any floor violation (Rules 9-3 through 9-14) occurs, there is basket interference or goaltending (Rule 9-16) or there is a free-throw violation by the free-thrower's team (Rule 9-1).

Section 6. Ball Does Not Become Dead

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

- a. An official's whistle is blown.
- b. Time expires for a half or extra period.
- c. A foul occurs.

Art. 2. A live ball shall not become dead when a foul is committed by an opponent of a player who starts a try for goal before a foul occurs, provided that time does not expire before the ball is in flight.

Art. 3. A live ball shall not become dead when the ball is in flight on a try for field goal or during a free throw when an opponent swings his or her arms or elbows excessively without making contact. When the shooter, tapper or his or her teammates commit this infraction, the ball shall become dead immediately.

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

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

RULE 7

Out of Bounds and the Throw-in

Section 1. Out of Bounds—Player, Ball

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

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

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

Section 2. Ball Caused to Go Out of Bounds

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

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

Section 3. Ball Touched Simultaneously/Officials' Doubt

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

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

Section 4. Ball Awarded Out of Bounds

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

- a. A violation as in Rule 9 or a simultaneous violation.
- b. The last free throw of a penalty for a technical foul. (*Exception: Rule 8-4.3*)
- c. A field goal or a successful free throw for a personal foul as in Rule 8-4.1.a or an awarded goal as in Rule 9-16.
- d. The ball becomes dead while a team is in control provided that no infraction or the end of a period is involved.
- e. A player-control foul.
- f. A team-control foul.
- g. A common foul before the bonus rule goes into effect.
- h. A flagrant personal foul or intentional personal foul.
- i. After any double foul, simultaneous personal foul or simultaneous technical foul when there is team control.
- j. An inadvertent whistle.
- k. A held ball as in Rule 4-37.

Section 5. Out of Bounds, Ball in Play from

Art. 1. When the ball is out of bounds after any violation as outlined in Rules 9-3 through 9-14, an official shall place the ball at the disposal of an opponent of the player who committed the violation for a throw-in from a designated spot nearest to where the violation occurred.

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

Art. 3. After a dead ball, as listed in Rule 7-4.1.d, any player of the team in control shall make the throw-in from a designated spot nearest to where the dead ball occurred.

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

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

Art. 6. After a goal as listed in Rule 7-4.1.c, when a common foul is committed before the bonus is in effect or when the ball is kicked along the end line during the throw-in, the team not credited with the score shall make the throw-in per Rule 7-5.8.

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

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

- a. Any player of the throw-in team may make a direct throw-in or may pass the ball along the end line to a teammate who is also out of bounds.

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

***Exceptions:** Flagrant technical foul and (Men) intentional technical foul. (Women) An administrative technical foul for excessive timeout, play shall resume at the point of interruption by awarding the ball to the offended team.)*

Art. 10. After any double foul, a simultaneous personal foul or a simultaneous technical foul when there is team control, play shall resume at the point of interruption.

Art. 11. After any double personal foul or simultaneous personal or technical foul committed while the try is in flight, play shall resume at the point of interruption. When the try is successful, the throw-in shall occur at the end line. When the try is unsuccessful, the alternating possession arrow shall be used, and the ball shall be awarded at a designated spot nearest to where the try was unsuccessful.

Art. 12. After a flagrant personal foul or an intentional personal foul, a player of the team to whom the throw-in has been awarded shall make the throw-in from a designated spot nearest to where the foul occurred.

Art. 13. After a flagrant technical foul or (**men**) intentional technical foul, a player of the offended team may attempt the free throws and the ball shall be put back in play by any player of that team from a designated spot at the division line at either side of the playing court.

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

Art. 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. (*Exceptions: Flagrant technical foul and (men) intentional technical foul. (Women) An administrative technical foul for excessive timeout, play shall resume at the point of interruption by awarding the ball to the offended team.*)

Art. 16. After a free-throw violation by the shooting team as listed in Rule 9-1, any opponent of the shooting team shall make the throw-in from a designated spot nearest to where the violation occurred.

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

Section 6. Throw-in

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

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

Art. 3. The thrower-in shall release the ball within five seconds so that the pass goes directly into the playing court, except as provided in Rule 7-5.8.

Art. 4. The throw-in count shall end when the ball is released by the thrower-in so that the ball goes directly onto the playing court.

Art. 5. The thrower-in shall not leave the designated spot until he/she has released the ball and the thrown-in ball crosses the plane of the sideline or end line.

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

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

Art. 7. When the throw-in spot is adjacent to a front-court boundary line, the throw-in team may cause the ball to go into the back court.

Art. 8. During a throw-in, when the ball is located out of bounds and adjacent to either a front-court or back-court boundary line, an inbounds player in the front court, who is not in control of the ball, may cause the ball to go into the back court.

Art. 9 A thrower-in may run along the end line after a goal is scored by an opponent or awarded the ball because of basket interference, goaltending or an intentionally kicked ball.

Art. 10. A thrower-in shall be permitted to throw the ball to a teammate, who is also out of bounds along the end line, after a goal is scored by an opponent or awarded the ball because of basket interference, goaltending or an intentionally kicked ball.

Art. 11. When the ball is awarded to the wrong team, the error must be rectified before the throw-in ends.

RULE 8

Free Throw

Section 1. Positions During Attempt

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

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

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

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

- a. The two lane spaces closest to the end line shall remain open.
- b. The first space on each side of the lane that is above and adjacent to the block is designated for an opponent of the free-thrower. The second lane space on each side of the lane is designated for a teammate of the free-thrower. The third available space on each side of the lane is designated for an opponent of the free-thrower.
- c. **(Women)** Teammates of the free-thrower shall not occupy lane spaces designated for opponents of the free-thrower; opponents of the free-thrower shall not occupy lane spaces designated for teammates of the free-thrower.
- d. **(Men)** Players shall be permitted to move along and across the lane to occupy a vacant space within the limitations listed in this rule.

Art. 5. Each of the first lane spaces above and adjacent to the block shall be occupied by an opponent of the free-thrower unless the resumption-of-play method of placing the ball at the disposal of the free-thrower is in effect.

Art. 6. No player shall be permitted to occupy the fourth space (closest to the free thrower) on either side of the free-throw lane.

Art. 7. A player shall position one foot at the near proximity of the outer edge of the free-throw lane line. The other foot may be positioned anywhere within the designated 3-foot lane space.

Art. 8. Only one player shall occupy any part of a designated lane space. Only the first lane space above and adjacent to the block on each side must be occupied.

Art. 9. When the ball is to become dead regardless of whether the last free throw for a specific penalty is successful, players shall not take positions along the free-throw lane.

Section 2. Who Attempts

Art. 1. Personal fouls—The free throw(s) awarded because of a personal foul shall be attempted by the offended player, unless one of the conditions of Article 2 of this section is met.

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

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

Art. 3. Technical fouls—The free throws awarded because of any technical foul may be attempted by a player on the offended team, including an eligible substitute, who shall be designated by the head coach or captain of the offended team; however, the same player shall shoot both free throws.

Section 3. 10-Second Limit

The try for goal shall be attempted within 10 seconds after the ball has been placed at the disposal of the free-thrower at the free-throw line.

Section 4. Next Play

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

- a. As after a field goal, when the try is successful and is for a personal foul, other than an intentional or flagrant foul.
- b. At the point of interruption when the free throw is for a direct or indirect technical foul.

Exception: (Women) *When an administrative technical foul is for excessive timeouts, the ball shall be put back in play by the offended team at the point of interruption.*

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

Art. 2. After the game-clock horn has sounded to end regulation time or an extra period, only the free throw(s) necessary to determine the winner or whether an (other) extra period is necessary shall be awarded unless an infraction of the rules occurs during the officials' jurisdiction.

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

Art. 4. After the administration of the penalty for a personal foul or any technical foul, a single flagrant technical foul or **(men)** a single intentional 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 flagrant technical foul and [men] intentional 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. (**Exception:** *A flagrant technical foul and [men] intentional technical foul*).

Section 5. Ball in Play When Free Throw is Missed

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

Section 6. Ball in Play After False Double Foul

Art. 1. After the last free throw after a false double foul (Rule 4-29.4), the ball shall be put in play as if the penalty for the last foul of the false double foul were the only one administered.

Art. 2. When the last foul is any double foul, play shall resume at the point of interruption.

Section 7. Ball in Play After False Multiple Foul

After the last free throw after a false multiple foul (Rule 4-29.6), 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.

RULE 9

Violations and Penalties

Section 1. Free Throw

Art. 1. The try shall be attempted from within the free-throw semicircle and behind the free-throw line.

Art. 2. After the ball is placed at the disposal of a free-throwser:

- a. The free-throwser shall release the try within 10 seconds and in such a way that the ball enters the basket or touches the ring or flange before the free throw ends.
- b. The free-throwser shall not purposely fake a try nor shall the free-throwser's teammates nor opponents purposely fake a violation.
- c. The free-throwser shall not break the vertical plane of the free-throw line with either foot until the ball strikes the ring, flange or backboard or until the free throw ends.
- d. The free-throwser shall not enter the semicircle. The free-throwser shall not leave the semicircle before the try contacts the ring, backboard or when the free throw ends.
- e. No player shall enter or leave a marked lane space.
- f. No opponent shall disconcert (e.g., taunt, bait, gesture or delay) the free-throwser.
- g. Players not in a legal marked lane space shall remain behind the free-throw line extended and behind the three-point field-goal line until the ball strikes the ring, flange or backboard, or until the free throw ends.
- h. Players occupying any of the legal marked lane spaces on each side of the lane may break the vertical plane of a lane-space boundary once the free-throwser has released the ball. (See Rule 8-1.)

- i. Players occupying a legal marked lane space may not have either foot beyond the vertical plane of the outside edge of any legal lane boundary or beyond the vertical plane of any edge of space (2 x 36 inches) designated by a legal lane space mark or beyond the vertical plane of any edge of the lane until the ball is released by the free-thrower.
- j. Neither team shall have more than the maximum number of players permitted on the free-throw lane.
- k. No player shall occupy the fourth lane space (closest to the shooter) on either side of the free-throw lane.
- l. An opponent of the free-thrower shall occupy each lane space above and adjacent to the block.

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

Art. 4. When there is a violation by each team, the ball shall become dead when the violation by the free thrower's team occurs. No points shall be scored and play shall be resumed by awarding the ball to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violations occurred.

Section 2. Free-Throw Violation Penalties

Art. 1. When a violation is by the free-thrower only or the free-thrower's teammate only, no point shall be scored by that free throw. The ball shall become dead when the violation occurs. The ball shall be awarded at a designated spot nearest to where the violation occurred, unless another free throw is to be awarded.

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

Art. 2. When a violation is by the free-thrower's opponent only:

- a. When the try is successful, the goal shall count and the violation shall be disregarded;
- b. When the try is not successful, the ball shall become dead when the free throw ends and a substitute free throw shall be attempted by the same free-thrower under the same conditions as those for the original free throw.

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

- a. When the first violation is by the free-thrower's teammate, the ball shall become dead when the violation occurs, no point shall be awarded for that free throw. When no other free throw is to follow, play shall be resumed by awarding the ball to the opponent of the team that committed the first violation at a designated spot nearest to where the violation occurred.**
- b. When the first violation is by the opponent of the free-thrower's team and the try is successful, the goal shall count and the violation shall be disregarded. When the try is not successful, the ball shall become dead when the free throw ends, and a substitute free throw shall be attempted by the same free-thrower under the same conditions as those for the original free throw.**

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

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

Art. 5. When there is a simultaneous violation by each team, the ball shall become dead. No points shall be awarded. When no other free throw is to follow, play shall be resumed by awarding the ball to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violations occurred, unless another free throw is to be awarded.

Section 3. Ball Out of Bounds

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

Section 4. Player Out of Bounds

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

- a. A violation has not been committed when a player, who steps out of bounds as permitted by Rule 7-5.8.a, does not receive the pass along the end line by a teammate and is the first to touch the ball after his or her return to the playing court.

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

Section 5. Throw-in

Art. 1. The thrower-in shall not:

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

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

- a. Perform the throw-in or be out of bounds after a designated-spot throw-in begins.

- b. Be out of bounds when he or she touches or is touched by the ball after it has crossed the vertical inside plane of the boundary line. Repeated infractions shall result in an indirect technical foul.

Art. 3. When the ball is located out of bounds and adjacent to a front-court boundary line, the thrower-in may pass the ball into the back court.

Art. 4. (Men) The opponents of the thrower-in shall not have any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line.

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

A player shall not travel or run with the ball, intentionally kick it, strike it with the fist or cause it to pass through the basket and enter the cylinder from below.

Section 7. Double Dribble

Art. 1. A player shall not dribble a second time after the player's first dribble has ended, unless the player subsequently loses control because of:

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

Section 8. Jump Ball

Art. 1. A player shall not violate Rule 6-4.

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

Section 9. Three-Second Rule

Art. 1. A player shall not be permitted to have any part of his or her body remain in the three-second lane for more than three consecutive seconds while the ball is in control of that player's team in his or her front court.

- a. A team in control of the ball for a throw-in adjacent to a front-court boundary line may not be called for a three-second violation.

Art. 2. Allowance shall be made for a player who, having been in the three-second lane for less than three seconds, dribbles or moves in immediately to try for field goal.

- a. The player shall not pass the ball instead of trying for goal.

Section 10. (Men) 10-Second Violation

An inbounds player (and his team) shall not be in continuous control of a ball that is in his back court for 10 consecutive seconds.

Section 11. Shot Clock

Art. 1. The team in control shall attempt a try for field goal within 35 seconds for **men** and within 30 seconds for **women** after any player on the playing court legally touches or is touched by the ball on a throw-in or when a team initially gains possession of the ball from a jump ball, an unsuccessful try for field goal or a loose ball.

Art. 2. The try for field goal shall leave the shooter's hand before the expiration of the allotted shot-clock time, and the try subsequently shall strike the ring or flange or enter the basket.

Section 12. Ball in Back Court

Art. 1. A player shall not be the first to touch the ball in his or her back court (with any part of his or her body, voluntarily or involuntarily) when the ball came from the front court while the player's team was in team control and the player or a teammate caused the ball to go into the back court.

Art. 2. A player who is the first to secure control of the ball in the front court after a jump ball or a throw-in while both feet are off the playing court shall not be permitted to cause the ball to go into the back court, except as permitted in Rule 4-3.8.

Section 13. Elbow(s)

Art. 1. A player shall not excessively swing his or her arm(s) or elbow(s), even without contacting an opponent.

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

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

Section 14. Closely Guarded

Art. 1. Closely guarded violations occur when:

- a. A team in its front court (**men**) or on the playing court (**women**) controls the ball for five seconds in an area enclosed by screening teammates.
- b. (**Men**) A closely guarded player anywhere in his front court holds or dribbles the ball for five seconds. This count shall be terminated during an interrupted dribble.

(**Women**) A player in control of the ball, but not dribbling, is closely guarded when an opponent is in a guarding stance within 3 feet. A closely guarded violation shall occur when the player in control of the ball holds the ball for more than five seconds.

Section 15. Floor-Violation Penalties (Applies only to Rules 9-3 through 9-14)

Art. 1. The ball shall become dead or remain dead when a violation occurs. The ball shall be awarded to a nearby opponent for a throw-in at a designated spot nearest to where the violation occurred.

Art. 2. When the ball passes through a basket during the dead-ball period immediately after a violation, no point(s) can be scored and the ball shall be awarded to an opponent at a designated spot nearest to where the violation occurred.

Section 16. Basket Interference and Goaltending

Art. 1. A player shall commit neither basket interference (Rule 4-5) nor goaltending (Rule 4-34).

Section 17. Basket-Interference and Goaltending Penalties

Art. 1. When the violation is at the basket of the opponent of the offending player, the offended team shall be awarded:

- a. One point for basket interference or one point and (men) an indirect technical foul or (women) a player/substitute technical foul for goaltending when, during a free throw, the ball is on its upward or downward flight.
- b. Two points when during a two-point field-goal try.
- c. Three points when during a three-point field-goal try.

Art. 2. The crediting of the score and subsequent procedure shall be the same as when the awarded score results from the ball going through the basket, except that the official shall hand/bounce the ball to a player of the team entitled to the throw-in.

Art. 3. When the violation is at a team's own basket, no points shall be scored and the ball shall be awarded to the offended team at a designated spot nearest to where the violation occurred.

Art. 4. When the violation results from touching the ball while it is in the basket after entering from below, no points shall be scored and the ball shall be awarded to the opponent at a designated spot nearest to where the violation occurred.

Art. 5. When there is a violation by both teams, play shall be resumed by awarding the ball to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violation occurred.

RULE 10

Fouls and Penalties

Section 1. Personal Fouls

Art. 1. A player shall not hold, push, charge, trip or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s) or knee(s) or by bending his or her own body into other than a normal position; nor use any unreasonably rough tactics.

Art. 2. A player shall not contact an opponent with his or her hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball.

Art. 3. A player shall not use his or her hand(s) on an opponent to inhibit the freedom of movement of the opponent in any way or to aid an opponent in starting or stopping.

Art. 4. A player shall not extend the arm(s) fully or partially other than vertically so that freedom of movement of an opponent is hindered when contact with the arm(s) occurs.

Art. 5. A player shall not use the forearm and hand to prevent an opponent from attacking the ball during a dribble or when trying for goal.

Art. 6. A player may hold his or her hand(s) and arm(s) in front of his or her own face or body for protection and to absorb force from an imminent charge by an opponent.

Art. 7. Contact caused by a defensive player approaching the player with the ball from behind is pushing; contact caused by the momentum of a player who has tried for goal is charging.

Art. 8. A dribbler shall neither charge into nor contact an opponent in the dribbler's path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is sufficient to provide a reasonable chance for the dribbler to pass through without contact.

Art. 9. When a dribbler, without contact, passes an opponent sufficiently to have head and shoulders beyond the front of the opponent's torso, the greater responsibility for subsequent contact shall be that of the opponent.

Art. 10. When a dribbler has obtained a straight-line path, the dribbler may not be crowded out of that path; when an opponent is able to legally obtain a defensive position in that path, the dribbler shall avoid contact by changing direction or ending the dribble.

Art. 11. The player intending to become the dribbler shall not be permitted additional rights to start a dribble or in executing a jump try for goal, pivot or feint.

Art. 12. A player shall adhere to the rules pertaining to illegal contact, including but not limited to, guarding as in 4-35, rebounding as in 4-55, screening as in 4-59, and verticality as in 4-72.

Art. 13. A player shall not flagrantly or excessively contact an opponent while the ball is live (includes fighting).

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

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

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

b. Point of interruption for:

Any double personal fouls or simultaneous personal fouls, even when one or both of the fouls are flagrant or intentional.

c. One free throw for:

- 1. A personal foul against a player who attempts a field goal and whose try is successful.**
- 2. Each foul that is a part of a multiple personal foul, but is not a flagrant personal foul, player-control foul**

or team-control foul, regardless of whether the offended team is in the bonus.

3. Each foul of a multiple foul, when a two-point try is successful or unsuccessful.

4. Each foul of a multiple foul when the three-point try is successful.

d. **Bonus free throw for:**

Each common foul (except a player-control or team-control foul) beginning with a team's seventh foul during the half, provided that the first attempt is successful.

e. **Two free throws for:**

1. A personal foul against a player who attempts a field goal and whose try is unsuccessful.

2. An intentional personal or flagrant personal foul and the ball awarded at a designated spot nearest to where the foul occurred.

a. Any flagrant personal foul shall result in ejection of the offender.

3. (Women) A blocking personal foul against the airborne shooter when the basket is missed.

4. Each common foul committed by the defensive team, beginning with a team's 10th foul of the half.

5. Each flagrant personal foul of a multiple personal foul and the ball awarded to the offended team at a designated spot nearest to where the foul occurred.

6. The situation when either personal foul of a multiple foul is intentional or flagrant, after which the ball shall be awarded at a designated spot nearest to where the foul occurred.

7. Each foul of a multiple foul when a three-point try is unsuccessful.

f. **Three free throws for:**

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

g. In the case of a false double foul or a false multiple foul, each foul shall carry its own penalty. When one of the fouls is a technical foul, the ball shall be put back in play at the point of interruption.

1. When one of the fouls is a single (men) intentional technical foul or a single flagrant technical foul, the penalties shall be administered in the order of occurrence and the ball shall be awarded to the offended team at the division line on either side of the playing court.

h. Personal-foul penalty exception: After the game-clock horn sounds to end the second half or an extra period, only those free throw(s) necessary to determine a winner or whether an (other) extra period is necessary shall be awarded.

Section 2. Administrative Technical Fouls

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

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

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

- a. Supply the scorers with names and numbers of team members and the designated starters by the 10-minute time limit specified in 3-3.1.
- b. After the 10-minute time limit specified in 3-3.1, a team may not:
 1. Add name(s) to the squad list.

2. Change squad member's number(s) without reporting the change(s) to the scorers and an official.
3. Changes in the starting lineup, except when the changes are necessitated by obvious injury or illness, or to replace a designated starter to shoot a technical-foul free throw.

PENALTY: (Art. 2) One administrative technical foul only for all requirements regardless of the number of infractions, penalized when discovered.

(Art. 2.b.3) Penalized when discovered before the ball becomes live to start the game. Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

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 (3-5.8).
- c. An illegal game jersey (3.5).

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

(Art. 3.b, 3.c) Penalized if discovered before the ball becomes live.

(Art. 3.c) When more than one team member violates, only one administrative technical foul shall be assessed. Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

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, delaying the game by preventing the ball from being promptly put in play, such as delaying

the administration of a throw-in or free throw by engaging in a team huddle any place on the playing court.

- c. After a team warning has been issued, failure to have the court ready for play after the final horn to end any timeout.

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

PENALTY: (Art. 6) Penalized when discovered while rule is being violated. Two free throws 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.

PENALTY: (Art. 7) Penalized when discovered before the ball becomes live. Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption. (Women) The offended team is also awarded a throw-in in all cases.

Art. 8. Team followers, as in Rule 4-27, commit an unsportsmanlike act, including, but not limited to, the following:

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

PENALTY: (Art. 8) Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

PENALTY: (Section 2) (Women) The administrative technical fouls in this section do apply toward the team-foul total but not toward any individual for disqualification or ejection.

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

Section 3. Player/Substitute Technical Fouls

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

- a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- b. Using profanity or vulgarity; taunting, baiting or ridiculing another player or bench personnel; or pointing a finger at or making obscene gestures toward another player or bench personnel.
- c. **(Women)** Non-flagrant foul that involves contact or causes contact with an opponent while the ball is dead.
(Men) An intentional technical foul involves contacting an opponent in an excessive but non-flagrant manner while the ball is dead.
- d. Purposely obstructing an opponent's vision by waving or placing hand(s) near his or her eyes.
- e. Climbing on or lifting a teammate to secure greater height.
- f. Knowingly attempting a free throw to which he or she is not entitled.
- g. Inciting undesirable crowd reaction.
- h. Using tobacco.

Art. 2. (Women) A team member dunking or attempting to dunk a dead ball during the game. **(Men)** A team member dunking or attempting to dunk a dead ball before or during the game, or during any intermission.

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

Art. 4. Intentionally slapping or striking the backboard or causing either the backboard or ring to vibrate while the ball is in flight during a try, or while the ball is touching the backboard, is on the basket ring, in the basket net or the cylinder.

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

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

Art. 7. (Women) After a team warning has been issued, 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.

Art. 8. Reach through the throw-in boundary-line plane and touch or dislodge the ball while it is in possession of the thrower or being passed to a teammate outside the boundary line as in 7-5.8.a.

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

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

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

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

PENALTY: (Women) (Arts. 1 through 12) Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption. A player/substitute technical foul shall apply toward an individual's five personal fouls toward disqualification, two technical fouls toward ejection and the team-foul total. The ball shall be put back in play at the point of interruption.

PENALTY: (Men) (Art. 1.) DIRECT TECHNICAL FOUL. Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption. Apply toward an individual's five personal fouls toward disqualification, the team-foul total and ejection. The offended player shall be awarded two free throws and play resumes at the point of interruption. For the intentional technical foul, two free throws shall be awarded to any player on the offended

team, and the ball shall be awarded to the offended team at the division line on either side of the playing court.

(Arts. 2 thru 12) INDIRECT TECHNICAL FOUL. Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption. Do not count an individual's five personal fouls toward disqualification nor toward the team-foul total, but **DO** count toward ejection. The offended player shall be awarded two free throws and play shall resume at the point of interruption.

EJECTION: All technical fouls from Sections 3 (Player/Substitute Technicals) and 4 (Bench Technicals) shall apply toward ejection when the following have been assessed: a maximum of two **DIRECT** technical fouls, a combination of one **DIRECT** technical foul and two **INDIRECT** technical fouls or three **INDIRECT** technical fouls. When the foul is charged to the offender (if not the head coach) as a direct technical foul, it is also charged as an **INDIRECT** technical foul to the head coach. When the head coach is the offender, the foul is charged directly to him.

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

Art. 14. Participating after having been disqualified.

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

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

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

PENALTY: (Arts. 13 thru 17) Two free throws shall be awarded to any player on the offended team, unless offsetting. Flagrant technical fouls; apply toward the team-foul total and the offender(s) is ejected. For any single flagrant 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. For double or offsetting flagrant fouls, no free throws shall be awarded and play shall resume at the point

of interruption. Any player(s) who actively participates in a fight shall be ejected and subject to suspension (See Appendix I).

Section 4. Bench Technical Fouls

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

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

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

Art. 2. Using electronic transmission (e.g., headsets, cellular telephones, modular telephones, television, radio, audio or video Internet broadcast), or knowledge gained resulting from thereof, to communicate to and from the bench area or using television monitors or replay equipment at courtside for coaching purposes.

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

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

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

- b. To spontaneously react to an outstanding play, immediately sitting down on the bench afterward.
- c. A team member reporting to the scorers' table.
- d. A coach, team member or team attendant may leave the bench area at any time to point out a scoring or timing mistake, or to request a timeout to ascertain whether a correctable error needs to be rectified (Rule 2-12; 5-10.5).
- e. A coach or team attendant may leave the bench area to seek information from the official scorer or official timer during a timeout or an intermission.

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

Art. 6. Using a laser pointer.

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

PENALTY: (Women) (Arts. 1 through 7) Two free throws shall be awarded to the offended team unless double or offsetting fouls have been assessed. These bench technical fouls shall count toward an individual's five personal fouls for disqualification (if a team member), two technical fouls for ejection and the team-foul total. The foul is charged to the offender (if not the head coach) and also charged indirectly to the head coach. If the head coach is the offender, the foul is charged directly to him/her. A single flagrant foul, the second direct technical foul, the third indirect technical or a combination of one direct technical and two indirect technicals charged to the head coach results in ejection. The ball shall be put back in play at the point of interruption.

PENALTY: (Men) (Arts. 1 through 5) DIRECT TECHNICAL FOUL; Apply toward an individual's five personal fouls toward disqualification, the team-foul total and ejection. The offended player shall be awarded two free throws and play resumes at the point of interruption.

(Arts. 6, 7) **INDIRECT TECHNICAL FOUL.** Do not count an individual's five personal fouls toward disqualification nor toward the team-foul total, but **DO** count toward ejection. The offended player shall be awarded two free throws and play shall resume at the point of interruption.

EJECTION: All technical fouls from Sections 3 (Player/Substitute Technicals) and 4 (Bench Technicals) shall apply toward ejection when the following have been assessed: a maximum of two **DIRECT** technical fouls, a combination of one **DIRECT** technical foul and two **INDIRECT** technical fouls or three **INDIRECT** technical fouls. When the foul is charged to the offender (if not the head coach) as a direct technical foul, it is also charged as an **INDIRECT** technical foul to the head coach. When the head coach is the offender, the foul is charged directly to him.

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

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

PENALTY: (Art. 8) (Women) Applies to the team-foul total. When anyone other than the head coach leaves the bench and enters the playing court but does not participate in the fight, only one technical foul shall be assessed regardless of the number of offenders. Two free throws shall be awarded. This one foul is charged indirectly to the head coach. The offender(s) shall be ejected but not subjected to suspension. A single flagrant foul, the second direct technical foul, the third indirect technical or a combination of one direct technical and two indirect technicals charged to the head coach results in ejection.

(Men) Applies to team-foul total and the offender(s) is ejected. No technical foul is assessed.

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

PENALTY: (Art. 9) **Flagrant technical foul; apply toward the team-foul total and the offender(s) is ejected. Two free throws shall be awarded to any player on the offended team. For any single flagrant 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. For double or offsetting flagrant technical fouls, no free throws shall be awarded and play shall resume at the point of interruption. Any bench personnel who actively participates in a fight shall be ejected and subject to suspension (See Appendix I).**

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

Appendix I

Fighting

Reporting Procedures

1. The official shall inform the offender(s), the head coach and the official scorer that an ejection for fighting was issued (the official scorer shall note this in the scorebook).
2. After the game, the referee shall contact the coordinator of officials/ assignor for the game and report all ejection(s) for fighting.
3. The coordinator of officials/assignor shall report the ejection(s) for fighting to the conference commissioner or, if the offender is from an independent institution, to that team's athletics director.
4. The conference commissioner shall call and follow up in writing to the following people:
 - a. The athletics director of the team whose individual(s) was involved; and
 - b. When the opponent's individual(s) was ejected for fighting, that team's conference commissioner or, when that school is an independent institution, to that team's athletics director.
5. Fight-reporting procedures should be handled quickly since the long-term participation of the offender(s) shall be affected by a second fight.
6. Related considerations:
 - a. The head coach should withhold the offender(s) from the next scheduled game even if the conference or athletics director has not contacted him or her.
 - b. Institutional and conference policy dictates whether a suspended individual shall be permitted to attend a game from which he or she is suspended. If the individual(s) attends the game, he or she shall not be in the team's bench area.
 - c. After a game, conference offices or the assigning authority may correct an error about who was involved in a fight but can neither change an official's ruling that a fight took place nor lessen the severity of the penalty but may make the penalty more severe.

Suspensions

1. Any member or team personnel who participates in a fight (regardless of whether he or she is a player at the time) shall be assessed a flagrant technical foul. No free throws shall be attempted by either team when there are double flagrant fouls that are offsetting.
2. The first time an individual participates in a fight during the season (including exhibition games), the individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest), including tournament competition.
3. When an individual participates in a second fight, that individual shall be suspended for the remainder of the season, including tournament competition.
4. When an individual participates in a fight during his or her team's final game of the season, that individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest) for which that member or team personnel would be eligible.
5. When an individual with eligibility for the next season participates in a fight during his or her final game of the season and that fight is the individual's second fight of the season, that individual shall be suspended for the first three regular-season games (not exhibitions) of the next season.
6. Any team member or other bench personnel under suspension for fighting shall not be in the team's bench area.
7. The referee may declare a forfeit when any individual fails to comply with any part of the penalties of this rule.
8. After a game, conference offices or the assigning authority may correct an error about who was involved in a fight but cannot change an official's ruling that a fight took place or lessen the severity of the penalty. The conference office or assigning authority may make those penalties more severe.

Appendix II

NCAA Tobacco Policy

In accordance with NCAA bylaws, the use of tobacco by student-athletes, or team or game personnel (e.g., coaches, athletic trainers, managers and game officials) is prohibited in all sports during practice and competition.

Any student-athlete, or team or game personnel who uses tobacco during practice or competition shall be disqualified for the remainder of that practice or competition.

During regular-season play, each institution shall be responsible for enforcing this rule for its own student-athletes, team personnel and game personnel. During postseason play, which includes conference tournaments, play-ins and NCAA tournament games, the governing sports authority or the games committee shall enforce this rule.

Appendix III

Officiating Guidelines

Section 1. Coach and Bench Decorum

Coaches and other bench personnel who engage in the following actions are in violation of the bench-decorum rules and should be assessed a direct technical foul for:

- a. Questioning the integrity of an official by words or gestures.
- b. Physically charging toward an official.
- c. Directing personal, vulgar or profane remarks or gestures toward an official.
- d. Excessively demonstrating officiating signals (e.g., traveling, holding, verticality) or excessively demonstrating by use of gestures or actions that indicate displeasure with officiating. When not excessive, a warning should be given to keep such behavior from becoming excessive.
- e. Voicing displeasure about officiating through continuous verbal remarks. A warning could be given initially to keep it from becoming continuous.
- f. Using disrespectful or unsportsmanlike words, gestures or actions toward an opposing player or coach.
- g. Leaving the coaching box for an unauthorized reason.

Section 2. Screening

Officials responsible for coverage away from the ball must be diligent in detecting and penalizing illegal screens. Some guidelines for officials to use when officiating screening situations:

- a. When a player uses arm(s), hand(s), hip(s) or shoulder(s) to force through a screen or to hold or push the screener, it is a personal foul.
- b. When contact results because a player sets a screen while moving, the screener commits a personal foul.

- c. When a screener takes a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction, it is a personal foul.
- d. When a player sets a screen outside the visual field of a stationary opponent and does not allow this opponent a normal step to move, it is a personal foul.
- e. In cases of blind screens, the opponent may make inadvertent contact with the screener; and, if the opponent is running rapidly, the contact may be severe. Such a case is to be ruled as incidental contact, provided that the opponent stops (or attempts to stop) on contact and moves around the screen, and provided that the screener is not displaced if he or she has the ball.
- f. A player who is screened within his or her visual field is expected to avoid contact by going around the screener.
- g. A player may not use the arm(s), hand(s), hip(s) or shoulder(s) to force his or her way through a screen or to hold the screener and then push the screener aside in order to maintain a guarding position relative to his or her opponent.

Section 3. Hanging on the Ring

Players should not be permitted to hang on the basket ring in an excessive, emphatic manner during dunks when there is no possibility of a resulting injury occurring. The intent of the rule does not permit a player to hold the ring and lift his or her body or legs, or in general, hang on the ring for emphasis. This is especially true for a player who dunks the ball on a breakaway or when no defender is nearby. Injuries, sometimes serious, can occur as a result of hanging on the ring. Game delays also result when damaged equipment must be fixed or replaced. When there is no obvious injury circumstance to be avoided by hanging on the ring, doing so is an indirect technical foul and shall be called.

Section 4. Intentional Personal Fouling

Guidelines for calling the intentional personal foul are:

- a. Any personal foul that is not a legitimate attempt to directly play the ball or a player is an intentional personal foul.

- b. Running into the back of a player who has the ball, wrapping the arm(s) around a player and grabbing a player around the torso or legs are intentional personal fouls.
- c. Grabbing a player's arm or body while initially attempting to gain control by playing the ball directly is an intentional personal foul.
- d. Grabbing, holding or pushing a player away from the ball is an intentional personal foul.
- e. Undue roughness used to stop the game clock is an intentional personal foul and, if severe, should be called a flagrant personal foul.
- f. It is an intentional personal foul when, while playing the ball, a player causes excessive contact with an opponent.

The intentional personal foul must be called within the spirit and intent of the intentional-foul rule.

Section 5. (Women) Legal Defense

There has been a lack of consistency in foul calls in this area. The following information should be taken into consideration when making these calls:

- a. The defender has legally established her position when she has put both feet down on the floor and is facing her opponent. Once she has done this, she may move backward or laterally.
- b. The defender is entitled to any spot on the playing court she desires, provided that she gets to that spot first, without contact with an opponent.
- c. If contact occurs by the dribbler moving forward at a faster pace than the legal defender is retreating or if the dribbler drops her lead shoulder or uses her forearm to push into the defender, a player-control foul shall be called on the dribbler.
- d. The dribbler shall not:
 - 1. Charge into an opponent who has established a legal guarding position;
 - 2. Attempt to dribble between two opponents; or
 - 3. Attempt to dribble between an opponent and a boundary where sufficient space is not available for illegal contact to be avoided.

- e. If a defender is able to establish a legal position in the path of the dribbler, the dribbler must avoid contact by changing direction or ending her dribble.
- f. The dribbler must be in control of her body at all times. If illegal contact occurs and the dribbler is not in control of her body, the responsibility for the contact belongs to the dribbler.

Section 6. (Men) Post Play

Some guidelines to officials in making correct, consistent calls in low-post play:

- a. Observe the entire play, especially when responsible for off-ball coverage.
- b. Anticipate the play but not the call when post players are in fronting situations.
- c. A defensive player pushing a leg or knee into the rear of the offensive player shall be a personal foul on the defender.
- d. An offensive player dislodging a defensive player from an established position by pushing or backing in shall be a personal foul on the offensive player.
- e. A player using the “swim stroke” arm movement to lower the arm of an opponent shall be charged with a personal foul.
- f. Post players using hands, forearms or elbows to prevent an opponent from maintaining a legal position shall be charged with a personal foul.

Section 7. (Men) Hand-Checking (Impeding the Progress of a Player)

To curtail hand-checking, officials must address it at the beginning of the game, and related personal fouls must be called consistently throughout the game. Some guidelines for officials to use when officiating hand-checking:

- a. When a defensive player keeps a hand or forearm on an opponent, it is a personal foul.
- b. When a defensive player puts two hands on an opponent, it is a personal foul.
- c. When a defensive player continually jabs by extending his arm(s) and placing a hand or forearm on the opponent, it is a personal foul.

Appendix IV

Foul/Penalty Chart

FOUL/PENALTY CHART

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

FOUL/PENALTY CHART

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count toward DG?	Count for Bonus	Ejection?
Flagrant Personal	Live	Severe or extreme contact with an opponent.	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
Flagrant Technical	Dead	Extreme unsporting conduct or severe/extreme contact with an opponent.	Ejection of offender, two free throws to any member of offended team.	Offending player, bench personnel or follower.	Throw-in at designated spot at division line to offended team.	No	Yes	Automatic
(Men) Intentional Technical	Dead	Contact with opponent in non-flagrant manner.	Two free throws to any member of offended team.	Offending player.	Throw-in to offended team at division line.	Yes	Yes	Yes, one of two direct technicals.
(Men) Indirect Technical	Live or Dead	Administrative or conduct in nature.	Two free throws.	Player, squad member, coach, bench personnel.	Point of interruption.	No	No	Yes, after three indirect technicals or a combination of two indirects and one direct.
(Men) Direct Technical	Live or Dead	Unsporting conduct.	Two free throws.	Player, squad member, coach, bench personnel, followers.	Point of interruption.	Yes	Yes	Automatic after two.
(Women) Indirect Technical	Live or Dead	Unsporting conduct by bench personnel.	Two free throws to any player on offended team.	Head coach.	Point of interruption.	No	Yes	Yes, after three indirect technicals or a combination of two indirects and one direct.
(Women) Direct Technical Foul	Live or Dead	Unsporting conduct of head coach.	Two free throws to any player on offended team.	Head coach.	Point of interruption.	No	Yes	Automatic after two.
Administrative Technical	Live or Dead	Not specific to an individual's conduct.	Two free throws.	(Men) Player, squad member, coach, bench personnel. (Women) Team.	Point of interruption.	No	(Men) No (Women) Yes	No

FOUL/PENALTY CHART

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count toward DG?	Count for Bonus	Ejection?
Bench Technical	Live or Dead	Unsporting conduct by bench personnel.	Two free throws.	Squad member, coach bench personnel	Point of interruption.	(Men) Yes, for Rules 10-4.1-.5 (direct). No, for 10-4.6 and .7 (indirect). (Women) Yes	(Men) Yes, for Rules 10-4.1-.5. (Women) Yes	(Men) Yes, after two direct or three indirect technicals or combination of one direct and two indirects. (Women) Same as men for head coach only, for others, automatic after two.
Player/ Substitute	Live or Dead	Unsporting conduct.	Two free throws.	Player or substitute.	Point of interruption.	(Men) Yes, for Rules 10-3.1. No, for Rule 10-3.2-.17. (Women) Yes	(Men) Yes, for Rules 10-3.1 and 10-3.13-17 (Women) Yes	(Men) Yes, after two direct or three indirect technicals or a combination of one direct and two indirects. (Women) Yes, automatic after two.

FOUL/PENALTY CHART

Foul name	Ball status	Description	Penalty	Charged to	Resumption of play	Count toward DQ?	Count for bonus?	Ejection?
Double Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption.	Yes	Yes	No
Double Flagrant Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption.	No	Yes	Yes
Double Intentional Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption.	Yes	Yes	No
Simultaneous Personal	Live	Committed by each team at approximately the same time but not by opponents against each other.	No free throws	Player	Point of interruption.	Yes	Yes	No
Double Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players, bench personnel or follower	Point of interruption.	Yes	Yes	No
Double Flagrant Technical	Live or dead	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players, bench personnel or follower	Point of interruption.	No	Yes	Yes
(Men) Double Intentional Technical	Dead	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players, bench personnel or follower	Point of interruption.	Yes	Yes	No
Simultaneous Technical	Live or dead	Occurs when there is a technical foul committed by each team, at approximately the same time, not by opponents against each other.	No free throws	Player, bench personnel or follower.	Point of interruption.	Yes	Yes	No

FOUL/PENALTY CHART

Multiple	Live	Two or more opponents commit personal fouls against the same opponent at approximately the same time.	One free throw for each foul: 1. No try involved 2. Successful or unsuccessful 2-pt. try 3. Successful 3-pt. try. Two free throws for each foul: 1. Intentional or flagrant foul 2. Unsuccessful 3-pt. try.	Player	Administer free-throw penalty. For team-control fouls, intentional fouls and flagrant fouls, throw-in from designated spot.	Yes	Yes	No
False Multiple	Live or dead	Two or more fouls by the same team such that the last foul is committed before the game clock is started after it is stopped for the first and such that at least one of the attributes of a multiple foul is absent.	Each foul carries its own penalty.	Player, bench personnel or follower	Fouls administered in sequence of occurrence; however, when one of the fouls is a technical 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 foul is missing.	Each foul carries its own penalty.	Player, bench personnel or follower	Fouls administered in sequence of occurrence, however, when the last foul is a technical or any double personal or simultaneous personal foul, point of interruption.	Yes	Yes	No

Appendix V

Major Rules Differences

(Men's/Women's and NCAA/High School)

ITEM	NFHS	NCAA
Airborne shooter	In air after release of try or tap	Men—No rule Women—Same as NFHS
Closely guarded	Holding or dribbling in front court at 6-foot distance	Men—Same as NFHS Women—Holding only, front/back court, 3-foot distance
Coaching box: Size	State option, 14-foot box maximum	Extends from 28-foot mark to end line
Loss of use	If coach is charged with a technical foul	No rule
Delay-of-Game Warning	One warning for any of four delay-of-game situations; subsequent delay for any of four, technical foul	One warning for each delay of game situation
Disqualification and/or Ejection:		
Players	Fifth foul or second technical	Fifth personal and/or includes: (Men) Direct technical and intentional technical fouls. (Women) All technicals.
Non-team bench	Second technical	(Men) Second direct technical. (Women) Second technical.
Head coach	Third (direct or indirect) or second direct technical	After three indirect technicals or a combination of two indirects and one direct.
Player participates after disqualification	Direct technical foul also charged to head coach	(Men) Indirect technical charged to head coach. (Women) No penalty.
Time to Replace	30 seconds, warning horn at 20 seconds	20 seconds, warning horn at 5 seconds
Double fouls		
Personal	Point of interruption	Same as NFHS
Technical	Point of interruption	Same as NFHS

ITEM	NFHS	NCAA
Fighting	Ejection	Ejection. One-game suspension followed by season suspension—team and coaches
Free Throw Players on lane Restrictions-Violations Delay	Maximum of 4 defensive and 2 offensive players, two spaces nearest shooter must be vacant Restrictions end when ball touches ring, backboard or free throw ends Technical after warning for huddles and contacting free-thrower	Maximum of 4 defensive and 2 offensive players, two spaces nearest shooter and bottom two spaces must be vacant Restrictions end on release of the ball No rule
Headbands & Wristbands	Must be same as dominant color of the jersey or white; only one logo permitted (team or manufacturer); must be same color for everyone on team	Must be same as dominant color of the jersey, white, black, or (women) beige; only one logo permitted (team or manufacturer); must be same color on person and for everyone on team
Headwear	State association may approve for medical, cosmetic, religious reasons	No rule
Officials on court	Fifteen minutes before start	Men—One at 30 minutes Women—On floor at 15 min. and must return at 3 min.
Player-control foul	Includes airborne shooter	Men—No airborne shooter Women—Same as NFHS
Player out of bounds	Violation called as soon as player leaves the court for an unauthorized reason	Violation called when player returns and is first to touch ball in bounds
Shot clock	No rule	Men—35 seconds Women—30 seconds
Stop clock	No rule	After made basket with 59.9 seconds or less in 2nd half or overtime
Substitutions	Bleeding player directed to leave game (may remain with time-out) Player with lost/irritated contacts may remain in the game	Men: Same as NFHS. Women: Player with blood or lost/irritated contact may stay in game if ready to play within 20 seconds.

ITEM	NFHS	NCAA
Team-control Fouls	Ball awarded out-of-bounds (no bonus free throws) when foul committed by any player of the team in control (offensive team)	Same as NFHS (except: team control exists during a throw-in.
Technical fouls Penalty	Two free throws and possession awarded to offended team	All—Two free throws
Resuming play	Throw-in opposite table	Point of interruption except for flagrant technical, (men) intentional technical, (women) excessive timeout with loss of ball.
Ten-second rule	Must advance from back court	Men—Same as NFHS Women—No restriction
Timeout(s) Number and length Reduction Excessive	Three 60-second and two 30-second timeouts per game Reduced if both teams are ready Technical foul	Media—Four 30-second and one 60-second Non-media—Four 75-second and two 30-second Reduced if calling team notifies official (non-media) Men—Two shots and point of interruption Women—Two shots and loss of ball
Request	Recognized when a player is in control	Shall not be recognized when an airborne player's momentum carries him/her out-of-bounds or into backcourt
TV replay monitor	Not allowed	Permitted for specific situations
Unconscious player	No return without physician's (M.D. or D.O.) authorization	No rule

ITEM	NFHS	NCAA
Uniforms Arm Sleeve(s) Same number style/color front and back Home White Jerseys Horizontal lettering Shirts designed to be worn outside the game pants Undershirt	No rule Required Required in 2007-08 Plane of letters may not overlap with plane of numbers, must be 1" from outside edge of numbers at any point Not prohibited Individual player must have same length sleeves	Illegal, unless worn for medical reasons Required Not required Must be 1" from outside edge of numbers at any point Prohibited No unaltered sleeves, no cut-off sleeves or necklines, may not extend below elbow
Undergarments	Compression pants may not extend below the game pants	Same as NFHS
Worn	Jerseys/pants may not be removed within visual confines of playing area	No rule
Videotape	Illegal to use during the game or intermission for coaching	Illegal only at courtside

Note: These differences do not include court markings; equipment; length of periods, game and overtime; officials' signals and mechanics; etc.

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 or Internet coverage without audio or video. (Rule 5-10.3)	Four 75-second and two 30-second timeouts per team per regulation game. All carry over to second half if not used in first half.	Any not used in first half.	Any not used in regulation or any prior extra period(s) plus one 75-second timeout per team for each extra period.	None	None	None
Radio, Internet with audio or visual broadcast and media agreement that calls for fewer than three timeouts in at least one half.	Same as above.	Same as above.	Same as above.	Either two, one or none, depending on the media agreement. The length shall be determined by media agreement. Each shall occur at the first dead ball after the minute mark specified in the media agreement. When either team uses a 75-second timeout in the half, that timeout replaces the next agreed-upon media timeout of the half.	Either two, one or no more, depending on the media agreement. The length shall be determined by media agreement. Each shall occur at the first dead ball after the minute mark specified in the media agreement. When either team uses a 75-second timeout in the half, that timeout re-places the next agreed-upon media timeout of the half.	The first team-called timeout in each period becomes a media timeout, if that is part of the media agreement.

Television	Four 30-second timeouts and one 60-second timeout per team.	Each team carries over any unused timeouts from the first half but no more than three 30-second timeouts each. The fourth is lost if it was not used in the first half. The first 30-second timeout requested by either team in this half only becomes a media timeout, the length of which is determined by the media agreement.	Any not used in regulation, second half or any previous extra period(s) plus one extra 30-second timeout per team per extra period.	Four media timeouts, the length of which is determined by media agreement. These timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks. Neither team's 60-second timeout can be extended by media agreement.	Four more media timeouts, the length of which is determined by media agreement. These timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks. The first 30-second timeout called by either team in this half only shall be 75 seconds long or a media timeout, the length of which is determined by media agreement. Neither team's 60-second timeout can be extended by media agreement.	Same as above.
Radio, Internet with audio or visual broadcast and media format calls for at least three media timeouts in either half.	Same as above.	Same as above.	Same as above.	Three media timeouts, the length of which shall occur after the 16-, 12-, 8- and 4-minute marks or after the 15-, 10- and 5-minute marks, depending on the media agreement. Neither team's 60-second timeout can be extended by media agreement.	The electronic-media timeouts shall occur after the 16-, 12-, 8- and 4-minute marks or after the 15-, 10- and 5-minute marks, depending on the media agreement. The first 30-second timeout called by either team in this half only shall become a media timeout, the length of which is determined by media agreement. Neither team's 60-second timeout can be extended by media agreement.	Same as above.

Appendix VII

Official Men's Basketball Signals



Start Clock



Stop Clock



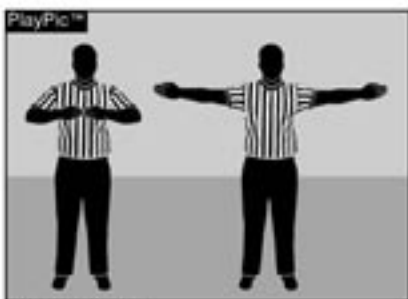
Stop Clock for Foul



Foul: Optional 'Bird Dog'



30-second Timeout



60-Second Timeout



Beckon Substitute



Holding Foul

Pushing or
Charging Foul

hand-checking Foul



Player Control Foul



Technical Foul



Intentional
Foul

Intentional Foul:
Excessive Contact



Illegal Use of
Hands Foul



Double Foul



Blocking Foul



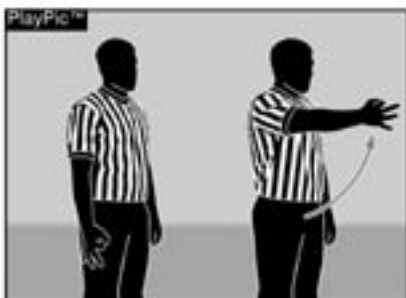
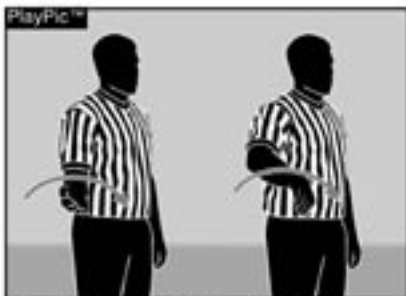
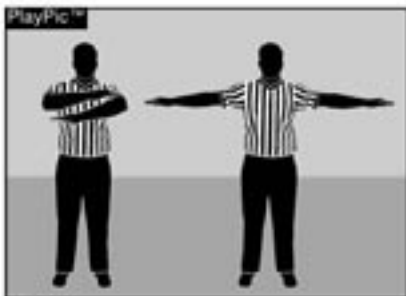
Throw-in Spot or
Designated Spot Violation

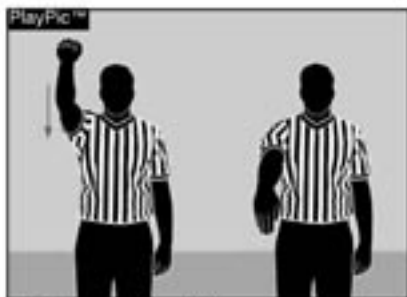


5-second Violation

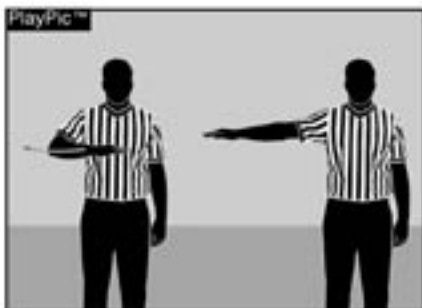


10-second Violation

**Three-second Violation****Kicking Violation or
Tripping Foul****Over and Back or Palming/Carrying Violation****Shot Clock Violation****No Score****Shot Clock Reset**

**Goal Counts or is Awarded****Excessive Swinging of Elbows****Bonus Free Throw****Traveling Violation****One Free Throw**

**Two Free Throws****Directional Signal or Media
Timeout: Point Toward Table****Three Free Throws****Illegal Dribble Violation****Three-Point Attempt****Three-Point Successful**

**Visible Count****Stop Clock for
Jump Ball****Not Closely Guarded****Delayed-Dead Ball:
Withheld Whistle**

Appendix VIII

Official Women's Basketball Signals



Start Clock



Stop Clock



Stop Clock for Jump Ball



Stop Clock for Foul



Stop Clock for Foul:
Going Other Direction

Timeouts



30-Second Timeout



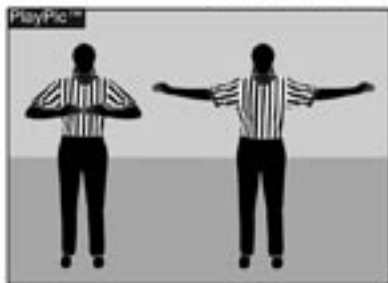
30-Second Timeout for Substitution



Two Consecutive 30-Second Timeouts



60-Second Timeout



Full Timeout



Media Timeout: Point Toward Table

Violations



Traveling Violation



Illegal Dribble Violation

Excessive Swinging of
Elbows Violation

Over and Back or Palming/Carrying Violation

Violations



Shot Clock Violation



Five-Second Violation



Kicking Violation



Three-Second Violation

Fouls



Hack/Hit on Arm Foul



Blocking Foul



Holding Foul



Pushing Foul



Punct: Team Control Foul

Fouls

Handchecking Foul



Double Foul



Intentional Foul



Technical Foul



Hit to the Head



Hook/Wrap



Kick/Trip



Knee

Information



Shot Clock Reset to 30 Seconds



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



Set Shot Clock to 15 Seconds



Beckon Substitute



Not Closely Guarded



Throw-in or Designated Spot



Directional Signal

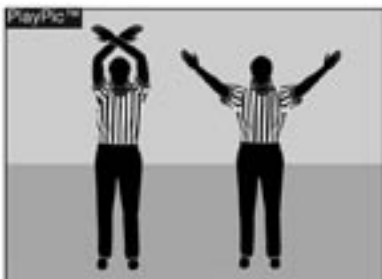
Scoring/Shooting



Delayed-Dead Ball:
Withheld Whistle



Three-Point Field Goal Attempt and Successful



No Score



Bonus Free Throw



Number of Free Throws



Goal Counts or
is Awarded

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The NCAA salutes the more than

380,000 student-athletes

participating in **23** sports at

more than **1,000** member institutions

