

BASKETBALL

UPDATED SEPT. 1, 2026

ONLINE VERSION ONLY

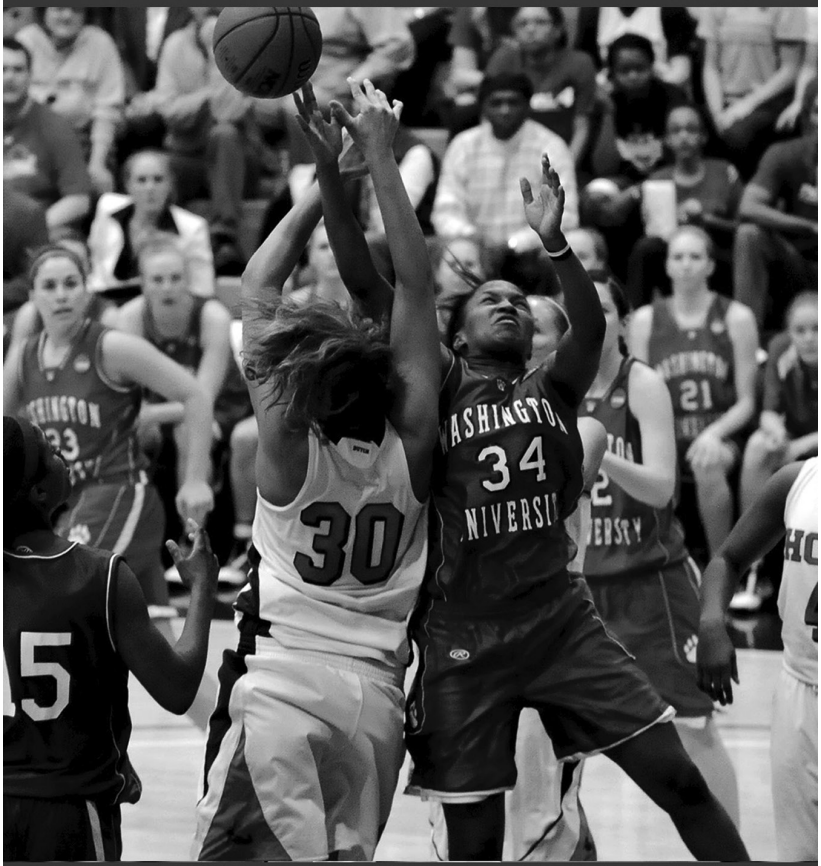
2025-26 AND 2026-27

WOMEN'S RULES BOOK

IF YOU THINK YOU OR YOUR TEAMMATE HAS HAD A

CONCUSSION

DON'T HIDE IT. • REPORT IT. • TAKE TIME TO RECOVER.



IT'S BETTER TO MISS ONE GAME THAN THE WHOLE SEASON.

WHEN IN DOUBT, GET CHECKED OUT.

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2025-26 AND 2026-27 NCAA WOMEN'S BASKETBALL RULES

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NCAA Division I Women's Basketball Rules Subcommittee and Divisions II and III Women's Basketball Rules Committee

The chart below lists the members of the Division I Women's Basketball Rules Subcommittee and Divisions II and III Women's Basketball Rules Committee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

DIVISION I WOMEN'S BASKETBALL RULES SUBCOMMITTEE

Name	Institution or Conference	Term Expiration
Jennie Baranczyk	University of Oklahoma	8-31-29
Tricia Binford	Montana State University-Bozeman	8-31-26
Nicki Collen, chair	Baylor University	8-31-28
Penny Davis*	National Coordinator of Officials	8-31-27
Caia Elisaldez	University of Tennessee at Chattanooga	8-31-26
Julie Goodenough	Abilene Christian University	8-31-27
Katie Hine	Towson University	8-31-28
Megan Kahn	Big Ten Conference	8-31-29
Dee Kantner*	Public Member	8-31-29
Lindy La Rocque*	University of Nevada, Las Vegas	8-31-27
Jon Levinson*	Secretary-Rules Editor	8-31-26
Lisa Mattingly*	Conference Coordinator of Officials	8-31-28
Carly Thibault-DuDonis	Fairfield University	8-31-29
Maggie Tieman*	Active Official	8-31-29
Alyse Wells-Kilbert	Jackson State University	8-31-27
Debbie Williamson	Atlantic Coast Conference	8-31-26
Erin Woodson	Abilene Christian University	8-31-26

DIVISIONS II AND III WOMEN'S BASKETBALL RULES COMMITTEE

Name	Institution or Conference	Term Expiration
Christopher Cross	Cedarville University	8-31-26
Valerie Gomez	Swarthmore College	8-31-28
Dave Hicks	West Virginia State University	8-31-29
Carol Jue	Chapman University	8-31-26
Jon Levinson*	Secretary-Rules Editor	8-31-26
Jeanette McKillop, chair	Colby-Sawyer College	8-31-29
Chandler Merkerson	Valdosta State University	8-31-28
Mike Simonson	Biola University	8-31-27
Maria Williamson	Trinity College, Connecticut	8-31-29

* Non-voting member



For a complete and current listing of the NCAA Division I Women's Basketball Rules Subcommittee and Divisions II and III Women's Basketball Rules Committee, please go to: www.ncaa.org/playing-rules.

2025-26 and 2026-27 Women's Basketball Rules Changes

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

Uniforms – Game Jerseys and Shorts. (Rule 1-22.11). Deletes the requirement that the game jersey be tucked into the game shorts.

Supplemental Apparel. (Rule 1-23.4). Permits headbands not wider than 4 inches.

Supplemental Apparel. (Rule 1-23.7). Requires undergarments and knee/leg sleeves to be the same legal color.

Duties of the Shot-Clock Operator. (Rule 2-11.6.d.6 through .8). The shot clock will be set to 20 seconds when, following a dead-ball change of team control, a team is awarded the ball for a throw-in in their frontcourt.

Ball Caused to Go Out of Bounds. (Rule 7-2.3). Penalizes bench personnel who physically assist the player with the ball by intentionally keeping them from going out of bounds or by physically assisting them to move in a direction the coach wants them to go.

Traveling. (Rules 9-5.4.a.3, 9-5.4.b.2, and 4-19). Permits a player executing a jump stop to land on both feet at approximately the same time.

Personal Fouls. (Rule 10-10.5.c). Deletes the prohibition of multiple touches with one hand (see Appendix II, Section 3, 2.b).

Technical Fouls. (Rules 10-12.3.a.6 and .7). Having more than five players legally participating in the game and excessive timeouts are now team technical fouls.

Flagrant 2 Fouls. (Rule 10-14). Requires a one-game suspension for an individual who failed to serve a mandatory rule-based suspension. The individual's head coach is also suspended for one game when the individual who was supposed to serve a suspension fails to do so.

Replay. (Rule 11-3.2 and 11-4.1.m). Permits coaches to appeal the following rulings: (1) an out-of-bounds violation by the officials, (2) a backcourt violation, (3) whether team control changed before a ruled foul only if it could affect the awarding of free throws, and (4) whether the foul was charged to the correct individual. Officials are prohibited from using replay on their own for (1) through (3).

Experimental Rule. For 2025-26 exhibition games only, and by mutual agreement of the competing institutions, coaches are permitted to appeal a foul charged to their own team at any time during the contest. There is no limit to the number of appeals a coach may initiate and the appeal must be made before the ball becomes live following the ruling of the foul. Unsuccessful appeals result in a

charged timeout to the team. Teams may appeal even when they have no timeouts remaining; however, when a team with no timeouts remaining loses an appeal, they are assessed a technical foul for an excessive timeout.

The NCAA Women's Basketball Rules Committee requests that institutions utilizing this experimental rule provide feedback to the committee. Questions concerning the experimental rule should be addressed to women's basketball secretary-rules editor Jon Levinson (201-693-7705 or **jonlevinson@icloud.com**).

Points of Emphasis

In each edition of the NCAA Women's Basketball Rules Book, several areas 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 critical than some of the rules changes. For example, 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.

The Rules Committees have identified the following as significant concerns that need to be addressed because of their increased occurrence. They are not listed in order of importance; they are all important.

Enforcing the Rules as Written

Enforcing the rules as written is again a point of emphasis. The rules committee wants to ensure that officials, coaches, players, administrators, coordinators, and conferences focus on the playing rules as found in the rules book and to support officials in their enforcement of all playing rules. When the playing rules are enforced as written, it lends itself to consistency from game to game, division to division, and region to region. The playing rules are designed to create a balance of play, equally favorable conditions for both the offense and the defense, and provide reasonable safety protection for players; without the consistency in the application of the rules, the balance the rules committee seeks to provide through the playing rules is not accomplished.

Officials are tasked with ensuring that the competing teams play within the rules because the rules basically guarantee fair play to the end that no player and neither team gains an unfair advantage over an opponent. When officials do not enforce the playing rules, it impacts the purpose of the playing rules. There is no room for personal philosophies or using “game management” to ignore enforcing a playing rule. Likewise, the enforcement of a playing rule is never a "game interrupter". Coaches should continue to familiarize themselves with the rules and teach the rules to their players; when players know what is legal or illegal, it reduces the number of stoppages for illegal acts and makes for a more enjoyable game. Except when a waiver is issued by the rules committee, no one has the authority to set aside a playing rule or interpretation.

Screening

Knowing what constitutes a legal screen is imperative. Screeners must establish a legal position without causing contact. Delaying or preventing a player from reaching a desired position is the purpose of a screen and while contact will most likely occur, the screener cannot cause the contact. Following a legal screen, a screener is permitted to roll. This roll/movement may also delay or prevent a player from reaching a desired position, and when done without holding, clamping or making any other illegal contact, is legal. Officials must be cognizant of screens set in the backcourt or near the center restraining

circle, often by bigger players against smaller defenders. When the defender is moving, regardless of whether the screen is within their visual field or not, the screener must provide the defender with enough time and distance to be able to avoid the screen by stopping or changing direction. This time and distance is determined by the speed at which the defender is moving. Lastly, defenders cannot be permitted to hold, reroute, push screeners or push through legal screens.

Palming/Carrying the Ball

"Palming" or "carrying" the ball puts the defensive player at a distinct disadvantage while giving the dribbler a significant advantage, contrary to the spirit and intent of the rule. Emphasis should not only be placed on the dribbler's hand position but also on the movement of the ball during the dribble. Palming/carrying the ball can occur not only when the palm is facing "upward" (anything more than a "handshake" [the palm is vertical to the playing court] is considered palming) but also when the palm is facing the floor. The key to officiating this play consistently and correctly is determining whether the ball has "come to rest," which ends the dribble. A 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 them commits a violation, as continuing to dribble after the ball has come to rest in the hand is a violation and should be ruled as such. Failure to rule a violation on these plays places the defender at a significant disadvantage, which is contrary to one of the committee's guiding principles of maintaining a balance between offense and defense.

Legal Guarding Position

While there have been positive strides by officials in correctly adjudicating illegal contact when defenders are in a legal guarding position, this remains a point of emphasis of the rules committee. Knowing and understanding the rules pertaining to legal guarding position are critical. Understanding what is permissible by rule creates a knowledge base for what is illegal, affecting how guarding is taught, learned, and adjudicated. Common misconceptions about guarding include the myth that a defender's feet must be still or planted on the floor for them to take a charge, that a defender must continue to face a player who is dribbling toward them 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 obtaining and then maintaining a legal guarding position.

Officials must recognize when a defender obtains and maintains legal guarding position to correctly rule on block/charge plays and should not be defaulting to a blocking foul when it is not known whether the defender was in a legal position. Remember, when obtaining a legal guarding position on an opponent with the ball, time and distance are not required; the defender may obtain their position just in front of the opponent. Players with the ball should expect to be defended and are not given any additional rights. In transition, there has been an increase in the number of screening/guarding situations involving defenders attempting to draw charging fouls on offensive front-line players without the

ball running down the court in transition. Often, these offensive players are not looking forward; rather, they are looking behind them in anticipation of receiving a pass. While teammates and bench personnel have a responsibility to "call out the screen," it is imperative that officials require these defenders to legally obtain their guarding position in the path of the offensive player by providing the required time and distance to the opponent. When this time and distance is not provided, and illegal contact ensues, a blocking foul shall be ruled against the defender.

Post Play/Three Seconds in the Lane

Post play is a point of emphasis again this year. A post player is a player with or without the ball with their back to the basket inside the three-second lane area or within 3 feet of all lines that border the lane. Once a player has legally obtained their position as a defender on an offensive post player, they can neither displace their opponent nor be displaced from that position. When the offensive post player does not have the ball, regardless of whether the player's back is to the basket or not, the defender may place one or two body parts on the opponent. But when the offensive post player has the ball with their back to the basket, the post defender may only contact the opponent with one hand with a bend in the elbow or one arm bar. In both cases, it is a foul when the defender displaces, holds, or otherwise impedes the opponent. Likewise, when the offensive post player backs down the defender and illegally displaces them, or uses their free arm to "swim" around the defender by holding them off or displacing them, a foul shall be ruled on the offensive player.

Officials need to be more aware of offensive post players in the lane for more than three seconds. Three seconds in the lane is a violation that must be ruled on the offensive post players. It does not matter whether the offensive player is "involved in the play" or not for the player to be in violation of the rule. Also, the only time the three-second count is suspended occurs when the player who is in the lane for less than three seconds receives the ball and immediately makes a move toward the basket to try for goal. When this violation is not ruled, the offensive team gains an unfair advantage and it increases physicality. In addition, requiring an offensive player to clear the lane with both feet allows officials to consistently determine whether the offensive player has left the lane.

Contact On and By the Ball Handler or Dribbler

Illegal contact on the ball handler or dribbler is inhibiting the ability of teams to start their offense. Thirteen years ago, the rules committee and the coaches asked that officials enforce the new playing rule, derived in part from a previous guideline, that provided for an automatic foul to be ruled against a defender who illegally contacted the ball handler or dribbler. An armbar placed on the ball handler, or a stayed hand (longer than a "hot-stove" touch) along with two hands simultaneously, are automatic fouls. When there is body contact between the ball handler and defender, the official must determine whether the contact is incidental (due to both players moving legally) or illegal. When the defender's body contact, such as the defender's body bumping or leaning their torso on the dribbler, affects the rhythm, speed, balance or quickness of the ball handler, or reroutes the ball handler from their desired path, a foul has

been committed by the defender. When the ball handler makes illegal contact with the defender, a foul has been committed by the ball handler.

It is critical that officials consistently enforce these guidelines from the start of the game until its conclusion, regardless of time and score, and from the beginning of scrimmage/exhibition games until the last game of the season.

Clamping

Clamping occurs when a player hooks and/or holds the opponent's arm to prevent the opponent from freeing themselves from the clamp. The offender often begins to clamp when the ball is on its way to the basket and may give the appearance of being fouled by pulling the opponent on top of them. Officials must see the entire play and ensure the correct player is being penalized.

Sporting Behavior/Conduct

The rules committee is concerned about violations of the bench decorum rule by players, coaches and bench personnel. Only through the enforcement of existing rules will players, coaches and bench personnel exhibit appropriate and acceptable behaviors. Coach and student-athlete behavior during competition should be consistent with that which is generally accepted in a higher education environment. Coaches are expected to remain in the coaching box. The extension of the coaching box nine years ago was intended to allow coaches to communicate with their players at the opposite end of the floor without having to come out onto the playing court. Coaches who go beyond the 38-foot line, or more importantly, onto the playing court, gain a distinct advantage, which is not within the spirit and intent of the rules. Coaches are reminded that while the bench area expands during a timeout, the bench area does not extend beyond the 28-foot line, and coaches and other bench personnel may not move to the expanded bench area **until after the official has finished reporting the timeout to the table officials** to ensure bench personnel do not create inadvertent contact with opposing players still out on the playing court which has the potential to cause conflict between opponents. Coaches who leave the expanded bench area to inappropriately engage officials are subject to a warning or a bench technical foul. As stated in the Officiating Guidelines (Appendix II), roaming coaches negatively influence play when they are out on the playing court.

Misconduct by players, coaches, and bench personnel is not permitted. There is continued support for officials to enforce rules against misconduct by players, coaches, and bench personnel. Players' taunting, baiting, finger-pointing, trash-talking, and inappropriate gestures have increased during the past several seasons. Players and coaches are permitted to celebrate an individual or team accomplishment, but they cannot direct that celebration towards their opponent. Also, players and coaches are not allowed to disrespectfully or inappropriately address and/or gesture at an official after a ruling is made on the court. Player and coach behavior, which in the judgment of the official is determined to be a taunt of an opponent or a disrespectful act toward an official, shall be penalized by assessing a technical foul.

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. This does not include rule or appendix numbers changed due to the addition or deletion of rules or appendices.

Rule 1 .....Change
1-17.5 ..... Clarification
1-17.6 ..... Clarification
1-22.7.2 ..... Division I bylaw
Rule 2 .....Change
2-10.13.g ..... Correction
2-10.13.h. ..... Correction
2-11.6.b.3 ..... Editorial
Rule 4 .....Change
4-5.1 ..... Clarification
4-5.2 ..... Clarification
4-10.1.d ..... Clarification
Rule 5 .....Change
5-14.1.b ..... Clarification
Rule 6 .....Change
6-2.4 ..... Clarification
6-2.8 ..... Clarification
6-3.8 ..... Clarification
Rule 7 .....Change
7-4.2 ..... Editorial
Rule 9 .....Change
9-3 Penalty..... Editorial
9-4.1.f and .h ..... Editorial
9-4 Penalty..... Clarification
9-8.1.c..... Clarification
9-15.4 ..... Clarification
9-15.5 .. Editorial and Clarification
Rule 10 .....Change
10-5.3.a Note..... Clarification

10-10 Penalty c.3 ..... Editorial
10-12.1 ..... Correction
10-13.1.e..... Editorial
10-14 Penalty..... Correction
10-15.10 ..... Clarification
Rule 11 .....Change
11-3.1.h Admin. ..... Clarification
11-3.1.k Admin. a..... Clarification
11-3.1.q Admin. ..... Clarification
11-4.1.m ..... Correction
Appendix .....Change
I, 6.a ..... Clarification

Preface

SPORTING BEHAVIOR

The primary goal of the rules is to maximize the safety and enjoyment of the student-athlete. Good sporting behavior is a key part of that goal and 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 Women's Basketball Rules have been designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for the contest. The conduct rules are those that deal directly with the playing of the contest. Some administrative rules (as indicated) may be altered by mutual consent of the competing institutions. Others (as indicated) are unalterable. No conduct rule may be changed by mutual consent. All NCAA member institutions are required to conduct their intercollegiate contests according to these rules.

In the Women's Basketball Rules, the administrative rules that may be altered by mutual consent of the competing institutions are **Rule 1, Sections 2, 3, 20 and 22.4**. 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 and apparel rules that are of concern primarily to manufacturers are contained in the following section. All court measurements are included on the expanded court diagram.

Those desiring interpretations of rules or play situations through August 31, 2026, are asked to send questions via email to:

Jon Levinson, Women's Basketball Secretary-Rules Editor
jonlevinson@icloud.com

Beginning September 1, 2026, questions should be sent via email to:
Brad Schmidt, Women's Basketball Secretary-Rules Editor
bradschmidt.sre@gmail.com

Note: Officials, coaches, and administrators may find updates and interpretations at: refquest.com.

Important Information for Manufacturers of New Equipment and Apparel

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

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

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

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

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

IMAGE - How players appear on television/fan appeal.

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

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 not more than 4 inches from the floor up to 6 feet.

2. **Ceiling.** The ceiling and anything hanging from it (other than the basket) should be at least 25 feet above the playing court and higher, if possible.
3. **Boundaries.** The committee recommends that a belt 8 inches or more in width be used to mark the boundaries on all courts that have at least 10 feet of open space between the boundary lines and the seating. This plan is urged for all new construction and for other similar courts when the boundaries are re-marked.
4. **Lighting.** The court should be uniformly and adequately lighted. Lighting engineers should be placed in charge of this important factor when planning any new installations. For information on recommended specifications for lighting, contact the Illuminating Engineering Society of North America, 120 Wall St., 17th Floor, New York, New York 10005; telephone 212-248-5000; email ies@ies.org.
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 lavaliere-type microphone properly positioned in the crease of the backboard padding or between padding and backboard is permitted since it is not located on the padding and does not interfere with a live ball or create a safety hazard.
8. **Ring.** The design of the ring and its construction should be such as to maximize player safety. A movable basket ring shall have rebound characteristics identical to those of a nonmovable ring. The pressure-release mechanism should maximize these characteristics, as well as protect both the ring and backboard. Movable rings are required.
9. **Ring Testing.** It is recommended in all divisions that such testing be done three times during the season. It is recommended further in all divisions that basket ring loads be transferred to the support system by a single strut boom behind the backboard, or to the backboard frame. The pressure-release/elasticity mechanism on movable rings may be field adjustable. When

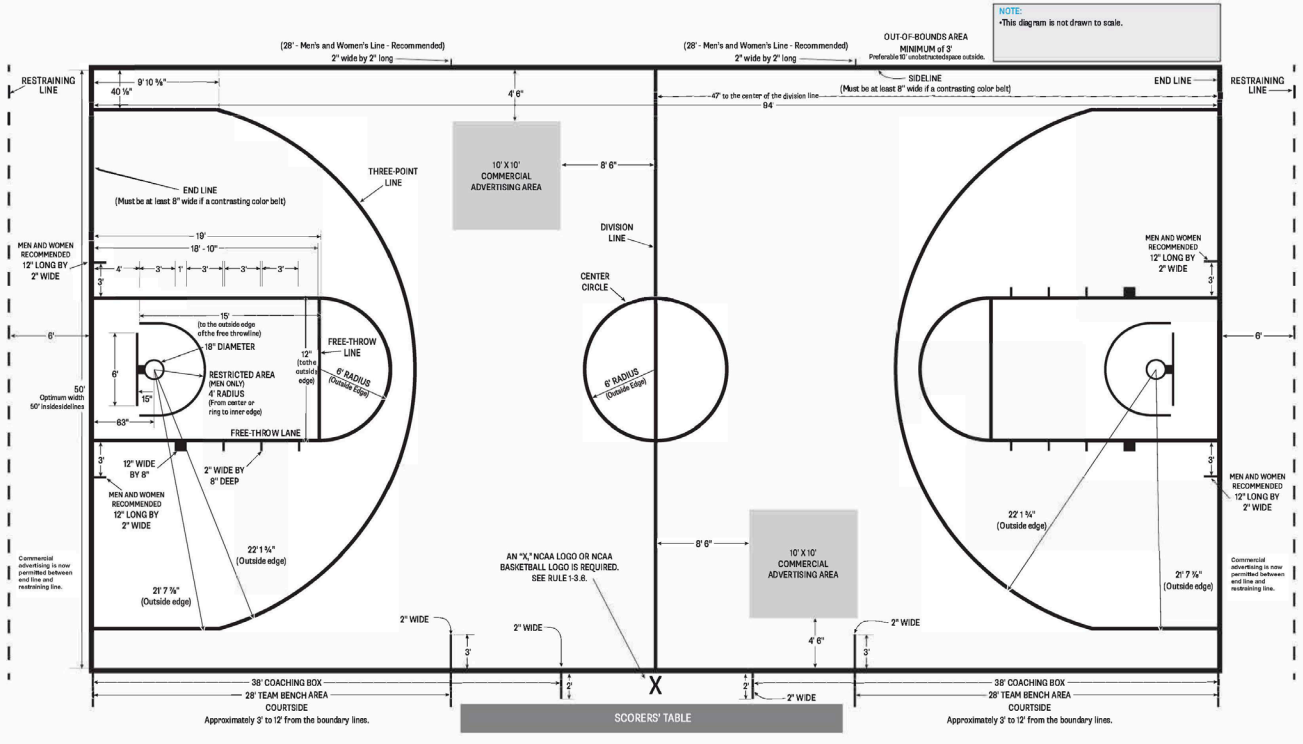
released, the ring shall not rotate more than 30 degrees below the original horizontal position. After release and with the load no longer applied, the ring shall return automatically and instantaneously to its original position.

10. **Marking the Court.** When marking a court, manufacturers should start at the center of the court rather than at either end. Institutions and manufacturers should note that all of the court markings as shown in the court diagram and in Rule 1 are required markings. Each court should be marked in a similar fashion for consistency in play and for the proper adjudication of the playing rules. Courts that are not properly marked cause confusion for players, coaches, and officials. The rules committee desires compliance with this requirement without having to institute a penalty for the home institution.
11. **Timing Equipment.** Divisions I, II and III schools shall have a game clock that shows a tenth-of-a-second display when less than one minute remains in a quarter.

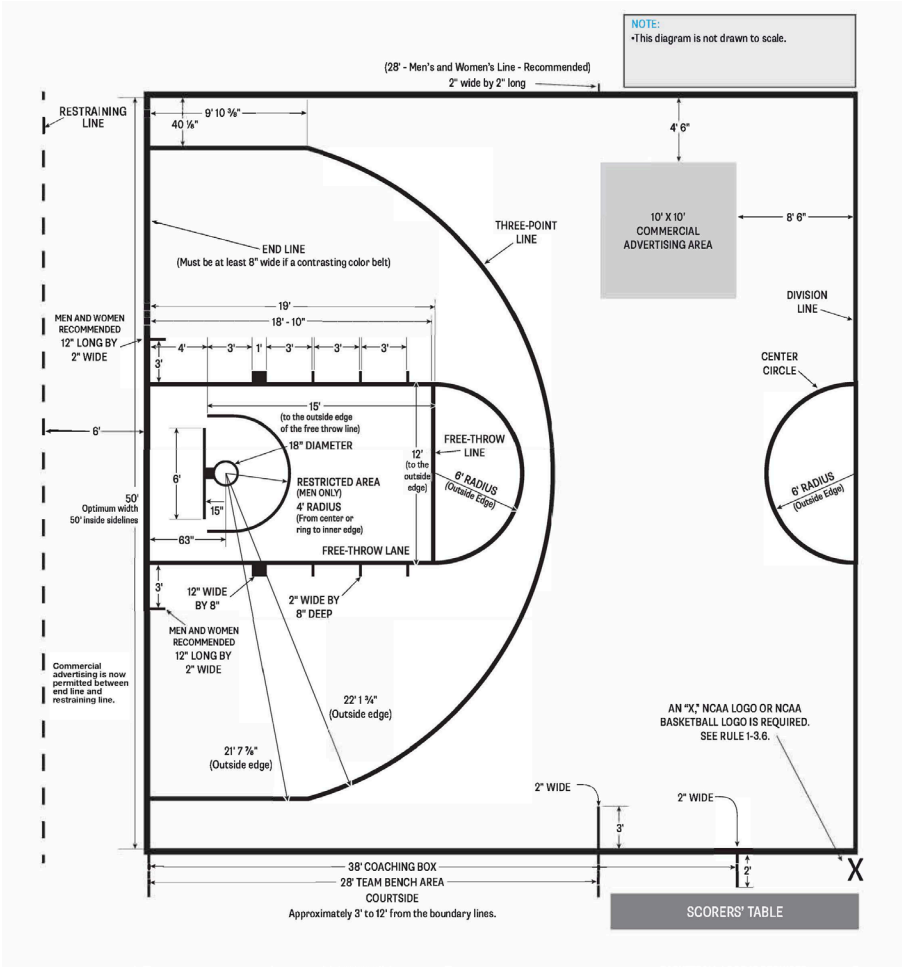
    Divisions I, II and III schools shall have either a red light placed behind each backboard that is visible through the 24-inch-by-18-inch rectangle or red LED lights around the backboard. The purpose of either is to indicate when player activity is terminated. If red LED lights are used, they shall be positioned not more than 6 inches from the upper and lower edges of the backboard and not more than 5 inches from the side of each backboard. When both lights are present, the red LED lights shall take precedence and the red light shall be disconnected. It is recommended that the game clock, red light or red LED lights be updated in their synchronization.

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

2026-27 NCAA Men's and Women's Basketball Court



2026-27
NCAA Men's and Women's Basketball
Half-Court Diagram



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 score points by throwing or tapping the ball into its own basket and to prevent the other team from scoring.

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

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

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

SECTION 2. THE PLAYING COURT—DIMENSIONS

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

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

Art. 3. The court dimensions and other mandatory markings shall be marked as shown on the Court Diagram.

SECTION 3. BOUNDARY LINES, RESTRAINING LINES AND OTHER MARKINGS

Art. 1. The court shall be marked with boundary lines (sidelines and end lines), restraining lines and other mandatory lines and markings as shown on the Court Diagram. There shall be at least 3 feet (and preferably 10 feet) of unobstructed space outside the sidelines. All lines must be clearly discernible and distinguishable.

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

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

distance. Nonplaying personnel (e.g., cheerleaders, media, etc.) shall not be permitted in this area when the ball is live.

Art. 4. A shadow line is a line that designates the required 2-inch width by use of border lines at least ¼ inch wide, all of which shall lie within the 2-inch width. All shadow lines must be clearly discernible and distinguishable.

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

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

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

Art. 7. To designate the end line throw-in spots per Rule 7-3.2.a, it is recommended that two tick marks be placed on each side of the free-throw lane. Each tick mark shall be a solid 2-inch-wide line that is 12 inches long. Each tick mark shall be measured 3 feet from the outside edge of the free-throw lane line to the inside edge of the tick mark line. The tick mark will begin on the end line and run parallel to the free-throw lane line.

SECTION 4. CENTER CIRCLE

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

a. A solid 2-inch-wide interrupted line: 4 inches long, 2-inch break, 4 inches long, 2-inch break, etc.
b. A shadow-bordered 2-inch-wide line (¼-inch borders).
c. A 2-inch-wide interrupted shadow line: 4 inches, 2-inch break, 4 inches, 2-inch break, etc.
d. A ¼-inch, single-bordered line (radius of 6 feet to the outside edge).
e. A mathematical line formed by contrasting-colored floor areas.

Art. 2. The unmarked spaces for the nonjumpers around the center circle shall extend 3 feet from the outside edge of the center circle.

SECTION 5. DIVISION LINE

Art. 1. A division line 2 inches wide 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. A shadow-bordered 2-inch-wide line (¼-inch borders).
c. A 2-inch-wide interrupted shadow line: 4 inches, 2-inch break, 4 inches, 2-inch break, etc.

SECTION 6. FREE-THROW LANE AND FREE-THROW LINE

Art. 1. A free-throw lane, 12 feet wide measured to the outside of each lane boundary, and the semicircle with the free-throw line as a diameter, shall be marked at each end of the court with dimensions and markings as shown in the Court Diagram. All lines designating the free-throw lane, except lane-space marks and blocks, are part of the lane.

Art. 2. The color of the lane-space marks (2 inches by 8 inches) and blocks (12 inches by 8 inches) may contrast or be of the same color as the color of the lane boundary lines.

Art. 3. It is highly recommended that the area of the free-throw lane inside the boundary lines be one color. It is permissible for this area to be more than one color as long as all required lines in and around the lane are clearly discernible and distinguishable.

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

Art. 5. A free-throw line, 2 inches wide, shall be drawn across both semicircles, which have an outside radius of 6 feet as shown in the Court Diagram. It shall be parallel to the end line and shall have its farthest edge 15 feet from the plane of the face of the backboard.

SECTION 7. THREE-POINT FIELD-GOAL LINE

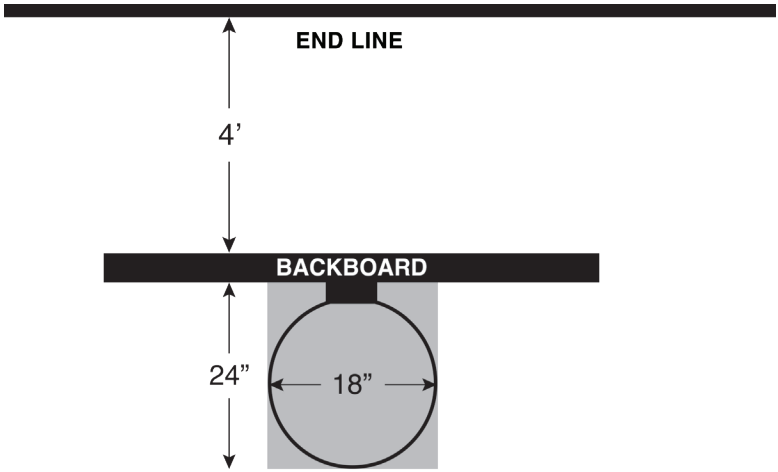
Art. 1. The three-point field-goal line shall be a distance of 22 feet, 1¾ inches from the center of the basket to the outside edge of the three-point field-goal line and 21 feet, 7⅞ inches in the corners. See Court Diagrams on Pages 13 and 14.

Art. 2. The three-point field-goal line shall be a single-colored solid 2-inch line. The lines may be the same color as or a different color from the free-throw lane boundary lines and the semicircles. When more than one three-point line exists on the playing court, the lines shall contrast in color and there shall be no form of embellishment or belt between the lines.

SECTION 8. RESTRICTED AREA

Art. 1. The restricted area is that area of the playing court located directly underneath each basket. "Under the basket" is defined as from the front and side of the ring to the front of the backboard. The player is considered under the basket when any part of either foot is in this area or the player is straddling this area.

Note: It is recommended that the three-foot arc, or four-foot arc on courts used only by women's basketball programs, be removed the next time the playing court is refinished.



SECTION 9. COACHING BOX

Art. 1. The coaching boxes shall extend from the sideline to the back of the team benches and shall be bounded by the end line extended and not farther than the 38-foot line as noted in the diagram.

Art. 2. A line, perpendicular to the sideline, with a minimum length of 2 feet, shall be extended toward the team bench so that the coaching-box boundary is evident.

SECTION 10. BACKBOARDS—DIMENSIONS, MATERIALS

Art. 1. Each backboard shall be marked as depicted on the backboard diagram (See page 21).

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

a. 6 feet horizontal and 3½ feet vertical; or

b. 6 feet horizontal and 4 feet vertical.

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

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

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

Art. 5. Backboards shall not be tinted.

SECTION 11. BACKBOARDS—PADDING

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

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

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

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

Art. 4. The padding shall cover the bottom surface of each backboard and the side surface to a distance of 15 inches up from the bottom. The front and back surface must be covered to a minimum distance of ¾ inch from the bottom of each backboard.

SECTION 12. BACKBOARDS—SUPPORT SYSTEMS

Art. 1. Padding—Any backboard support behind a backboard and at a height of less than 9 feet above the floor shall be padded on the bottom surface to a distance of 2 feet from the face of the backboard. All portable backstops shall have the bases padded to a height of 7 feet on the courtside surface with no hard or potentially dangerous objects attached to it.

Art. 2. Protrusions and clearances.

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

SECTION 13. BACKBOARDS—POSITIONS

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

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

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

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

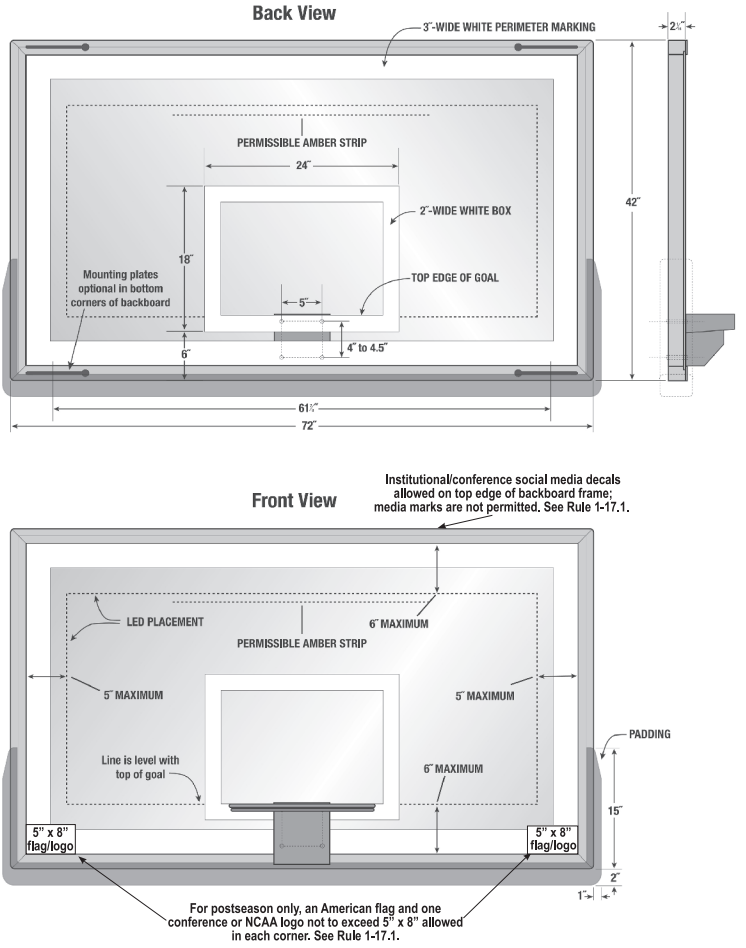
Art. 5. Neon, electric, LED, artificially lit, or nonelectric signage shall be permitted on the horizontal stanchion booms; however, it shall not be permitted

on the vertical backboard stanchion arms. The permitted signage must conform to the following:

a. Signage must be static when the ball is live.
b. Maximum Physical Area (H x W x D): 14" x 52" x 2".
c. Maximum Active Display Area (H x W): 12" x 46".
d. No hard metal or material on the underside or sides of the unit can be exposed. The signage unit must be padded with rounded edges, including across the bottom of the unit. A minimum of ¾-inch-thick padding must be provided. All padding must be the same color(s) as the stanchion arm.
e. The front of the sign must be located a minimum of 6 inches behind the end line, and the bottom cannot extend lower than 6 inches from the top of the horizontal stanchion boom arm.
f. The sign must be installed with a Safety Plex covering in all cases.
g. A maximum of two panels are permitted per arm (one per side) and must face to the side or behind the playing court.
h. The signage must feature dimming functionality that must be set to 50 percent of the maximum brightness with the recommended level of brightness being 20-25 percent. The signage must be able to be deactivated at the request of officials or game management.
i. The signage system must be independently operated and cannot be connected to the main scoreboard game clocks and shot clocks in any way.
j. LED stanchion arm signage may only be changed during timeouts and between quarters.

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

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



SECTION 14. BASKETS—SIZE, MATERIAL

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

Art. 2. Each ring shall measure not more than ⅝ 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. It is recommended that

new nets be broken in prior to game competition to prevent the ball from being suspended in the net following a goal.

SECTION 15. BASKETS—RING

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

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

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

Note: For all divisions, ring testing is recommended (see Item No. 9 of the Court and Equipment section of the Important Information for Manufacturers document on Page 12).

SECTION 16. THE BALL

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

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

Art. 3. The cover of the ball shall be leather or composite material and consist of tiny raised protrusions densely spaced over the entire surface of each panel so as to form a pebbled appearance.

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

Art. 5. The width of the black rubber rib (channels and/or seams) shall not exceed ¼ inch.

Art. 6. When dribbled vertically, without rotation, the ball shall return directly to the dribbler's hand. Small, electronic chips/devices are permitted to be affixed inside the ball as long as there is no perceptible effect on the ball when a player dribbles, passes, or tries for goal.

Art. 7. The air pressure that will give the required reaction shall be stamped on the ball. The ball shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of 6 feet measured to the bottom of the ball, it will rebound to a height, measured to the top of the ball, of not less than 51 inches when it strikes its least resilient spot nor more than 56 inches when it strikes its most resilient spot.

Art. 8. The circumference of the ball shall be within a maximum of 29 inches and a minimum of 28½ inches.

Art. 9. 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 a ball for use provided by the visiting team when the home team cannot provide a legal ball.

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

SECTION 17. LOGOS/NAMES/EQUIPMENT

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

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

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

Art. 4. There are no restrictions on NCAA, team or conference logos, names, or abbreviations on the playing court, provided they do not obscure any of the required lines. (See Rule 10-12.2.a.)

Art. 5. Not more than two commercial logos shall be permitted on the playing court and they must conform to the following standards:

a. The logo(s) shall fit into a box that is 10 feet by 10 feet square;
b. This box shall be located 8½ feet from the division line and 4½ feet from the sideline;
c. Logo(s) shall be within the two 10-foot-by-10-foot squares, with not more than one square in each half of the playing court.
d. For postseason conference tournaments, one combination conference/commercial tournament-sponsor logo is permitted on the court when located in and around the center circle. The combination logo shall not count as one of the two permitted commercial logos authorized by this rule.

Note: See Rules 1-22.7.c and 1-24 for logos and labels on players' uniforms/equipment.

Art. 6. The playing court must be completely finished in a manner that is similar throughout, including the 3-foot area outside each sideline and 6-foot area outside each end line. Traction mats used to remove dirt from the bottom of participants' shoes must be located at least 3 feet from the sideline. It is the responsibility of the host game management to ensure the court is of a

consistent finish, including any logos or decals that are legally allowed on the floor. It is recommended that all logos and on-court signage and markings be painted on the court, including the 3-foot area outside each sideline and the 6-foot area outside each end line.

SECTION 18. SCOREBOARD, GAME-CLOCK DISPLAY

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

Art. 2. A visible game clock that shows a tenth-of-a-second display when less than one minute remains in a quarter or overtime is required.

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

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

Art. 4: A red light (that is visible through the 24-inch-by-18-inch rectangle painted on the backboard) placed behind each backboard or red LED lights placed around the backboard shall be required. It is permissible to place LED lights at the scorers' table that are synchronized with the red light or red LED lights on the backboards and the game clock. See the Court and Equipment Rules Supplement (No. 11 "Timing Equipment") for more specifications.

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

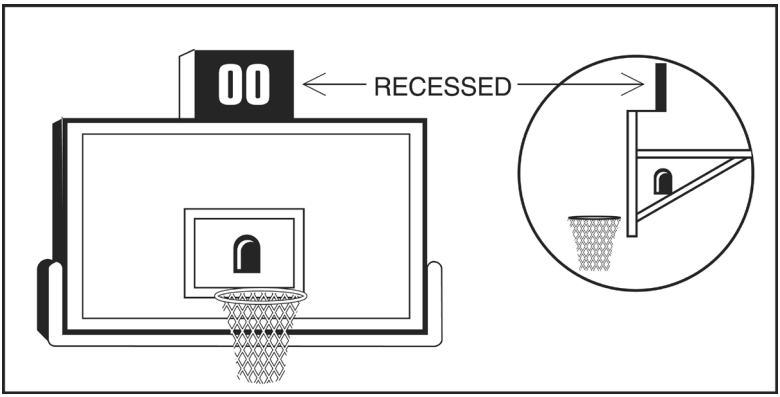
SECTION 19. SHOT-CLOCK DISPLAYS

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

Art. 2. Two visible shot clocks with a horn that is distinct from the game clock are required, and shall be recessed and mounted on the backboard supports behind each backboard.

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

Art. 4. LED lights located around the shot clock and/or an amber light strip on the top edge of the backboard may be used, but the lights shall only be activated for a shot-clock violation.



SECTION 20. POSSESSION INDICATOR

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

SECTION 21. TEAM BENCHES—SCORERS' AND TIMERS' TABLE

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

Art. 2. The team benches shall be located equidistant from the division line extended at each side of the scorers' and timers' table on the sidelines. Players, substitutes and coaches must be afforded access to both the front and side of the scorers' and timers' tables.

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

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

SECTION 22. UNIFORMS (GAME JERSEY AND SHORTS)

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

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

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

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

Art. 5. The neutral zone(s) of the game jersey shall be of the same single color. A tonal design effect is permitted within the neutral zone(s) provided the tonal shifts are not more than 15% from the color of the neutral zone. Words, including institutional names, mascots, nicknames, logos, and marks, and names intended to celebrate or memorialize persons, events, or other worthy causes, are permitted. Commercial names, logos, marks, and slogans are prohibited.

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

a. The front neutral zone shall be measured from the shoulder panel and extend to the bottom of the game jersey. It shall be a minimum 12 inches wide measured 6 inches in each direction from the center of the neckline.
b. The back neutral zone shall be measured from the shoulder panel and extend to the bottom of the game jersey. It shall be a minimum 12 inches wide measured 6 inches in each direction from the center of the neckline.
c. For the purposes of defining the neutral zone, the shoulder panel shall be measured from the top of the shoulder/shoulder seam and extend a maximum of 5 inches toward the bottom of the game jersey on both the front and back.

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

a. A player or institutional name/mascot/logo/any other designation as approved by the institution.
    1. Not more than two identifying names or abbreviations may be placed on the front or back of the game jersey. The name(s) shall:
        a. Identify the school, the school nickname or mascot, the player's name, or any other designation as approved by the institution.
        b. Be placed horizontally, arched, set at an angle, or circular.
        c. Be placed not closer than 1 inch from the uniform number.
        d. A logo that replaces an institutional name, nickname, or mascot name may only be used in the front neutral zone. This does not preclude the use of an institutional logo as in Rule 1-22.7.c.
    2. No commercial advertising is permitted anywhere on the uniform.

    Exception (Division I only): When located on the game jersey, commercial or nonprofit logos must be located either on the front shoulder panel (no closer than one inch from the identifying name, nickname or logo) or on the reverse side of the game jersey, no closer than two inches above or below the number. On the game shorts, the logo must be on the front lower quadrant. Any logo may not exceed 4 square inches.
b. A player number with Arabic numerals.
    1. Each team member's game jersey shall be numbered on the front and back. The number shall be located in the neutral zone(s).
    2. The following numbers are legal: 0-99. Team rosters can include 0 or 00, but not both.

3. The numbers on the front and back of the game jersey shall be centered horizontally in the neutral zone and be of the same color and style.
4. The number shall be at least 6 inches high on the back and at least 4 inches high on the front and not less than 1 inch wide.
5. Duplicate numbers are not permitted to be worn by members of the same team.
6. The number shall be one single solid color that is clearly in distinct contrast with the neutral zone (i.e., strikingly different in color and shade) irrespective of any border around the number. This border shall be not more than ½ inch wide of any color(s).

c. An institutional or conference logo, a captain's patch, and/or commemorative/memorial patch meeting the restrictions of Rule 1-24.2 located in one of two places on the front of the jersey: (1) the apex of the neckline or; (2) no closer than 1 inch above the horizontal plane above the name, nickname, mascot, or any other designation as approved by the institution, and in only one place on the back of the jersey, the apex/center of the neckline as close to the neckline as is possible. The same logo cannot appear on both the front and the back. An institutional and a conference logo may both appear on the front of the game jersey. As authorized by the institution or conference, an additional commemorative or memorial patch (e.g., names, mascots, nicknames, logos, and marks intended to celebrate or memorialize persons, events, or other causes) to be worn by a team is allowed as long as no safety hazard is created. The patch shall meet the restrictions of Rule 1-24.2 and must be placed on the front or sleeve of the uniform and may not interfere with any required markings. While not all team members are required to wear the patch, the patch must be identical for those who choose to wear the patch.

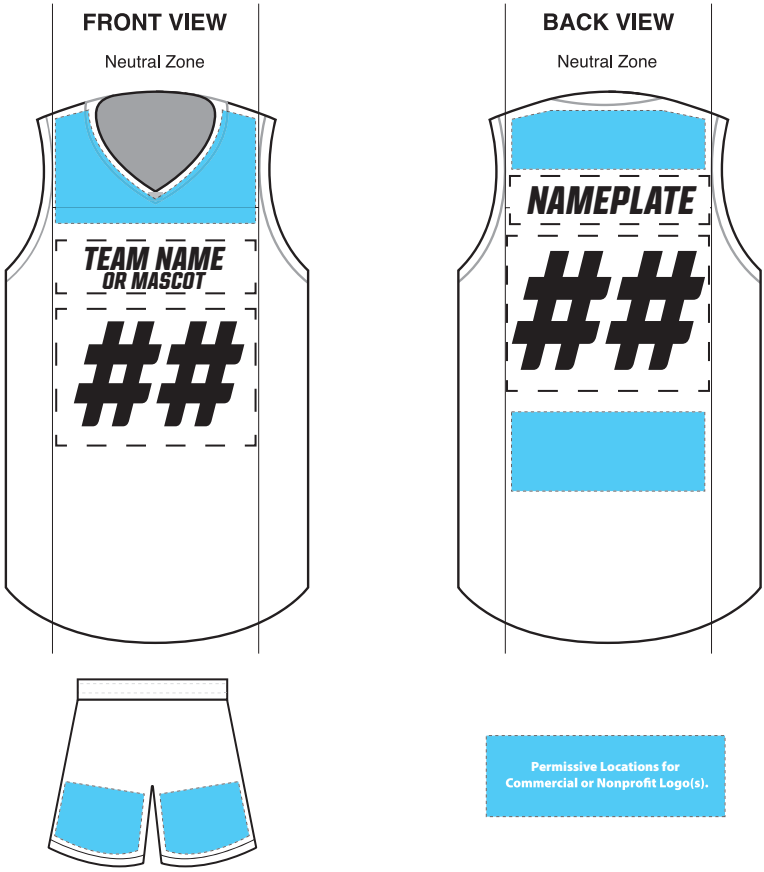
Note: A logo containing, or is exclusively, the name/logo of a commercial or not-for-profit organization is not permitted.

d. A national flag of the NCAA member institution located between the apex of the front neckline and the shoulder seam on the left side of the game jersey and meeting the size restrictions of Rule 1-24.2.
e. A colored neckline not to exceed 1 inch in width.
f. Other names/words intended to celebrate or memorialize persons, events, or other worthy causes are permitted only in the back neutral zone.

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

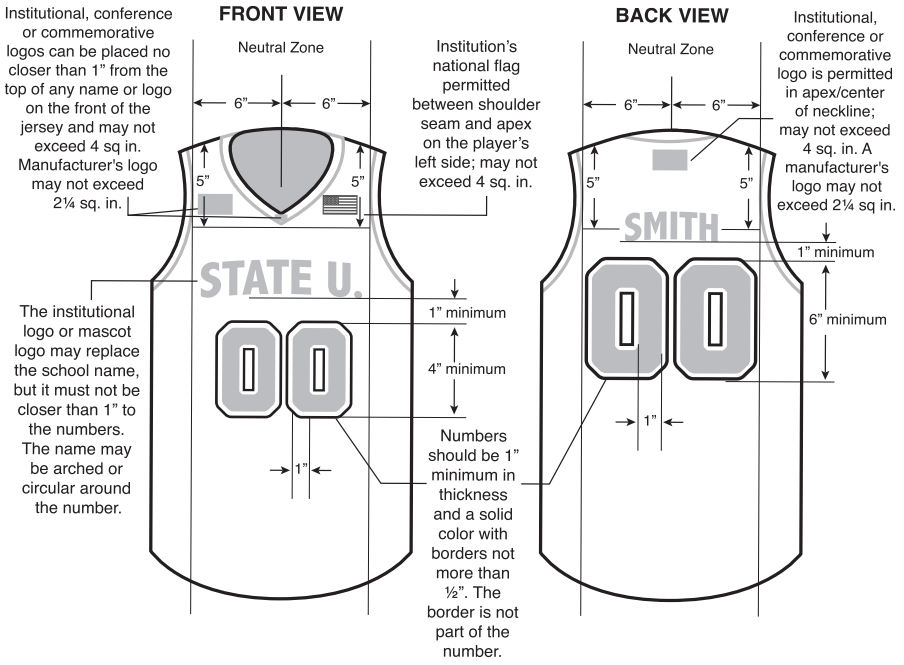
Art. 9. There shall be no color or design restrictions outside the neutral zones.

Art. 10. Institutional names, nicknames, mascots, logos, or any other designation as approved by the institution are permitted on the game shorts provided that a perceptible majority of the game shorts is the color of the neutral zone. One conference logo meeting the restrictions of Rule 1-24.2 is permitted on the game shorts.



NCAA Division I Women's Basketball Uniform Rules

- A maximum of two commercial or nonprofit logos (excluding a manufacturer's logo) are permitted on a student-athlete's uniform or apparel.
- One additional commercial or nonprofit trademark/logo is permitted on uniforms or apparel during conference championship competition.
- Any logo may not exceed 4 square inches.
- When located on the game jersey, commercial or nonprofit logos must be located either on the front shoulder panel (no closer than one inch from the identifying name, nickname or logo) or on the reverse side of the game jersey, no closer than two inches above or below the number. On the game shorts, the logo must be on the front lower quadrant.



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

RULES FOR SHORTS:

- A perceptible majority of the game shorts must be the color of the game jersey's neutral zone (clear to the naked eye).
- Institutional names, mascots or logos are permitted on the game shorts. There is no limit to the number of these permissible logos on the game shorts, but these count toward the color of the shorts.
- One manufacturer logo meeting NCAA bylaw restrictions (2¼ sq. in.) is permitted on the game shorts.
- One conference logo, not to exceed 4 sq. in., is permitted on the game shorts.

SECTION 23. SUPPLEMENTAL APPAREL

Art. 1. An undershirt is considered to be part of the game jersey and must be a color similar to that of the game jersey as defined by the neutral zone. In addition, the sleeves and neckline of undershirts shall be unaltered (e.g., no cutoff sleeves or cut necklines). A compression shirt with sleeves that extends below the elbow is permitted. No logos (excluding one manufacturer's logo that meets the size restriction of Rule 1-24.1), decorations, trim, commemorative patches, lettering or numbering may be used on an undershirt. The same color must be worn by teammates.

Art. 2. Undergarments may extend below the game shorts and shall be white, black, beige, or any color contained in the game jersey. One institutional logo or mascot meeting the restrictions of Rule 1-24.2 may appear on undergarments that extend below the game shorts. Not all teammates must wear the same length of tights. The same color must be worn by teammates.

Art. 3. Any item that goes entirely around the head, such as headbands or hair control devices, shall:

a. Be a single nonabrasive and unadorned item made of cloth, elastic, fiber, soft leather, pliable plastic, or rubber;
b. Be a single solid color of white, black, beige, or any color contained in the game jersey;
c. Be not wider than 4 inches;
d. Bear one manufacturer's logo meeting the restrictions of Rule 1-24.1 or one institutional logo/mascot that meets the restrictions of Rule 1-24.2. The logo shall appear only once; and
e. Exclude hard items including, but not limited to, barrettes, beads, and bobby pins.

Art. 4. Wristbands shall meet the same restrictions as headbands as stated in Rule 1-23.3.a, .b, and .d, and shall not exceed 2 inches in width.

Art. 5. Wristbands and headbands shall be uniform in color with each other, and the entire team must wear the same color.

Art. 6. The use of an arm sleeve or knee/leg sleeve is permissible. One institutional logo or mascot meeting the restrictions of Rule 1-24.2 may appear on an arm sleeve or knee/leg sleeve.

a. Knee pads are considered sleeves for the purposes of this rule;
b. Arm and knee/leg sleeves must be of a single, solid color;
c. Arm and knee/leg sleeves may be white, black, beige, or any color contained in the game jersey; and
d. When worn, teammates shall wear the same color arm sleeves and knee/leg sleeves, but arm sleeves need not match knee/leg sleeves.

Art. 7. Undergarments and knee/leg sleeves must be the same color.

SECTION 24. LOGOS, LABELS, TRADEMARKS, PATCHES

Art. 1. A single manufacturer's or distributor's normal logo, label, or trademark shall be contained within a four-sided geometrical space (i.e., rectangle) with an area that does not exceed 2¼ square inches and is permitted once on the game

jersey, once on the game shorts and once on all other items of apparel. Names or logos of professional sports entities are not permitted on any items of apparel.

Art. 2. The following shall be contained within a four-sided geometrical space (i.e., rectangle) with an area that does not exceed 4 square inches:

a. An institutional or conference logo/mascot.
b. A commemorative or memorial patch.
c. A flag.

Note: Examples of 4 square inches include, but are not limited to, a square with sides 2 inches in length, a 1 inch high by 4 inch wide rectangle, or a circle with a 2-inch diameter.

Art. 3. When an institution's uniform or any item of apparel worn by a student-athlete contains an identification label or washing instructions, they shall be located not more than 2 inches from the bottom of the game jersey's torso and the entire label shall be contained within a four-sided geometrical space with an area not to exceed 2¼ square inches. The following may be included in the identification label:

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

Art. 4. Commemorative/memorial patches meeting the size restrictions of Rule 1-24.2 are permitted on socks.

SECTION 25. PLAYERS' EQUIPMENT

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

Art. 2. Elbow, hand, finger, wrist or forearm guards, casts, or braces made of fiberglass, plaster, metal or any other nonpliable substance, shall be prohibited unless covered completely with slow-rebounding foam as described in Rule 1-25.4.

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 not less than ½-inch thickness of a slow-rebounding foam, may be used to immobilize and protect an injury.

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

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

Art. 7. Head decorations, head wear, helmets, and jewelry are illegal. Religious head wear is permitted provided it is securely fashioned to the head and is

subject to the approval of the referee per Rule 2-5.1. Spacers/retainers used to keep a piercing hole from closing or the use of tape, etc. to cover jewelry is prohibited.

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

Art. 9. Players and team members are not permitted to wear a microphone or any other equipment that enables sound transmission from a player or a team member to an off-court receiver.

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 grey-and-white striped shirt with black side panels, black raglan-style sleeves and shoulders with a blue accent, and black pants. No variation in the color or style of this uniform is permitted. A national flag is permitted on the sleeve. Patches are not permitted with the exception of the NCAA patch to be worn during the NCAA tournament. One manufacturer's logo is permitted, but must not exceed 2¼ square inches.

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

SECTION 2. OFFICIALS' AUTHORITY

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

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 decision made by another official.

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

SECTION 3. ELASTIC POWER

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

SECTION 4. OFFICIALS' JURISDICTION

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

Art. 2. At least one official shall arrive on the floor 15 minutes before the start of the game. At least one official must remain on the floor once jurisdiction begins and team member(s) are on the court or in the bench area. All officials are to return to the court with three minutes remaining on the game clock regardless of whether team members are present.

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

Art. 4. During the officials' jurisdiction, the possession and/or use of tobacco products is prohibited.

SECTION 5. THE REFEREE—PREGAME DUTIES

Before the game starts, the referee shall:

Art. 1. Inspect and approve all team members' uniforms, including making a determination that the home and visiting teams have contrasting uniforms. Also, inspect all equipment, including playing court, baskets, ball, backboards, and all electronic equipment used by timers/operators/scorers.

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

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

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

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

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

SECTION 6. THE REFEREE—DUTIES DURING GAME

During the game, the referee shall:

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

Art. 2. Administer the alternating-possession procedure to start the second, third and fourth quarters.

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

Art. 4. Correct a scoring or bookkeeping mistake.

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

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

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

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

Art. 9. Check the score at the end of each half and overtime and approve the final score.

SECTION 7. OFFICIALS' DUTIES

During the game, officials shall:

Art. 1. Put the ball in play.

Art. 2. Determine when the ball becomes dead.

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

Art. 4. Administer penalties.

Art. 5. Grant and charge timeouts.

Art. 6. Correct errors and mistakes within the prescribed time frames. Officials may use play-by-play, a digital stopwatch, table officials (includes an approved standby official), and an available replay system as set forth in Rule 11 to correct errors and mistakes.

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

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

Art. 9. Silently and visibly count seconds to administer throw-ins, free throws, and closely guarded rules and silently count for enforcement of the three-second rule. Use the shot clock to administer the 10-second backcourt count; when the shot clock is not visible, officials shall use the game clock.

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

Art. 11. Report a warning for delay and for faking being fouled to the official scorer and head coaches. (See Rules 4-10.1, 4-15.2, and 4-28.2.)

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

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

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

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

Art. 15. Signal the scorer to record the time that a possible correctable error has occurred for a two- or three-point goal, which will be reviewed at the next electronic-media timeout per Rule 11-3.1.e. No signal is required following the last electronic-media timeout of the fourth quarter or during any overtime.

Art. 16. Signal the scorer to record the time that a successful try may have been released after the end of a shot-clock period, which will be reviewed at the next electronic-media timeout per Rule 11-3.1.h. No signal is required following the last electronic-media timeout of the fourth quarter or during any overtime.

Art. 17. Notify game management of any potentially dangerous situations on the playing court, including the 3-foot area outside each sideline and 6-foot area outside each end line, the basket and backboard supports, and/or any other equipment situations.

SECTION 8. OFFICIALS' DUTIES RELATED TO CONDUCT

The officials shall:

Art. 1. Penalize misconduct by a player, coach, substitute, bench personnel, team attendant or follower.

Art. 2. Penalize disqualifying acts by any offender.

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

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

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

SECTION 9. DUTIES OF SCORERS

The scorers shall:

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

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

Art. 3. Record the personal, flagrant 1, flagrant 2, and technical fouls assessed to each player, the technical and flagrant 2 fouls assessed to a coach, team member, bench personnel or team follower, and any technical fouls assessed to a team.

Art. 4. Notify an official immediately when a player has committed their fifth foul or second flagrant 1 foul.

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

Art. 6. Notify an official immediately when a player or team member has committed one technical foul and one flagrant 1 foul.

Art. 7. 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, warnings for delay per Rule 4-10.1.d through .g, warnings for faking being fouled per Rule 4-15.2, and any resumption of play warning per Rule 4-28.2.

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

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

Art. 11. Signal the nearest official in each quarter when a player commits a personal foul (except an offensive foul), beginning with the team's fifth foul, including any combination of personal fouls and 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 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 official 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 or women's officiating shirt be the official scorer.

Art. 18. Record the time on the game clock when the official signals that a replay review is required under Rules 11-3.1.e and .h.

SECTION 10. DUTIES OF TIMERS

The official timer shall:

Art. 1. Be provided with a game clock to be used for timing quarters, overtime(s), and the intermission at halftime, and a digital stopwatch. The game clock and digital stopwatch shall be placed so that they may be seen by both the timers and the shot-clock operator.

Art. 2. Operate the game clock.

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

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

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

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

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

Art. 8. Start the digital stopwatch for a charged timeout, for the intermission following the first and third quarters, to replace a disqualified player, to remedy a blood situation, or to remedy a lost, irritated, or displaced contact lens, and signal the referee when it is time to resume play.

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

Art. 10. Sound a warning horn 15 seconds before the expiration of an intermission or charged timeout. A second signal shall be given at the expiration of an intermission or a charged timeout. Play shall be resumed immediately upon the sounding of the second signal. *(Exception: Rule 4-28.2)*

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

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

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

a. The possibility of a correctable error situation as in Rule 2-12;
b. Whether a timing, scoring or alternating-possession mistake needs to be prevented or rectified;
c. To determine whether a flagrant 1 or contact flagrant 2 foul occurred;
d. To determine whether a successful goal shall be counted or cancelled when a foul is committed by or against a teammate of the shooter;
e. To determine whether the ruling of a backcourt violation was correct;
f. To determine whether free throws shall be awarded when a foul is committed in close proximity to a change of team control; or
g. To determine whether the officials charged a foul to the correct individual.
h. To determine whether the ball was awarded to the correct team following a ruled out-of-bounds violation.

Art. 14. Indicate with the red light or red LED lights the expiration of playing time in each quarter or overtime. This signal shall terminate player activity. When a red light is not present or functioning, 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 red 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 quarter or overtime ended before a foul occurred as in Rule 5-7.3.c, the foul shall be disregarded unless it was a flagrant 1 or contact flagrant 2 foul.
c. When the timers disagree about the expiration of time before a successful try for field goal or foul, the goal shall count or the foul shall be penalized unless the referee has knowledge that alters such a ruling.

SECTION 11. DUTIES OF SHOT-CLOCK OPERATOR

The shot-clock operator shall:

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

Art. 2. Use the shot clock for the entire game, including overtime(s), except when there is less time remaining on the game clock than in a shot-clock period, in which case the shot-clock display shall not display.

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

Art. 4. Have an alternate timing device available.

Art. 5. Start the shot clock when:

a An inbounds player legally touches the ball after the throw-in has been released;

b. A team gains initial control following a jump ball or unsuccessful try for goal; or
c. There is a change in team control.

Art. 6. Stop the timing device and:

a. No reset when play is stopped under the following circumstances:
   1. The ball is deflected or caused to be out of bounds by a defensive player;
   2. A player is injured or loses a contact lens;
   3. A charged or electronic-media time out has concluded;
   4. During team control as defined by Rule 4-9, a defensive player causes a held ball and the alternating-possession arrow favors the offense;
   5. After any double personal fouls, simultaneous personal fouls, or fouls with penalties of equal gravity when there is team control, unless the penalty for the foul results in a change of team control;
   6. After an inadvertent whistle when there is team control as defined in Rule 4-9 or following an unsuccessful try that does not strike the ring or flange and the alternating-possession arrow favors the shooting team;
   7. After any administrative 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 the bench personnel or followers of that team;
   8. After a simultaneous held ball as described in Rule 6-4.2 occurs during a throw-in or after an unsuccessful try that does not contact the ring or flange and the alternating-possession arrow favors the shooting team; and
   9. 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 being awarded the ball for the throw-in, shall have the unexpired time on the shot clock to attempt a try.

b. Reset it to 30 seconds when:
   1. There is a live-ball change in team control and the ball remains live or following a successful goal by the opponents;
   2. Team control is reestablished in the backcourt after the team loses control of the ball;

   Note 1: 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 during loose-ball situations.

   Note 2: When team control is reestablished in the shooting team's backcourt following a try that does not strike the ring or flange, the shot clock is not reset.

   3. A held ball occurs or inadvertent whistle occurs when there is no team control, the ball is located in the defense's/nonshooting team's

backcourt, and the alternating-possession arrow favors the defense or nonshooting team;

4. A try for goal strikes the ring or flange and the non-shooting team is first to gain control of the ball;
5. A single personal foul is committed by the defense/nonshooting team in the offense/shooting team's backcourt;
6. An administrative technical foul is assessed to the defensive team or when neither team is in control of the ball;
7. A single player/substitute, team, or bench technical foul, a single flagrant 1 foul, or a single flagrant 2 foul is committed;
8. Fouls are committed by opposing players, and one of the fouls is a flagrant 1 or flagrant 2;
9. A violation occurs, except as in Rules 2-11.6.a.1, 2-11.6.c.2, and 2-11.6.d.5;
10. An inadvertent whistle occurs when there was no player or team control at the time of the whistle in the shooting team's backcourt following a try that strikes the ring or flange and the alternating-possession arrow favors the shooting team.

c. Reset to 20 seconds or the time remaining on the shot clock (whichever is greater) when:
   1. During team control, a single personal foul is committed by the defensive team in the offensive team's frontcourt before the bonus is in effect;
   2. A violation of Rule 9-6 is committed by the defense during team control or by the non-shooting team following an unsuccessful try that does not contact the ring or flange; or

      Note: This rule applies only when the foul or violation occurs prior to a try for goal that hits the ring or flange.
   3. A foul is committed by the non-shooting team in the shooting team's frontcourt during an unsuccessful field-goal attempt that does not strike the ring or flange but is not committed against a player in the act of shooting or an airborne shooter before the bonus is in effect.

d. Reset to 20 seconds when the following occurs:
   1. The shooting team is first to gain control of the ball in their frontcourt after an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live;
   2. A personal foul that is committed by the non-shooting team before the bonus is in effect in the shooting team's frontcourt:
      a. Following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live; or
      b. During a successful field-goal or free-throw attempt and until the ball becomes live but is not committed against a player in the act of shooting or an airborne shooter.

      Note: When the foul occurs in the backcourt, Rule 2-11.6.b.5 applies.

3. The shooting team is awarded the ball for a throw-in after the ball goes out of bounds in its frontcourt following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live.
4. The shooting team is awarded the ball for a throw-in after a simultaneous held ball or inadvertent whistle in its frontcourt when the alternating-possession arrow favors the shooting team following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live.
5. The non-shooting team commits a violation of Rule 9-6 in the shooting team's frontcourt following an unsuccessful field-goal or free-throw attempt that contacts the ring or flange and remains live.
6. The offense/shooting team commits a personal foul or violation in its backcourt, and play resumes with an awarded throw-in to the opposing team.
7. When a player located in their team's backcourt violates the provisions of the jump ball at the start of the game or any overtime.
8. When the alternating-possession procedure is used to determine which team shall be awarded the ball following a held ball or other stoppage that occurred in the offense/shooting team's backcourt, and the alternating-possession arrow favors the opposing team.

Art. 7. Sound the shot-clock horn at the expiration of the shot-clock period. This shot-clock horn shall not stop play unless recognized by an official's whistle. When the shot clock indicates zeroes but the shot-clock horn has not sounded, the shot-clock time has not expired.

Art. 8. Turn off the shot-clock display when a reset situation occurs and the game clock shows less time than that of a shot-clock period.

Art. 9. Allow the timing device to continue during a loose-ball situation when the offense retains control, when a field-goal try is attempted at the wrong basket, or when a field-goal try fails to strike the ring or flange.

Art. 10. Allow the game officials to make the final decision when there is doubt as to whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange.

SECTION 12. CORRECTABLE ERRORS

Art. 1. The correctable errors are as follows:

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

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

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

Art. 3. When the officials' error as in Rule 2-12.1.e is made while the game clock is running and the ball becomes dead after a successful goal, it must be recognized and corrected by an official before the second live ball. *(Exception: Rule 11-3.1.e)*

Art. 4. When the error is a free throw by the wrong player, a free throw attempted at the wrong basket, or the awarding of an unmerited free throw, the free throw and the activity during it, other than any flagrant 1, flagrant 2 or technical foul, shall be cancelled.

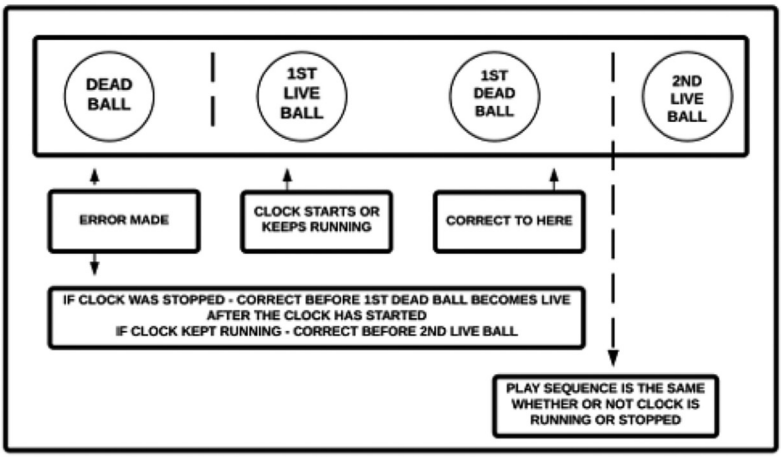
a. Points scored, time consumed and additional activity that may occur before the recognition of the error shall not be nullified.

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

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

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

CORRECTABLE ERRORS



RULE 3

Players and Substitutes

SECTION 1. PLAYER

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

SECTION 2. THE TEAM

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

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

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

SECTION 3. THE CAPTAIN

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

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

SECTION 4. LINEUP

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

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

SECTION 5. SUBSTITUTE

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

SECTION 6. SUBSTITUTIONS

Art. 1. Procedural requirements.

a. Each substitute who desires to enter the game shall give the scorers their uniform number.

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

c. Any substitute shall remain outside the boundary line until beckoned by an official, whereupon the substitute shall enter immediately. When the ball is about to become live, the official shall withhold the beckoning signal.

d. A substitute becomes a player when they legally enter the playing court. When the entry is not legal, the substitute becomes a player when the ball becomes live.

e. Substitutions between halves shall be reported to the official scorer by the substitute(s) or a team representative before the signal that ends the intermission rather than before the warning horn. When the substitute(s) has not reported before the final horn to end the intermission, the five players from the previous quarter shall begin the next quarter.

f. When entry is at any time other than between halves, and a substitute who is entitled and ready to enter reports to the scorers, the timers shall sound the game-clock horn when the ball is dead and time is stopped. *(Exception: Rule 3-6.1.h)*

g. Substitutes during a timeout or during the intermission following the first or third quarters must report to or be in position to report to the official scorer before the warning horn. Substitutions shall not be permitted after the warning horn. *(Exception: Rule 3-6.3.d)*

h. Substitutions shall not be permitted when the game clock has been stopped after a successful field goal in the last 59.9 seconds of the fourth quarter or any overtime and before the clock has been properly started, except for:

   1. Those substitutions permitted by rule including, but not limited to, injury, blood, violation, foul, disqualification, or timeout, or for a lost, displaced, or irritated contact lens or displaced eyeglasses.
   2. There shall be no substitutions during the dead-ball period when the clock is stopped for a successful field goal to correct a timing or scoring mistake or for an inadvertent whistle.

i. Substitutions shall not be permitted until the results of a replay review have been reported to both head coaches.

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

   1. A replaced player may reenter the game at the next opportunity to substitute when the opposing team has committed a foul or a violation before the game clock has properly started.

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

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

Art. 2. Free throws.

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

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

1. Substitutions during a timeout but before the warning horn are permitted between multiple free-throw attempts.

c. On free throws for technical, flagrant 1, or flagrant 2 fouls, all substitutes are permitted to enter before the first attempt or after the final attempt unless otherwise required by rule. (See Rule 3-6.2.d.)

d. When a player is required to be replaced, such as for disqualification, injury or blood, or a lost, irritated, or displaced contact:

1. Before the administering of multiple free throws, all substitutes who had legally reported to the official scorer before the ball becomes live following the replacement of the player may enter the game; or
2. When no free throws are awarded, all substitutes who had legally reported to the official scorer before the ball becomes live following the replacement of the player may enter the game.

Art. 3. Required substitutions.

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

b. A player with blood on their uniform shall have the uniform evaluated by medical personnel. When medical personnel determine that the blood has not saturated the uniform, the player may immediately resume play without leaving the game. When medical personnel determine that the blood has saturated the uniform, the affected part of the uniform shall be changed before the player is permitted to return.

c. When substitutes have reported to the scorer prior to any situation in which a player is required to be replaced or before the ball becomes live after the player has been replaced, such as for disqualification, injury or blood, or a lost, irritated, or displaced contact, the substitutes are permitted to enter the game.

d. An immediate substitute shall be required when the coach or any other bench personnel is beckoned and/or comes onto the playing court to attend a player(s) who has been injured unless a timeout is requested by and granted to their team in that dead-ball period.

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

RULE 4

Definitions

SECTION 1. AIRBORNE SHOOTER

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

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

SECTION 2. APPEAL

An appeal is a request by a head coach to the officials, which must be honored by the officials, that they believe a correctable error or timing, scoring, or bookkeeping mistake by the officials (including table officials) occurred, or that the officials' ruling for those situations found in Rule 5-14.1.e was incorrect. There is no limit to the number of appeals a head coach may make; when the appeal does not result in the ruling being changed or is requested beyond the statute of limitations for the specific situation being appealed, the team is charged a timeout. When a team with no timeouts remaining unsuccessfully appeals, the team is assessed a team technical foul for an excessive timeout.

SECTION 3. BALL HANDLER OR DRIBBLER

A ball handler or dribbler is any player with player control (holding or dribbling) outside the lane area, either facing or with their back to the basket. A player is also a ball handler or dribbler when inside the lane area they have player control of the ball while facing the basket.

SECTION 4. BATTING THE BALL

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

SECTION 5. BENCH AREA

Art. 1. The boundaries of the bench area shall be formed from the outer edge of the sideline beginning at the 28-foot line and extending beyond the end line by an imaginary line. The 28-foot line is a two inch-wide line that extends three feet onto the playing court, measured from the inside edge of the sideline, and three feet on the bench side of the sideline, measured from the sideline's outside edge. The depth of the bench area extends from the outer edge of the sideline to the back of the team bench. Seating in the bench area shall be located approximately 3 feet to 12 feet from the boundary line as shown in the Court Diagram. A stool may be used by a head coach within the bench area provided it is located at least 3 feet from the sideline. It may not be used in the part of the coaching box that extends beyond the 28-foot mark.

Art. 2. During any timeout, the intermission following the first and third quarters, or before any overtime, 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 28-foot line.

Art. 3. During any replay review or appeal by either team, all players shall be located on the playing court and directly in front of their team's bench area. Head coaches must remain within the bench area and may not go beyond the 28-foot mark.

SECTION 6. BENCH PERSONNEL

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

SECTION 7. 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 8. CONTINUOUS MOTION

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

SECTION 9. CONTROL—PLAYER, TEAM

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

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

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

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

Note: The team in control is commonly referred to as the offense. The opponents of the team in control are commonly referred to as the defense. When neither team is in control of the ball, there is no offensive or defensive team.

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

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

a. A jump ball;
b. The tapping of a rebound (unless it is a try for goal);
c. A try for goal after the ball is in flight;

d. The period that follows any of these acts (a-c) while the ball is being batted (from the vicinity of other players) in an attempt to secure control; or

e. A dead ball.

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

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

a. A player is in control; or

b. The ball is placed at the disposal of the free-thrower after a personal foul or placed at the disposal of a thrower-in.

SECTION 10. DELAY

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

a. Failure to supply scorers with data per Rule 3-4.1 (See Rule 10-12.2.b);

b. Consuming a full minute by not being ready when it is time to start either half or any overtime (See Rule 10-12.2.e);

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 10-12.2.h.4 and Rule 10-12.5.g);

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 or feigning an injury (See Rule 10-12.3.a.1);

e. Failure to have the court ready for play after the final horn to end any timeout (See Rule 10-12.3.a.2);

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 10-12.3.a.4); or

g. The opponents of the thrower-in having any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line (See Rule 10-12.3.a.3.).

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

SECTION 11. DISPOSAL OF BALL

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

a. Handed to the thrower-in or free-thrower;

b. Caught by the free-thrower after it is bounced or tossed to them;

c. Caught by the thrower-in after it is bounced or tossed to them;

d. Placed at a spot on the floor; or
e. Available to a player after a goal and the official begins the throw-in count.

SECTION 12. DISQUALIFIED PLAYER

Art. 1. A disqualified player is one who is barred from further participation in a game after receiving a fifth foul, including personal and flagrant 1 fouls and 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 first notify the head coach and then the player of any disqualification.

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

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

SECTION 13. DRIBBLE

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

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

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

Art. 4. The dribble ends when:

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

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

Art. 6. During an interrupted dribble, there is no player control, and a timeout shall not be granted.

SECTION 14. EJECTION

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

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

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

a. Committing a flagrant 2 foul;
b. Committing two flagrant 1 fouls;
c. Incurring the maximum number or combination of technical fouls;
d. Committing one technical foul and one flagrant 1 foul;
e. Participating in a fight;
f. Leaving the bench area during a fight situation as bench personnel but not participating in the fight; or
g. Participating after having been disqualified for a reason other than ejection.

SECTION 15. FAKING BEING FOULED

Art. 1. Faking being fouled occurs when a player simulates being fouled or makes theatrical or exaggerated movements when there is no illegal contact by committing acts such as, but not limited to:

a. Overtly embellishing the impact of incidental contact on block/charge plays or attempted tries for goal (flopping);
b. Using a "head bob" to simulate illegal contact; or
c. Using any other tactics in order to create an opinion of being fouled and therefore gaining an advantage.

Art. 2. One team warning shall be given the first time a player fakes being fouled. This warning shall be reported to the official scorer at the next stoppage of the game clock. Thereafter, a team technical foul shall be issued to the team that has been previously warned for faking being fouled. (See Rule 10-12.3.a.5.)

SECTION 16. FOUL

Art. 1. A foul is a rules infraction of the type found in Rule 10.

SECTION 17. FUMBLE

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

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

SECTION 18. INADVERTENT WHISTLE

An inadvertent whistle occurs any time an official blows the whistle by mistake and does not have a ruling to make.

SECTION 19. 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 at approximately the same time on both feet (no pivot foot).
b. Two feet off the playing court, lands on one foot, jumps off that foot and lands at approximately the same time 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 at approximately the same time on both feet (either foot can be established as the pivot foot).

SECTION 20. LOCATION OF A PLAYER

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

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

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

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

SECTION 21. 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 22. PENALTY

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

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

SECTION 23. 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 24. POINT OF INTERRUPTION

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

a. An official's inadvertent whistle, as in Rules 4-18 and 7-4.14.
b. An interrupted game, as in Rule 5-4.
c. A correctable error, as in Rule 2-12.1.
d. Any double foul or simultaneous personal foul.
e. The cancellation of equal foul penalties when there are no additional penalties remaining for administration.
f. Any administrative technical foul(s).

SECTION 25. POST PLAYER

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

SECTION 26. REBOUND

Art. 1. A rebound occurs when a player secures control of the ball after a try for goal.

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

a. Displace, charge, or push an opponent.
b. Extend either or both shoulders, hips, or 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 their body in an abnormal position to hold or displace an opponent.
d. Violate the principle of verticality.

Art. 3. Every player shall be entitled to a spot on the playing court, provided that such player gets there first without illegally contacting an opponent. *(Exception: Rule 10-4.7)*

SECTION 27. RESTRICTED AREA

The restricted area is defined as the area directly underneath the basket. A defender is considered to be in the restricted area when any part of either foot is in or above this area, or when the defender is straddling the area.

SECTION 28. RESUMPTION OF PLAY

Art. 1. Resumption of play is the method of putting the ball in play by placing the ball at the disposal of the player. The resumption of play is in effect for the entire game except to start the second half or any overtime.

Art. 2. When a team is not ready to resume play following the final horn to end a timeout or the intermission following the first or third quarters, the officials shall issue one warning to the head coach and report the warning to the official scorer. When the same team subsequently is not prepared to play following the final horn to end a timeout or the intermission following the first or third quarters, the officials shall use the resumption-of-play procedure.

SECTION 29. 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 30. SCOREBOOK

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

SECTION 31. SHOOTER

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

SECTION 32. TEAM MEMBER

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

SECTION 33. VIOLATION

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

RULE 5

Scoring and Timing Regulations

SECTION 1. SCORING/TRY FOR GOAL

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

Art. 2. A goal is made when:

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

b. A free throw enters the basket from above and remains in or passes through the basket.

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

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

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

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

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

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

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

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

Art. 10. The try starts when the player begins the motion that normally precedes the release of the ball on a try. Any activity that occurs prior to this motion shall not be considered in the act of shooting. The ball does not need to

leave the player's hand. The arm might be held so that the player cannot throw; however, the player may be making an attempt.

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

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

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

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

Art. 15. When a player in control of the ball or an airborne shooter commits a foul before or after a goal, the goal shall be cancelled.

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

Art. 17. When there is doubt whether a score was made within the shot-clock period or whether a try for goal contacted the ring or flange, any activity before the next live ball shall be cancelled, with the exception of any flagrant 1, flagrant 2, or technical foul, and the correct time shall be added to the game clock.

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

Art. 19. In any quarter or overtime, when the game clock or shot clock displays tenths of seconds and play is to be resumed by a throw-in or a free throw when 3/10ths (.3) of a second or less remains on the game clock or shot clock, a player may not gain control of the ball and attempt a try for a field goal. Such player can only score a field goal by means of a tap of a pass or of a missed free throw.

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

SECTION 2. WINNING TEAM

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

SECTION 3. FORFEIT/NO CONTEST

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

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

a. Any player, team member or bench personnel fails to comply with any technical-, flagrant 1-, or flagrant 2-foul penalty or makes a travesty of the game.
b. When conditions warrant.
c. A team refuses to play after being instructed to do so by an official.

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

Art. 4. Conference policy may include an established time limit before the referee may declare a forfeit.

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

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

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

SECTION 4. INTERRUPTED GAME

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

SECTION 5. PROTESTS

The NCAA Division I Women's Basketball Rules Subcommittee and Divisions II and III Women's' Basketball Rules Committee does not recognize or allow protests.

SECTION 6. QUARTERS—LENGTH

Art. 1. Playing time for varsity games shall consist of four 10-minute quarters with a halftime intermission of 15 minutes. The intermission between the first and second quarters (first half) and third and fourth quarters (second half) shall be 75 seconds in a nonmedia game. For games using the electronic-media timeout format, the intermission between quarters shall be 75 seconds or the length of the electronic-media timeout. Each overtime shall be five minutes in length with a one-minute intermission before each.

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

SECTION 7. QUARTERS AND OVERTIME—BEGINNING AND END

Art. 1. Each quarter or overtime shall begin when the ball becomes live.

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

a. In games with a tenth-of-a-second game clock display and when an official replay system is used, the reading of zeroes 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 quarter or overtime. When the game clock is not visible, the officials shall verify the original ruling with the use of the red light/red LED light(s). When the red light/red LED light(s) are not visible, the sounding of the game-clock horn shall be used. When definitive information is unattainable with the use of replay, the original ruling stands.

Art. 3. Each quarter or overtime shall end when time expires, except that:

a. When the ball is in flight during a try, the quarter or overtime 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 quarter or overtime shall end with the held ball or violation. *(Exception: Rule 11-2.1.a.2)*
c. When a foul occurs so near the expiration of time that the official timer cannot stop the game clock before time expires or when the foul occurs after time expires but while the ball is in flight during a try, the quarter or overtime shall end when the free throw(s) and all related activity have been completed. *(Exception: Rule 11-2.1.a.3)*

Art. 4. Except for disqualification or ejection, no penalty or part of a penalty shall carry over from one quarter or overtime to another.

Art. 5. No correction of a timing mistake shall be carried over from one quarter or overtime. The mistake shall be corrected before the start of the subsequent intermission.

Art. 6. When a technical, flagrant 1, or flagrant 2 foul occurs after the ball has become dead to end a quarter or overtime that is to be followed by another quarter or overtime, the next quarter or overtime shall be started by administering the free throws. Play shall resume at the point of interruption for any administrative technical foul. When the foul is a single player/substitute, team, or bench technical foul, flagrant 1 foul, or a flagrant 2 foul, the ball is awarded to the offended team at the division line opposite the scorers' table.

a. When there is no way to determine whether there will be an overtime until the free throws for a technical, flagrant 1, or flagrant 2 foul are administered, the free throws shall be attempted immediately, as if the technical, flagrant 1, or flagrant 2 foul had been part of the preceding period.

SECTION 8. INTERMISSION

An intermission is the time between all quarters and any overtime(s). (See Rule 5-6.)

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

SECTION 9. OVERTIME

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

Art. 2. When the score is tied at the end of the fourth quarter, play shall continue without change of baskets for one or more overtimes with a one-minute intermission before each overtime. The game shall end when the score is not tied at the end of any overtime.

Art. 3. The length of each overtime shall be five minutes. As many such overtimes as are necessary to break the tie shall be played.

Art. 4. Each overtime is an extension of the fourth quarter.

SECTION 10. STARTING GAME AND SHOT CLOCKS

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

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

a. An inbounds player legally touches the ball after the throw-in has been released;
b. A tossed ball on a jump ball is legally touched; or
c. The ball legally touches a player on the playing court when a free throw is not successful and is to remain live.
d. During the last 59.9 seconds of any quarter or overtime, when the ball is legally touched inbounds and an official immediately signals to stop the game clock, a minimum of 3/10ths (.3) of a second must expire on the game clock.

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

a. An inbounds player legally touches the ball after the throw-in has been released;
b. A team gains initial control following a jump ball or unsuccessful try for goal; or
c. There is a change of team control.
d. Tenths of a second are displayed with less than five seconds on the shot clock, when the ball is legally touched inbounds and an official immediately signals to stop the clock, a minimum of 3/10ths (.3) of a second must expire on the shot clock.

SECTION 11. STOPPING GAME AND SHOT CLOCKS

When the game clock and shot clock are running, they 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 quarter or overtime.
b. Because of an injury, blood situation, or a lost, displaced, or irritated contact lens.

c. To confer with the scorers, timers, or shot-clock operator.
d. Because of unusual delay in a dead ball being made live.
e. For any emergency.

Art. 3. Grants a head 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 timer's signal to grant a head coach's request to address the possibility of a correctable error as in Rule 2-12, to determine whether a timing, scoring, or alternating-possession mistake needs to be prevented or rectified; to determine whether a flagrant 1 or contact flagrant 2 foul occurred; or to determine whether the ruling in Rules 11-3.1.n and .r or Rule 11-3.2 was incorrect. The appeal to the official shall be presented at the scorers' table, where a head coach of each team may be present.

Art. 6. Suspends play immediately when necessary to protect an injured player. *Note: In determining whether to stop play when either an offensive or defensive player appears to be injured, officials should always give priority to protecting the injured player and stop play immediately when the health or safety of the player appears to be at issue.*

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

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

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

Art. 9. Recognizes each successful field goal in the last 59.9 seconds of the fourth quarter or any overtime.

SECTION 12. TIMING MISTAKES AND MALFUNCTIONS

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

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

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

No timing mistake correction shall be carried over from one quarter or overtime to another. Such a mistake shall be corrected before the start of an intermission.

Art. 2. When the referee blows the whistle to signal for the game clock to be stopped and has definite knowledge that time has elapsed before the game clock

stopped, the referee shall instruct the official timer to put the correct time on the game clock.

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

Art. 4. When an obvious mistake by the shot-clock operator has occurred in failing to start, stop, set, or reset the shot clock or when a shot clock has malfunctioned, the mistake or the malfunctioning problem may be corrected in the shot-clock period in which it occurred only when the official has definite information relative to the mistake or malfunctioning problem and the time involved. When a timing mistake or malfunctioning problem occurs that gives a team more time than that team is entitled to, any activity after the mistake or malfunctioning problem has been committed and until it has been rectified shall be cancelled, excluding any flagrant 1, flagrant 2, or technical foul.

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

SECTION 13. TIMEOUTS

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

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

SECTION 14. TIMEOUTS GRANTED AND CHARGED

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

a. When a player of that team is in control of the ball (this includes throw-ins and free throws) *(Exception: Rule 5-15.1.c)*.
b. When the ball is at the disposal of a player of the team entitled to the ball, only that team may be granted a timeout.
c. When the ball is dead.
d. When the appeal for a correctable error or timing, scoring, bookkeeping, or alternating-possession mistake is reviewed and the official's ruling is not reversed.
e. When the appeal to review replay does not result in:
    1. A flagrant 1 or contact flagrant 2 foul being charged;
    2. A change in the counting or canceling of a goal when a foul is committed by or against a teammate of the shooter.
    3. A change to the team being awarded the ball for a ruled out-of-bounds violation.
    4. Rescinding the ruling of a backcourt violation.
    5. Awarding or not awarding free throws when a foul is committed in close proximity to a change of team control.
    6. A change to whom a foul was charged.

f. When a disqualified player has been replaced and a substitute(s) is available.

When the rulings in Rule 5-14.1.d and .e are not reversed or the time limit for correcting an error, a timing mistake, an alternating-possession mistake; the charging of a flagrant 1 or contact flagrant 2 foul; or the changing of the ruling in Rules 11-3.1.n and .r and Rule 11-3.2 has expired, a full timeout or a 30-second timeout when a full timeout is not available shall be charged to the offending team in a game not involving the electronic-media timeout format and either a 30-second or full timeout charged to the offending team in a game involving the electronic-media timeout format. When this timeout is granted at or below the 5-minute mark on the game clock in a game using electronic-media timeouts or the first timeout of the second half, that timeout shall become an electronic-media timeout.

Art. 2. If a timeout is charged to the offensive team or the team to be awarded the ball for a throw-in during the last 59.9 seconds of the fourth quarter and/or any overtime and:

a. the ball is out of bounds in the backcourt, except for the correction of a timing or scoring mistake, an inadvertent whistle, a held ball, an administrative technical foul assessed to the offense, or an injury, blood situation, or a lost or displaced lens after the team has advanced the ball, or
b. after securing control of the ball from a rebound in the backcourt and before any advance of the ball, or
c. after securing control of the ball from a change of possession in the backcourt and before any advance of the ball,

the team granted the timeout shall have the option of putting the ball back into play by a throw-in in its frontcourt 28 feet from the end line on either side of the playing court, or at the designated spot out of bounds. It is recommended that a 2-inch by 2-inch line, located 28 feet from each endline, be marked on the sideline opposite the benches and extended out of bounds to mark the throw-in spot. The head coach must inform the officials of their intent to exercise the option and the location of the throw-in before the timeout is reported to the scorers.

Art. 3. 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 28-foot line.

Art. 4. During a 30-second timeout, players shall stand inside the boundary lines.

Art. 5. A single charged timeout shall not exceed:

a. 60 seconds for a full timeout.
b. 30 seconds for a 30-second timeout.

Art. 6. 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. 7. A second game-clock horn shall be sounded at the end of any charged or electronic-media timeout and play shall resume immediately. *(Exception: Rule 4-28.2)*

Art. 8. A timeout shall be charged to a team for either length under Rules 5-11.3 and 5-11.4, regardless of the amount of time consumed.

Art. 9. In games NOT involving the electronic-media timeout format, the timeout format shall be:

a. Three 30-second timeouts and two full timeouts for each team per regulation game.
b. Each team shall be entitled to one additional 30-second timeout during each overtime in addition to any timeouts it has not used previously.
c. The extra timeout shall not be granted until after the ball becomes live to begin the overtime.

Art. 10. In games involving the electronic-media timeout format, the timeout format shall be:

a. Three 30-second timeouts and one full timeout for each team per regulation game.
b. The electronic-media timeouts shall occur at or below the 5-minute mark in each quarter when the game clock is stopped when there has been no team-called timeout that precedes this dead ball.
c. The first replay review or the first timeout requested by either team in the second half shall trigger the second half electronic-media timeout. When triggered by a team-called timeout, it shall become the length of a timeout called for by the electronic-media agreement:
    1. In any overtime, the first replay review or timeout granted to either team may become an electronic-media timeout.
d. When a replay review occurs before the 5-minute mark in a quarter and prior to the quarter's electronic-media timeout, or a timeout is granted before the media marks or creates the first dead ball at or below the 5-minute mark in a quarter, the replay review or timeout will trigger the electronic-media timeout for that quarter. When triggered by a timeout, the length of the timeout shall become the length of a timeout called for by the electronic-media agreement. *(Exception: Rule 5-14.10.c)*
e. Each team shall be entitled to one additional 30-second timeout during each overtime in addition to any timeouts it has not used previously.
f. The extra timeout shall not be granted until after the ball becomes live to begin the overtime.

    Note: For NCAA Division I tournament games, the Division I Women's Basketball Committee may make the first team-called timeout in both halves an electronic-media timeout.

Art. 11. In games involving the electronic-media timeout format, when any foul is committed that causes the ball to become dead at the specified time mark on the game clock for electronic-media timeouts, that electronic-media timeout shall be taken and then the free throw(s) shall be administered after the timeout.

Art. 12. Injury:

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

b. When a timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood, or a player with a lost, displaced, or irritated contact lens, and that timeout:
   1. Is granted at the first dead ball at one of the specified time marks on the game clock for electronic-media timeouts, that timeout shall become an electronic-media timeout.
   2. Is the first 30-second timeout granted during the second half of the game, that timeout shall become an electronic-media timeout.

c. Either one 30-second or one full timeout shall be charged in Rule 5-11.2.b, regardless of the amount of time consumed when an injured player remains in the game.

Art. 13. Successive charged timeouts:

a. May be requested by a player or a head coach from the same team.

b. Shall not be granted after the expiration of playing time for the fourth quarter or after the expiration of any overtime.

c. When granted, players are permitted to sit on their bench only when the request for successive 30-second timeouts has been made in advance of the first timeout.

d. When granted, a warning horn shall be sounded 15 seconds before the expiration of the final timeout.

Art. 14. Shortened timeouts:

a. The team that requests a timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent. *(Exception: The first team-called timeout of the second half or overtime in a game involving the electronic-media timeout format as in Rule 5-14.10.c.)*

b. When a request is made to shorten any timeout for a substitution(s), the signal for shortening a timeout shall be given and play shall be resumed immediately.

c. In games involving the electronic-media timeout format, when a timeout has been recognized to be shortened for the sole purpose of making substitutions and the timeout is the first timeout granted in that quarter before the media mark or creates the first dead ball at or below the 5-minute mark in a quarter, that timeout shall become an electronic-media timeout.

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

Art. 15. In games not involving the electronic-media timeout format, one full timeout or one 30-second timeout, when the full timeouts have been used, and in games involving the electronic-media timeout format, either one 30-second

or one full timeout, shall be charged to the team making the appeal in Rule 5-11.5, when no correction is made or when the time limit for correcting an error under Rule 2-12 has expired.

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

Art. 17. Bands/amplified music are permitted to play or be played during any dead ball.

SECTION 15. TIMEOUTS NOT GRANTED

Art. 1. No timeouts shall be granted:

a. To the opponents of the throw-in team after the throw-in starts.
b. During an interrupted dribble.
c. To a player or head coach when the momentum of an airborne player in control of the ball is carrying them out of bounds or into the backcourt.
d. Unless there is player control by the requesting team. *(Exception: Rule 5-15.1.c)*
e. Until after the jump ball to begin the game ends and either the clock is stopped or a player is in control of the ball.
f. Until the results of a replay review have been reported to both head coaches when the review may result in a change of team control or the awarding of free throws.

SECTION 16. NO TIMEOUT CHARGED

Art. 1. No timeout shall be charged when:

a. In Rule 5-11.2.b, an injured player is ready to play immediately or is replaced.
b. In a blood situation or a situation involving a lost, displaced, or irritated contact lens, the condition is remedied within a 20-second time period.
c. In Rule 5-11.5, the timeout is specifically requested for the purpose of preventing or rectifying a correctable error or a timing, scoring, or alternating-possession mistake, and such a mistake was prevented or rectified; when the replay review of the flagrant 1 or contact flagrant 2 fouls did result in a foul being charged; or when the replay review for Rules 11-3.n and .r and Rule 11-3.2 results in a change in the original ruling.

SECTION 17. EXCESSIVE TIMEOUT

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

Art. 2. The length of an excessive timeout shall be the length of a full timeout in games not involving the electronic-media timeout format and 30 seconds in games involving the electronic-media timeout format.

RULE 6

Live Ball and Dead Ball

SECTION 1. LIVE BALL

Art. 1. The game and each quarter or overtime starts when the ball becomes live.

Art. 2. The ball shall become live when:

a. On a jump ball, the ball leaves the official's hand.

b. On a throw-in, the ball is at the disposal of the thrower-in.

c. On a free throw, the ball is at the disposal of the free-thrower.

SECTION 2. JUMP BALL

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

Art. 2. A jump ball shall begin when the ball leaves the official's hand. The jump ball and all jump-ball restrictions, except those pertaining to the jumpers, shall end when the ball is legally touched by a jumper, the playing court, basket, backboard, an official or when the ball becomes dead. The jump ball and all jump-ball restrictions for the jumpers shall end when the ball touches the playing court, basket, backboard, a nonjumper, an official or when the ball becomes dead.

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

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

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

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

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

Art. 8. Teammates shall not occupy adjacent positions around the center circle when an opponent indicates a desire for one of these positions before the referee enters the center restraining circle.

Art. 9. Players may move around the center circle without breaking the geometrical cylinder that has the center circle as its base after the ball has left

the referee's hand(s) during the toss. A player located more than three feet from the center circle is not subject to these restrictions.

SECTION 3. ALTERNATING-POSSESSION PROCEDURE

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

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

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

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

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

Art. 6. Before the start of the second half, the direction of the possession arrow shall be changed to account for the teams switching ends of the court. The second, third and fourth quarters shall start with the team that controlled the alternating-possession arrow at the end of the previous quarter being given disposal of the ball at the division line opposite the scorers' table.

Art. 7. The opportunity to make an alternating-possession throw-in shall be lost when the throw-in team violates the throw-in provisions. (See Rule 9-4.)

Art. 8. A foul or an intentionally kicked-ball violation of the throw-in pass by either team during an alternating-possession throw-in shall not cause the throw-in team to lose the alternating-possession arrow.

SECTION 4. ALTERNATING-POSSESSION SITUATIONS

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

a. A held ball occurs. (See Rule 6-4.2.)
b. The ball was last touched simultaneously by two opponents, both of whom are inbounds or out of bounds, or when the officials are in doubt as to who last touched the ball.
c. A double or simultaneous free-throw violation occurs unless another free throw or a throw-in is to follow.
d. After both teams commit a free-throw violation, or fouls with equal penalties occur, when there is no team control.
e. A live ball lodges between the backboard and the ring or comes to rest on the flange. *(Exception: Rule 9-4.1.c)*

f. The ball becomes dead when neither team is in control and no goal or infraction, or end of a quarter or overtime, is involved.
g. An inadvertent whistle occurs, and there is no player or team control.

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

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

SECTION 5. DEAD BALL

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

a. Any goal is made.
b. It is apparent that the free throw will not be successful on a free throw for a technical foul or a free throw that is to be followed by another free throw or awarded throw-in.
c. A held ball occurs or the ball lodges between the backboard and the ring or comes to rest on the flange.
d. An official blows the whistle except when the try is in flight.
e. Time expires for a quarter or overtime.
f. An official blows the whistle when a foul is committed by a shooter's teammate before the ball is released for a try for goal.
g. An official blows the whistle when any floor violation (Rules 9-2 through 9-14) occurs, there is basket interference or goaltending (Rule 9-15) or there is a free-throw violation by the free-thrower's team (Rule 9-1).

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

SECTION 6. BALL DOES NOT BECOME DEAD

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

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

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

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

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 they touch the floor or any object other than a person on or outside a boundary line. *(Exception: Rule 7-2.3)* An airborne player's status shall be where they were last in contact with the floor.

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

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

SECTION 2. BALL CAUSED TO GO OUT OF BOUNDS

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

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

Art. 3. The ball is caused to be out of bounds when:

a. A player with the ball, whose momentum is carrying them out of bounds, is physically and intentionally assisted by their team's bench personnel to stay inbounds or

b. Bench personnel physically contacts their player with the ball to direct them to move in a different direction or to stop.

SECTION 3. BALL AWARDED OUT OF BOUNDS

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

a. A violation as in Rule 9 or a simultaneous violation.

b. The last free throw of a penalty for a technical foul. *(Exception: Rule 8-6.3)*

c. A field goal or a successful free throw for a personal foul as in Rule 8-6.1.a or an awarded goal as in Rule 9-15.

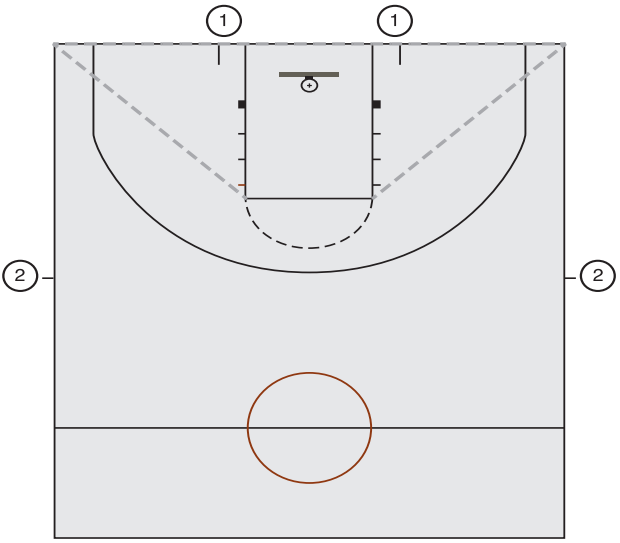
d. The ball becomes dead while a team is in control provided that no infraction or the end of a quarter or overtime is involved.

e. An offensive foul.

f. A personal foul is committed before the bonus rule goes into effect and is not committed against an opponent in the act of shooting.
g. The last free throw for a team, player/substitute, or bench technical foul, a flagrant 1 foul, or flagrant 2 foul.
h. Any double personal or simultaneous personal fouls.
i. Any nonpersonal fouls committed by opposing players whose penalties cancel.
j. The last free throw when opposing players commit fouls with unequal penalties.
k. An inadvertent whistle.
l. A held ball as in Rule 6-4.2.

Art. 2. The location of the throw-in shall be determined as follows:

a. When there is team control and the defense commits a violation of Rule 9-6 or a single personal foul in the offense's frontcourt, play will resume with a throw-in to the offensive team at a designated spot at either the 28-foot mark or the recommended end-line mark 3 feet outside each free-throw lane line nearest to the location of the personal foul or violation.
b. For all other violations or personal fouls when play will resume with a throw-in, the throw-in shall be made from the designated spot nearest to where the violation or foul occurred.
c. The designated spot in articles .a and .b above is determined using an imaginary line drawn from the intersection of the end line with the sideline to each lane line where it intersects with the free-throw line. From this point, each imaginary line continues around the free-throw semicircle line until they connect.
1. When the ball becomes dead inside the imaginary line as in 7-3.2.a, play shall resume with a throw-in at the nearest end-line mark (see No. 1 on the court diagram on page 71). When the ball becomes dead as in 7-3.2.b, play shall resume with a throw-in at the nearest spot along the end line, but not between the free-throw lane lines.
2. When the ball becomes dead outside the imaginary line as in 7-3.2.a, play shall resume with a throw-in at the nearest 28-foot mark (see No. 2 on the court diagram on page 71). When the ball becomes dead as in 7-3.2.b, play shall resume with a throw-in at the nearest spot along the sideline.



SECTION 4. OUT OF BOUNDS, BALL IN PLAY FROM

Art. 1. When the ball is out of bounds after any violation as outlined in Rules 9-2 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 the designated spot nearest to where the violation occurred. *(Exception: When the defense commits a violation of Rule 9-6 in the offensive team's front court, play shall resume with a throw-in from the nearest designated spot as in Rule 7-3.2.a.)*

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. *(Exception: Rule 7-6.9.a)*

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

Art. 4. After a personal foul before the bonus rule takes effect and the foul is not committed against an opponent in the act of shooting, any player of the offended team shall make the throw-in from the nearest designated spot, as in Rule 7-3.2.

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

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

a. The team not credited with the score shall make the throw-in from the end of the court where the goal was made, and the thrower-in may move along the end line and make the throw-in from any point out of bounds

on the end line. The thrower-in may also move along the end line when the following occurs:

1. Before the throw-in has ended, a personal foul is committed by the defensive team near the end line and before the bonus is in effect;
2. The ball is intentionally kicked by the defensive team along the end line during the throw-in; or
3. A timeout is granted before the throw-in pass has been released.

b. In 7-4.6.a.1 through .3, any player of the throw-in team may make a direct throw-in or may pass the ball along the end line to a teammate(s) who is also out of bounds.

Art. 7. After an administrative technical foul the ball shall be put back into play at the point of interruption.

Art. 8. After a single team, player/substitute, or bench technical foul, a single flagrant 1 foul, or a single flagrant 2 foul, play shall be resumed with a throw-in to the offended team at a designated spot at the division line opposite the scorers' table.

Art. 9. After any double personal fouls, any simultaneous personal fouls, or nonpersonal fouls by opposing players with penalties of equal gravity, play shall resume at the point of interruption.

Art. 10. After any fouls by opposing players, when only one of the fouls is a flagrant 1 or flagrant 2 foul, play shall be resumed with a throw-in to the team offended by the flagrant 1 or flagrant 2 foul at a designated spot at the division line opposite the scorers' table.

Art. 11. After the administration of the penalty for a personal, technical, flagrant 1, or flagrant 2 foul, the penalty for a single team, player/substitute, or bench technical foul, a single flagrant 1 foul, or a single flagrant 2 foul shall be administered. The ball shall be put back into play by the offended team at a designated spot at the division line opposite the scorers' table for the single team, player/substitute, or bench technical foul, single flagrant 1 foul, or single flagrant 2 foul.

Art. 12. In the same stopped-clock period that follows an infraction, special situations may arise when additional foul(s) are committed:

a. All fouls shall be charged and all penalties identified.
b. The order in which all infractions occurred shall be determined.
c. All equal penalties against opposing teams shall be cancelled in the order in which they were ruled. Once the fouls have been reported and penalties cancelled, they are considered as never having occurred.
d. The right to possession of the ball as part of the last penalty shall cancel any prior rights to possession of the ball.
e. Once the ball has become live for the first free throw or for a throw-in penalty, that penalty can no longer be used for cancelling any remaining penalties.
f. All remaining penalties shall be administered in the order in which they were ruled. Play shall resume as if the last committed single team, player/substitute or bench technical foul, single flagrant 1 foul, or single flagrant 2 foul was the only foul committed.

g. If, after the cancellation of equal penalties against the teams, there are no other penalties remaining to be administered, the game shall be resumed at the point of interruption.

Art. 13. After a free-throw violation by the shooting team as listed in Rule 8-5, any opponent of the shooting team shall make the throw-in from a designated spot nearest to where the violation occurred.

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

SECTION 5. THROW-IN—POINT OF INTERRUPTION

Art. 1. Play shall be resumed after any appropriate penalty is administered or for any of the reasons listed in Rules 4-24.1.a through .f by one of the following methods:

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

b. A free throw or a throw-in when the stoppage occurred during this activity or when a team is entitled to such with no reset of the shot clock.

c. An alternating-possession throw-in at a designated spot with a reset of the shot clock when the point of interruption is such that neither team is in control and no goal or infraction, nor end of quarter/overtime, is involved. When there is no team control due to a try in flight and the try is unsuccessful, the ball is awarded to the team entitled to the alternating-possession arrow at a spot nearest to where the try was unsuccessful. *(Exception: Rule 2-11.6.a.8)*

SECTION 6. THROW-IN — REQUIREMENTS

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

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

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

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

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

Art. 6. The thrower-in shall release the ball not more than five seconds after the throw-in count begins. The pass shall go directly into the playing court, except as provided in Rule 7-4.6.b.

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

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

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

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

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

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

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

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

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

RULE 8

Free Throw

SECTION 1. FREE THROW

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

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

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

Art. 4. A free throw ends when:

a. The try is successful;

b. It is certain the try will not be successful;

c. The try touches the floor or any player; or

d. The ball becomes dead.

SECTION 2. BONUS FREE THROWS

Art. 1. The bonus is the two free throws that are awarded for each personal foul (except an offensive foul) committed by a player of a team, beginning with the fifth team foul in a quarter.

Art. 2. The team-foul total shall consist of a combination of personal fouls (includes offensive fouls), flagrant 1 fouls, flagrant 2 fouls, and team, player/substitute, and bench technical fouls.

SECTION 3. WHO ATTEMPTS

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

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

a. When the offended player must withdraw because of injury, they are bleeding or have blood on their uniform or person;

b. When a player is withdrawn because of a lost, displaced or irritated contact lens; or

c. When the offended player is disqualified or ejected.

Art. 3. Technical, Flagrant 1, and Flagrant 2 fouls — The free throws awarded because of any technical, flagrant 1, or flagrant 2 foul may be attempted by any

player or eligible team member on the offended team, who shall be designated by the head coach or captain of the offended team. However, the same player shall attempt both free throws.

SECTION 4. POSITIONS DURING ATTEMPT

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

Art. 2. After allowing reasonable time for players to take their positions, the official shall put the ball in play by placing it at the disposal of the free-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. Players shall be permitted to move along and across the lane to occupy a vacant space within the limitations listed in this rule.

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

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

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

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

SECTION 5. FREE-THROW REQUIREMENTS

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

a. The free-thrower shall release the try within 10 seconds and in such a way that the ball enters the basket or touches the ring or flange before the free throw ends.
b. The free-thrower shall not purposely fake a try nor shall the free-thrower's teammates and opponents purposely fake a violation.
c. The free-thrower shall not break the vertical plane of the free-throw line with either foot until the ball strikes the ring, flange, or backboard, or until the free throw ends.

d. The free-thrower shall not enter the semicircle once the official has placed the ball at the disposal of the shooter for a free throw. The free-thrower shall not leave the semicircle before the try contacts the ring, flange, or backboard, or until the free throw ends.
e. No player shall enter or leave a marked lane space or contact any part of the court outside the marked lane space until the free-thrower has released the ball.
f. No opponent (player or bench personnel) shall disconcert (e.g., taunt, bait, gesture or delay) the free-thrower.
g. Players not in a legal marked lane space shall remain behind the free-throw line extended and behind the three-point field-goal line until the ball strikes the ring, flange, or backboard, or until the free throw ends.
h. Players occupying any of the legal marked lane spaces on each side of the lane may break the vertical plane of a lane-space boundary once the free-thrower has released the ball. (See Rule 8-4.)
i. Players occupying a legal marked lane space may not have either foot beyond the vertical plane of the outside edge of any legal lane boundary, beyond the vertical plane of any edge of space (2 by 36 inches) designated by a legal lane-space mark or beyond the vertical plane of any edge of the lane until the ball is released by the free-thrower.
j. Neither team shall have more than the maximum number of players permitted on the free-throw lane. (See Rule 8-4.4.)
k. An opponent of the free-thrower shall occupy each lane space above and adjacent to the block.

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

SECTION 6. FREE THROW—NEXT PLAY

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

a. When the try is successful and is for a personal foul as in Rule 7-4.6.a.
b. At the point of interruption when the free throw is for an administrative technical foul.
c. By any player of the free-thrower's team from the designated spot at the division line opposite the scorers' table for a team, player/substitute, or bench technical foul, a flagrant 1 foul, or flagrant 2 foul.

Art. 2. After the game-clock horn has sounded to end the fourth quarter or any overtime(s), all free throw(s) shall be awarded. The free throws shall be attempted immediately, as if the foul had been part of the preceding quarter or overtime.

Art. 3. Play shall resume with the administration of the penalty for a personal foul after a penalty for any administrative technical foul.

Art. 4. Play shall resume with the administration of the penalty for a personal foul after a penalty for any personal foul.

Art. 5. After the administration of the penalty for a personal, technical, flagrant 1, or flagrant 2 foul, the penalty for a single team, player/substitute, or

bench technical foul, a single flagrant 1 foul, or a single flagrant 2 foul shall be administered.

Art. 6. During a live ball, when opponents commit fouls at approximately the same time, and only one of the fouls is a flagrant 1 or flagrant 2 foul, the free throws for the flagrant 1 or flagrant 2 foul will be attempted last.

Art. 7. After the penalty for an administrative technical foul is assessed before the start of a game or before any overtime, play shall resume with a jump ball.

a. When an administrative technical foul is assessed during the intermission following the first, second or third quarter, the point of interruption shall be a throw-in for the team with the alternating-possession arrow in its favor.

Art. 8. After the penalty for a bench technical foul, flagrant 1, or flagrant 2 foul is assessed before the start of the game, play shall resume with a jump ball.

a. When a player/substitute or bench technical foul, flagrant 1, or flagrant 2 foul is assessed during the intermission following the first, second or third quarter, play shall resume with a throw-in to the offended team at a designated spot at the division line opposite the scorers' table.

SECTION 7. FREE THROW—UNSUCCESSFUL

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

RULE 9

Violations and Penalties

SECTION 1. FREE-THROW VIOLATIONS

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

a. The free-thrower fails to release the try within 10 seconds and in such a way that the ball enters the basket or touches the ring or flange before the free throw ends.

b. The free-thrower purposely fakes a try or the free-thrower's teammates or opponents purposely fake a violation.

c. The free-thrower breaks the vertical plane of the free-throw line with either foot before the ball strikes the ring, flange, or backboard, or before the free throw ends.

d. The free-thrower enters the semicircle after the ball has been placed at their disposal or leaves before the try contacts the ring, flange, or backboard, or before the free throw ends.

e. A player enters or leaves a marked lane space or contacts any part of the playing court outside the marked lane space before the free-thrower has released the ball.

f. An opponent (player or bench personnel) disconcerts (e.g., taunts, baits, gestures or delays) the free-thrower.

g. Any player not located in a legal marked lane space fails to remain behind the free-throw line extended and behind the three-point field-goal line until the ball strikes the ring, flange or backboard, or until the free throw ends.

h. Any player occupying any of the legal marked lane spaces on each side of the lane breaks the vertical plane of a lane-space boundary before the free-thrower has released the ball.

i. Any player occupying a legal marked lane space has either foot beyond the vertical plane of the outside edge of any legal lane boundary, beyond the vertical plane of any edge of space (2 by 36 inches) designated by a legal lane-space mark or beyond the vertical plane of any edge of the lane before the ball is released by the free-thrower.

j. A team has more than the maximum number of players permitted on the free-throw lane.

k. An opponent of the free-thrower fails to occupy each lane space above and adjacent to the block.

l. A teammate of the free-thrower occupies either of the legal lane spaces above and adjacent to the block.

PENALTY (Section 1):

a. If the first or only violation is by the free-thrower or a teammate, the ball becomes dead when the violation occurs and no point can be scored by that throw. The following out-of-bounds provisions apply if no further free throws are to be administered:

1. If the violation occurs during a free throw for a personal foul, the ball is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

2. If the violation occurs during a free throw for a team, player/substitute, or bench technical foul, a flagrant 1 foul, or a flagrant 2 foul, the ball is awarded to the thrower's team for a throw-in at the designated spot at the division line opposite the scorers' table.

3. If the violation occurs during a free throw for an administrative technical foul, play is resumed at the point of interruption.

b. If the violation is by the free-thrower's opponent only:

1. If the try is successful, the goal counts and the violation is disregarded.

2. If the try is not successful, the ball becomes dead when the free throw ends. A substitute throw shall be attempted by the same free-thrower under the same conditions as those for the original free throw.

c. If there is a simultaneous violation by each team, the ball becomes dead and no point can be scored. Remaining free throws are administered or play is resumed by the team entitled to the alternating-possession throw-in from the designated out-of-bounds spot nearest to where the simultaneous violation occurred.

d. If there is a violation first by the free-thrower's opponent, followed by a violation by the free-thrower or a teammate:

1. If both offenders are in a marked lane space, the second violation is ignored.

2. If the second violation is by the free-thrower, or a teammate who is required to be behind the free-throw line extended and the three-point line, both violations are penalized.

3. If a violation by the free-thrower or the free-thrower's teammate follows disconcertion by an opponent, a substitute free throw shall be awarded.

4. If a purposeful fake by an opponent causes the free-thrower or a teammate of the free-thrower to violate, only the fake is penalized.

SECTION 2. BALL OUT OF BOUNDS

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

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

SECTION 3. PLAYER OUT OF BOUNDS

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

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

b. A player whose momentum causes that player to go out of bounds may be the first to touch the ball inbounds if that player reestablishes one foot inbounds prior to touching the ball.

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

PENALTY (Sections 2-3): The ball shall become dead or remain dead when a violation occurs. When the ball passes through a basket during the dead-ball period immediately after a violation, no point(s) can be scored. The ball shall be awarded to an opponent for a throw-in at a designated spot nearest to where the violation occurred.

SECTION 4. THROW-IN

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

a. Leaves a designated spot before releasing the ball and that ball crosses the plane of the boundary.

b. Fails to pass the ball directly into the playing court so that after it crosses the boundary line, it touches an inbounds player or is touched by a player who is on the playing court and causes the ball to be out of bounds.

c. Executes a throw-in that lodges between the backboard and the ring or comes to rest on the flange.

d. Consumes five seconds from the time the throw-in starts until the ball is released.

e. Carries or hands the ball to a teammate who is on the playing court.

f. Touches the playing court before the throw-in is released.

g. Throws the ball so that it enters the basket before touching anyone, strikes the back of the backboard or its supports, passes over the backboard, or bounces into the playing court from a balcony or from the floor out of bounds.

h. Touches the ball in the playing court before it touches another player.

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 they touch the ball after it has crossed the vertical inside plane of the boundary line.

PENALTY (Section 4): The ball shall become dead or remain dead when a violation occurs. When the ball passes through the basket during a dead-ball period immediately after a violation, no point(s) can be scored.

For Articles 1.a through .g and Article 2, the ball shall be awarded to an opponent for a throw-in at a designated spot where the original throw-in was administered. For Article 1.h, the ball shall be awarded to an opponent at a designated spot nearest to the location of the ball where the thrower was the first to illegally touch the ball.

SECTION 5. TRAVELING

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

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

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

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

a. When both feet are off the playing court and the player lands:
   1. Simultaneously on both feet, either may be the pivot foot;
   2. On one foot followed by the other, the first foot to touch shall be the pivot foot;
   3. On one foot, the player may jump off that foot and land at approximately the same time on both, in which case neither foot can be the pivot foot.

b. When one foot is on the playing court:
   1. That foot shall be the pivot foot when the other foot touches in a step;
   2. The player may jump off that foot and land at approximately the same time on both, in which case neither foot can then be the pivot foot.

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

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

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

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

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

PENALTY (Section 5): The ball shall become dead or remain dead when a violation occurs. When the ball passes through a basket during the dead-ball period immediately after a violation, no point(s) can be scored. The ball shall be awarded to an opponent for a throw-in at a designated spot nearest to where the violation occurred.

SECTION 6. KICK, FIST, THROUGH BASKET FROM BELOW

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

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

PENALTY (Section 6): The ball shall become dead or remain dead when a violation occurs. When the ball passes through a basket during the dead-ball period immediately after a violation, no point(s) can be scored. The ball shall be awarded to an opponent for a throw-in at a designated spot using the procedures in Rule 7-3.2.

SECTION 7. DOUBLE DRIBBLE

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

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

SECTION 8. JUMP BALL

Art. 1. It is a violation when:

a. The ball is touched by one or both of the jumpers before it reaches its highest point.
b. Either jumper leaves the center circle before the ball has been touched by a jumper, catches the jump ball, or touches it more than twice.
c. When the official enters the center restraining circle to make the toss, a nonjumper moves onto the center circle or changes position around the center circle before the ball has left the official's hand.
d. A nonjumper has either foot break the plane of the geometrical cylinder that has the center circle as its base, or any player takes a position in any occupied space before the ball has been touched.
e. A nonjumper positioned three or more feet outside the center circle is not subject to the provisions of Rule 9-8.1.c, provided the player remains at least three feet outside the center circle until the ball has been touched.

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

SECTION 9. THREE SECONDS IN THE LANE

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

Art. 2. It is a violation for a player to have any part of their 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 their frontcourt. To establish a position outside

the three-second lane, the player must place both feet on the playing court outside the lane.

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

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

SECTION 10. 10-SECOND BACKCOURT

The 10-second count shall begin when a player legally touches the ball in their team's backcourt, except on a rebound or jump ball. In such case, the 10-second count shall start on player control. Once the 10-second count begins, an inbounds player (and their team) shall not be in continuous control of a ball that is in their backcourt for 10 consecutive seconds. The ball gains frontcourt status when both feet of the dribbler and the ball touch the frontcourt, when the ball touches another player or an official in the frontcourt, or when, during team control, a thrown or loose ball touches the frontcourt. The 10-second count shall be reset on all stoppages of the game clock, except when the opponents cause the ball to be out of bounds, the team in control retains possession following a held ball, an administrative technical foul is assessed to the team in control, or the team in control is granted a timeout.

SECTION 11. SHOT CLOCK

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

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

Art. 3. The team in control must attempt a try for a field goal as in Rule 9-11.2 within the time allotted by Rule 2-11.6.

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

SECTION 12. FRONTCOURT/BACKCOURT

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

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

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

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

b. A ball that is not in contact with a player or the playing court retains the same status as when it was last in contact with a player or the playing court.

c. During a dribble from backcourt to frontcourt, the ball shall be in the frontcourt when both feet of the dribbler and the ball touch the playing court entirely in the frontcourt.

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

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

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

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

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

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

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

PENALTY (Sections 7-12): The ball shall become dead or remain dead when a violation occurs. When the ball passes through a basket during the dead-ball period immediately after a violation, no point(s) can be scored. The ball shall be awarded to an opponent for a throw-in at a designated spot nearest to where the violation occurred.

SECTION 13. ARM(S)/ELBOW(S)

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

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

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

PENALTY (Section 13): If the violation occurs while a try is in flight, it does not cause the ball to become dead. The ball is awarded to the opponent at the out-of-bounds spot nearest to where the violation occurred. If the try is successful, the violation is ignored and play will resume at the point of interruption.

SECTION 14. CLOSELY GUARDED

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

Art. 2. Closely guarded violations occur when a closely guarded player anywhere in their frontcourt holds the ball for five seconds.

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

PENALTY (Section 14): The ball shall become dead or remain dead when a violation occurs. When the ball passes through a basket during the dead-ball period immediately after a violation, no point(s) can be scored. The ball shall be awarded to an opponent for a throw-in at a designated spot nearest to where the violation occurred.

SECTION 15. BASKET INTERFERENCE AND GOALTENDING

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

Art. 2. Basket interference.

a. Basket interference occurs when a player:
   1. Touches the ball or any part of the basket while the ball is on or within the basket;
   2. Touches the ball while any part of it is within the cylinder that has the ring as its lower base;
   3. Reaches through the basket from below and touches the ball before it enters the cylinder;
   4. Pulls down a movable ring so that it contacts the ball before the ring returns to its original position; or
   5. Causes the basket or backboard to vibrate when the ball is on or within the basket or the backboard and/or is on or in the cylinder.

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

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

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

Art. 3. Goaltending.

a. Goaltending occurs when a defensive player touches the ball during a field-goal try and both of the following conditions are met: *(Exception: Rule 10-12.4.f)*

1. The ball is on its downward flight; and
2. 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. 4. It is goaltending by any player 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. 5. When the entire ball is above the level of the ring during a field-goal try and contacts the backboard, it is goaltending when a defensive player touches the ball, provided the ball has a possibility of entering the basket.

PENALTY (Section 15):

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

1. One point for basket interference or one point and a player/substitute technical foul for goaltending when, during a free throw, the ball is on its upward or downward flight.

2. Two points when it occurs during a two-point field-goal try.

3. Three points when it occurs during a three-point field-goal try.

b. The crediting of the score resulting from basket interference or goaltending and subsequent throw-in procedure shall be the same as when the awarded score results from the ball going through the basket, except that the official shall hand/bounce the ball to a player of the team entitled to the throw-in.

c. When the violation is at a team's own basket, no points shall be scored and the ball shall be awarded to the offended team at a designated spot nearest to where the violation occurred.

d. When the violation results from touching the ball while it is in the basket after entering from below, no points shall be scored and the ball shall be awarded to the opponent at a designated spot nearest to where the violation occurred.

e. When there is a violation by both teams, play shall be resumed by awarding the ball to the team entitled to the alternating-possession throw-in at a designated spot nearest to where the violation occurred.

RULE 10

Fouls and Penalties

SECTION 1. FOULS

A foul is an infraction of the rules that is charged to a player or bench personnel and is penalized in various ways.

SECTION 2. INCIDENTAL CONTACT

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

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

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 their 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 their visual field may make inadvertent contact with the screener. Such contact shall be incidental, provided that the screener is not displaced when they have the ball.

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

SECTION 3. VERTICALITY

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

a. Legal guarding position must be obtained 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 their vertical plane.
c. The hands and arms of the defender may be raised within their 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 their 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 their 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 4. GUARDING

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

Art. 2. There is no minimum distance required between the defender and opponent; however, the maximum distance to be considered closely guarded is 6 feet. This distance shall be measured from the forward foot or feet of the defender to the forward foot or feet of the opponent. These distances shall apply only when a player in the frontcourt is holding the ball.

Art. 3. Every player shall be entitled to a spot on the playing court, provided that such player gets there first without illegally contacting an opponent *(Exception: Rule 10-4.7)*.

Art. 4. To obtain 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 obtain a legal guarding position.

b. The guard's torso shall face the opponent.

c. No time and distance shall be required.

d. When the opponent with the ball is airborne, the guard shall have obtained legal guarding position before the opponent left the playing court *(Exception: Rule 10-4.7)*.

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

a. Time and distance shall be required to obtain an initial legal guarding position;

b. The guard shall give the opponent enough 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 obtained legal guarding position before the opponent left the playing court.

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

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

b. Cannot have either foot out of bounds;

c. May raise the hands or may jump within their own vertical plane;

d. May shift to maintain guarding position in the path of the dribbler/opponent, provided that the guard does not charge into the dribbler/opponent or otherwise cause contact or move into the path of an airborne player;

e. May move laterally, obliquely, or backward 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/opponent is imminent. In such a case, the dribbler/opponent shall not be absolved from the responsibility of contact.

Art. 7. A defender cannot obtain initial legal guarding position in the restricted area for the purpose of drawing an offensive foul/charge on a player who is in control of the ball (i.e., dribbling or shooting) or who has released the ball for a pass or try for goal. When illegal contact occurs within this restricted area, such contact shall be ruled a blocking foul, unless the contact is a flagrant 1 or flagrant 2 foul. *(Exception: When the offensive player leads with a foot or unnatural, extended knee or wards off with the arm.)*

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

SECTION 5. SCREEN

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

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

a. Stay within their vertical plane with a stance in which the inside of the screener's feet are not wider than shoulder width apart. The screener shall not lean into the path of an opponent or extend their hips into that path, even though the feet are stationary.
b. Not be required to face in any particular direction at any time.
c. Be inbounds.

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.
   Note: The visual field of a player being screened includes the player's forward vision and peripheral vision, and extends horizontally from each ear. A player who sets their screen in front of an imaginary line extending laterally from either ear of the player being screened is considered to be within that player's visual field.
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 their arm(s), hand(s), hip(s), or shoulder(s) to force through a screen, or to hold or push the screener. When this type of contact occurs with the torso of the screener, the foul shall be assessed to the opponent even though the width of the screener's feet may exceed the legal limit. If the contact by the opponent is with the screener's leg that is too wide by rule, the foul is on 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 6. HANDS AND ARMS, USE OF

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

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

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

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

Art. 3. A player shall be permitted to hold their hands and arms in front of their 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 screen outside an opponent's visual field, 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 their 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 their opponent.

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

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

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

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

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

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

SECTION 7. BLOCKING

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

SECTION 8. CHARGING

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

SECTION 9. HOLDING

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

SECTION 10. PERSONAL FOULS

Art. 1. A personal foul is a player's illegal contact with an opponent during a live ball and during the dead-ball period immediately following a successful goal. *(Note: Illegal contact that occurs before the ball becomes live at the start of the game or after the ball has become dead following the end of any quarter or overtime shall be either a flagrant 1 or flagrant 2 foul.)*

a. **Offensive foul.** An offensive foul is a personal foul committed by:
    1. A player when they are in control of the ball;
    2. A player of the team in control of the ball; or
    3. An airborne shooter.

Art. 2. A player shall not hold, displace, push, charge, trip or impede the progress of an opponent by extending their arm(s), shoulder(s), hip(s) or knee(s), by bending their own body into other than a normal position or by using any unreasonably rough tactics.

Art. 3. A player shall not contact an opponent with their hand(s) unless such contact is incidental or is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball.

Art. 4. A player shall not use their hand(s) on an opponent to inhibit the freedom of movement of the opponent in any way.

Art. 5. It is a foul when a defender contacts the ball handler or dribbler:

a. Anytime with two hands;
b. By placing a hand (front or back of the hand) on the ball handler or dribbler and keeping it in contact with the ball handler or dribbler (handchecking); or

c. With an extended arm bar, which is any part of the forearm not entirely in contact with or collapsed against the defender's body.

d. With the body, when the contact interrupts the ball handler's or dribbler's rhythm, speed, balance, or quickness, or it reroutes or otherwise impedes the ball handler's or dribbler's freedom of movement.

Art. 6. It is a foul when a defender contacts a post player in control of the ball:

a. With their torso, leg or knee;

b. Anytime with two hands or two arm bars;

c. Anytime with one hand and a locked arm; or

d. Anytime with an arm bar not away from the defender's body.

Art. 7. 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. 8. A player shall not use the forearm and/or hand to prevent an opponent from attacking the ball during a dribble or when trying for goal.

Art. 9. A player may hold their hand(s) and arm(s) in front of their own face or body for protection and to absorb force from an imminent charge by an opponent.

Art. 10. Contact caused by a defensive player approaching a player with the ball from behind is pushing; contact caused by the momentum of a player who has tried for goal is charging.

Art. 11. 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. 12. When a dribbler passes an opponent sufficiently to have their head and shoulders beyond the front of the opponent's torso, the greater responsibility for subsequent contact shall be that of the opponent.

Art. 13. When a dribbler has obtained a straight-line path, the dribbler may not be bumped, pushed or otherwise crowded out of that path. When an opponent is able to legally obtain a guarding position in that path, the dribbler shall avoid contact by changing direction or ending the dribble.

Art. 14. The player intending to become the dribbler shall not be permitted additional rights to start a dribble or to execute a jump try for goal, pivot or fake.

Art. 15. A defender cannot obtain initial legal guarding position in the restricted area for the purpose of drawing an offensive foul/charge when defending a player who is in control of the ball (i.e., dribbling or shooting) or who has released the ball for a pass or try. In such case, when illegal contact occurs within this restricted area, such contact shall be ruled a blocking foul, unless the contact is a flagrant 1 or flagrant 2 foul.

a. When illegal contact occurs by the offensive player leading with a foot or unnatural, extended knee, or warding off with the arm, such contact shall be ruled an offensive foul.

Art. 16. Illegal contact caused by the swinging of the elbow(s) that:

a. Results from total body movement is a personal or flagrant 1 foul.
b. Is excessive per Rule 10-6.7 is a flagrant 2 foul.
c. Occurs above or below the shoulders of an opponent is a personal, flagrant 1, or flagrant 2 foul.

Art. 17. Illegal contact with an elbow that does not involve the swinging of the elbow shall be considered a foul.

Art. 18. A player shall adhere to the rules pertaining to illegal contact, including, but not limited to, guarding as in Rule 10-4, rebounding as in Rule 4-26, screening as in Rule 10-5, and verticality as in Rule 10-3.

Art. 19. A player shall not contact an opponent in a flagrant, excessive, severe or extreme manner while the ball is live (includes fighting).

PENALTY (Section 10): A personal foul shall be charged to the offender and one team foul charged to their team. The ball shall be put back in play by the offended player/team as follows:

a. A throw-in (no free throws) from a designated spot using the procedures in Rule 7-3.2 for:
   1. Each personal foul before the bonus rule takes effect. *(Exception: For a foul committed against a player in the act of shooting.)*
   2. An offensive foul.

b. One free throw for:
   1. A personal foul against a player who attempts a field goal and whose try is successful.

c. Two free throws for:
   1. Each personal foul committed by a team, beginning with that team's fifth foul in each quarter. *(Exception: For a foul committed against a player in the act of shooting.)*
   2. A personal foul against a player who attempts a two-point field goal and whose try is unsuccessful.

d. Three free throws for a personal foul against a player who attempts a three-point field goal and whose try is unsuccessful.

SECTION 11. DOUBLE AND SIMULTANEOUS FOULS

Art. 1. A double foul is a situation in which two opponents commit personal fouls against each other at approximately the same time.

Art. 2. A simultaneous foul is a situation in which opponents commit personal fouls at approximately the same time, but not against each other.

PENALTY (Section 11): A personal foul shall be charged to each offender and one team foul charged to each team. No free throws shall be awarded and the game shall be resumed at the point of interruption.

SECTION 12. TECHNICAL FOULS

Art. 1. A technical foul is a non-contact foul of a behavioral nature committed by a player or bench personnel, such as misconduct, which is a behavior or an act that is unbecoming to a fair, ethical and honorable individual. It is

administrative when there is a violation of the rules pertaining to, but not limited to, the playing court/equipment requirements, rosters, benches, illegal uniforms/numbers, scorebook, and team followers. A team technical foul is a non-contact foul that is assessed following the issuance of a team warning for certain infractions, or is assessed for an infraction that is neither administrative nor is committed by and assessed to any specific individual.

a. A **direct technical foul** refers to a technical foul assessed to a head coach for their own behaviors.
b. An **indirect technical foul** refers to a technical foul assessed to a head coach for the actions of bench personnel only.

Art. 2. Administrative Technical Fouls

a. The home team shall comply with the following court/equipment requirements:
    1. Have a properly marked division line and center circle as in Rules 1-4 and 1-5.
    2. Have the proper game-clock display, red light/red LED lights and mounted shot clock as in Rules 1-18 and 1-19.

PENALTY—One free throw awarded to the offended team, followed by a throw-in at the point of interruption or a jump ball to start the first quarter. Administrative technical fouls do not count toward the team-foul total.

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

PENALTY—Two free throws awarded to the offended team, followed by a throw-in at the point of interruption or a jump ball to start the first quarter. Administrative technical fouls do not count toward the team-foul total.

(Art. 2.a): One administrative technical foul only for all requirements regardless of the number of infractions. Penalized before the start of the game.

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

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

c. A team or team member shall not wear:
   1. A number that is identical to that of a teammate.
   2. An illegal number. (See Rule 1-22.7.b.2.)
   3. An illegal uniform. This includes only the failure of a team to wear contrasting-color uniforms. Compliance with the other uniform rules shall be enforced by the institution's conference office. (See Rule 1-22.)

   Note: Game officials will report infractions of Rule 1-22 to their conference's coordinator of officials.

PENALTY—Two free throws awarded to the offended team, followed by a throw-in at the point of interruption or a jump ball to start the first quarter. Administrative technical fouls do not count toward the team-foul total.

(Art. 2.c.1): Penalized when discovered after the 10-minute time limit in Rule 3-4.1.

(Art. 2.c.2 and .3): Penalized when discovered before the ball becomes live when the individual is a player.

(Art. 2.c.3): When more than one team member is in violation, only one administrative technical foul shall be assessed.

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

e. A team shall not delay the game, when the game clock is not running, by a full minute by not being ready when it is time to start either half or any overtime.

PENALTY (Art. 2.d and .e): Two free throws awarded to the offended team, followed by a throw-in at the point of interruption. Administrative technical fouls do not count toward the team-foul total.

f. Team followers (fans, bands, cheerleaders and mascots associated with either team) shall not commit misconduct, including, but not limited to, the following:
   1. Using artificial noisemakers while the game is in progress, except timeouts and intermissions. (See Rule 5-14.17.)
   2. Using laser pointers.
   3. Throwing debris on the court after officials' jurisdiction has begun.
   4. 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.
   5. Using profanity or language that is abusive, vulgar or obscene.

   Note 1: Before penalizing a follower(s) of a team for violating Rule 10-12.2.f, the officials shall have knowledge as to which team's follower(s) committed the act.

   Note 2: When the misconduct of the follower(s) for violating Rule 10-12.2.f is extreme or excessive, such behavior may be penalized by the official requesting home/contest management to eject from the premises the team follower(s)

involved in the misbehavior. In such a case, a technical foul shall not be assessed.

PENALTY (Art. 2.f): Two free throws awarded to the offended team, followed by a throw-in at the point of interruption or a jump ball to start the first quarter. Administrative technical fouls do not count toward the team-foul total.

Art. 3. Team Technical Fouls

a. A team shall be assessed a team technical foul after a team warning has been issued for each of the following infractions:
   1. Repeatedly delaying the game by preventing the ball from being promptly put in play, such as delaying the administration of a throw-in or free throw by engaging in a team huddle anyplace on the playing court.
   2. Failing to have the court ready for play after the final horn to end any timeout or intermission.
   3. The opponents of thrower-in having any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line.
   4. 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.
   5. Faking being fouled. *(Exception: Rule 10-12.4.a.7.)*
   6. A team shall not have more than five players legally on the playing court.
   7. A team shall not be granted excessive timeouts without penalty.

b. A team shall be issued a team technical foul without warning for each of the following infractions:
   1. Having more than five players legally on the playing court.
   2. Being granted an excessive timeout.

PENALTY (Art. 3): Two free throws awarded to any member of the offended team followed by a throw-in by the offended team at the division line opposite the scorers' table. A team technical foul shall count toward the team-foul total.

Art. 4. Player/Substitute Technical Fouls

a. Committing misconduct, including, but not limited to, the following:
   1. Disrespectfully addressing an official or gesturing in such a manner as to indicate resentment.
   2. Using profanity or vulgarity; taunting, baiting, or ridiculing another player or bench personnel; or pointing a finger at or making obscene gestures toward another player or bench personnel.
   3. Purposely obstructing an opponent's vision by waving or placing a hand(s) near their eyes.
   4. Climbing on or lifting a teammate to secure greater height.
   5. Knowingly attempting a free throw to which they are not entitled.

6. Inciting undesirable crowd reaction.
7. Faking being fouled when confirmed by a replay review for a flagrant 1 or contact flagrant 2 foul. (See Rule 11-3.1.o.)
8. Committing a physical act of misconduct when confirmed by a replay review for a flagrant 1 or contact flagrant 2 foul. (See Rule 11-3.1.p.)
9. Making profane, threatening, vulgar, or derogatory remarks or personal comments relating to race, ethnicity, national origin, religion, gender, gender expression, gender identity, sexual orientation, or disability.
10. Pointing at video boards or attempting to show an official an electronic device to express disagreement with an official's ruling.

b. A team member dunking or attempting to dunk a dead ball during the game.
c. 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.
d. Intentionally slapping or striking the backboard.
e. Placing a hand(s) on the backboard or ring to gain an advantage.
f. Touching a ball outside the cylinder (goaltending) during a free throw.
g. Reaching through the throw-in boundary-line plane and touching or dislodging the ball while it is in possession of the thrower-in, or is being passed to a teammate outside the boundary line as in Rule 7-4.6.b, or is being passed toward the playing court but has not yet crossed the boundary-line plane. This act shall also serve as a team warning for reaching through the boundary. (See Rule 4-10.1.g.)
h. Deceptively leaving the playing court for an unauthorized reason and returning at a more advantageous position.
i. Purposely delaying their return to the playing court after being legally out of bounds.
j. A team member entering the playing court without reporting to the official scorers or a substitute entering the playing court without being beckoned by an official (unless during an intermission).

PENALTY (Art. 4.a through .j): Two free throws awarded to the offended team. Following the last free throw, play resumes with a throw-in by the offended team at the division line opposite the scorers' table or a jump ball to start the first quarter. A player/substitute technical foul shall apply toward an individual's five personal fouls toward disqualification, two technical fouls toward ejection and the team-foul total.

Art. 5. Bench Technical Fouls

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

a. Committing misconduct, including, but not limited to, the following:
   1. Disrespectfully addressing an official.
   2. Attempting to influence an official's decision.
   3. Using profanity or language that is abusive, vulgar or obscene.
   4. Taunting or baiting an opponent.

5. Objecting to an official's decision by rising from the bench or using gestures.
6. Inciting undesirable crowd reactions.
7. Entering the playing court to attend an injured player unless done with the permission of an official.
8. Refusing to occupy the team bench to which the team was assigned or to occupy the location for a timeout or before any overtime as described in Rule 4-5.2.
9. Committing a physical act of misconduct when confirmed by a replay review for a flagrant 1 or contact flagrant 2 foul. (See Rule 11-3.1.p.)
10. Making profane, threatening, vulgar, or derogatory remarks or personal comments relating to race, ethnicity, national origin, religion, gender, gender expression, gender identity, sexual orientation, or disability.
11. Pointing at video boards or attempting to show an official an electronic device to express disagreement with an official's ruling.

b. Using electronic transmission (including, but not limited to, headsets, telephones, smart watches, television, radio, audio, or video Internet broadcast, heart monitor devices, computers), or knowledge gained resulting from thereof, for coaching purposes, to communicate to and/or from the bench area or using replay equipment at courtside for coaching purposes.

   (Exception 1: Electronic transmission of data pertaining to the health and safety of a player may be transmitted to the medical staff in the bench area, but may not be shared with the coaching staff for coaching purposes.) (Exception 2: Electronic transmission of live statistical data and/or live video may be transmitted to the bench area for coaching purposes. A conference may develop a policy to provide guidance in handling situations dealing with failure of a team's device(s).)

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

d. All bench personnel shall remain seated on the bench while the ball is live, except as follows:
   1. The head coach may stand and shall remain in the team's coaching box.
   2. To spontaneously react to an outstanding play, immediately sitting down on the bench afterward.
   3. A team member reporting to the scorers' table.
   4. A head coach may leave the bench area and go to the scorers' table at any time to point out a scoring or timing mistake, to request a timeout to ascertain whether a correctable error needs to be rectified, or to request a replay review of a flagrant 1 or contact flagrant 2 foul, or whether a successful goal shall be counted or cancelled when a foul is committed by or against a teammate of the shooter. (See Rules 2-12, 5-11.5, 11-3.1.l, .m and .n, 11-3.1.r, and 11-3.2.)

5. 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.

e. The head coach shall replace a disqualified or ejected player within 15 seconds or an injured player within 20 seconds when a substitute is available.

f. Using a laser pointer.

g. 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 (Art. 5.a through .g): Two free throws are awarded to the offended team. Following the last free throw, play resumes with a throw-in by the offended team at the division line opposite the scorers' table or a jump ball to start the first quarter. 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 is also charged indirectly to the head coach. If the head coach is the offender, the foul is charged directly to them.

(Art. 5.a, .d and .g): When there is more than one offender (excluding the head coach) or a single offender who cannot be identified, one bench technical foul shall be assessed regardless of the number of offenders. This technical foul is also charged indirectly to the head coach.

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

EJECTION (Art. 5): The second direct technical foul, the third indirect technical, or a combination of one direct technical and two indirect technical fouls charged to the head coach results in ejection.

SECTION 13. FLAGRANT 1 FOUL

Art. 1. A flagrant 1 foul is a player-contact foul which, in the judgment of the official, is:

a. Not a legitimate attempt to make a direct play on the ball;

b. Contact designed to negate an opponent's obvious advantageous position;

c. Contact away from the ball against an opponent who is clearly not involved in the play, designed to stop the game clock or prevent it from starting;

d. Contacting an opponent making a throw-in. This act shall also serve as a team warning for reaching through the boundary. (See Rule 4-10.1.g.);

e. Excessive, hard and/or unnecessary contact against an opponent; or

f. Illegal contact caused by the swinging of an elbow that is deemed excessive or unnecessary.

PENALTY (Section 13): Two free throws are awarded to any member of the offended team. When the foul is committed against a player in the act of shooting an unsuccessful three-point goal, three free throws are awarded. Following the last free throw, play resumes with a throw-in by the offended team at the division line opposite the scorers' table or a jump ball to start the first quarter.

When opponents commit fouls at approximately the same time and only one of the fouls is a flagrant 1 foul:

a. When the other foul is a personal foul that requires free throws, those free throws will be attempted prior to the free throws for the flagrant 1 foul.

b. When the other foul is a player/substitute or bench technical foul, a flagrant 1 foul, or a flagrant 2 foul, both fouls are charged and the equal penalties cancel.

The flagrant 1 foul applies toward an individual's five personal fouls for disqualification, the two flagrant 1 fouls for ejection, and the team-foul total.

SECTION 14. FLAGRANT 2 FOUL

Art. 1. A flagrant 2 foul is any flagrant misconduct by any player or bench personnel. (1) When it is a contact foul, the contact is judged to be violent and/or severe. (2) When it is a noncontact foul, the unacceptable conduct of the individual is judged to be persistent, extreme, vulgar and/or abusive. Examples include, but are not limited to:

a. When a player or substitute:
   1. Participates after changing their uniform number without reporting the change to the official scorer and an official.
   2. Participates after having been disqualified.
   3. Leaves the playing court and goes into the stands when a fight may break out or has broken out.
   4. Flagrantly contacts an opponent.
   5. Engages in a fight, as in Rule 10-15.
   6. Disrespectfully contacts an official or makes a threat of physical intimidation or harm, including, but not limited to, pushing, shoving, spitting, or attempting to make physical contact with an official.
   7. Possesses or uses tobacco.

b. When bench personnel:
   1. Leave the bench area when a fight may break out or has broken out. The head coach and any number of assistant coaches may leave the bench area in this case to prevent the situation from escalating.
   2. Engage in a fight, as in Rule 10-15.
   3. Disrespectfully contacts an official or makes a threat of physical intimidation or harm, including, but not limited to, pushing, shoving, spitting, or attempting to make physical contact with an official.
   4. Cause contact that is unnecessary, unacceptable, excessive or extreme during a live or dead ball.

5. Possess or use tobacco.

PENALTY (Section 14): The offending player or team personnel is ejected. Two free throws are awarded to any member of the offended team. When the foul is committed against a player in the act of shooting an unsuccessful three-point goal, three free throws are awarded. Following the last free throw, play resumes with a throw-in by the offended team at the division line opposite the scorers' table or a jump ball to start the first quarter.

When opponents commit fouls at approximately the same time against each other and only one of the fouls is a flagrant 2 foul:

a. When the other foul is a personal foul that requires free throws, those free throws will be attempted prior to the free throws for the flagrant 2 foul.

b. When the other foul is a player/substitute or bench technical foul, a flagrant 1 foul, or a flagrant 2 foul, both fouls are charged and the equal penalties cancel.

(Art. b.1): When anyone other than the head coach and any assistant coach leaves the bench and enters the playing court for reasons not permitted by rule but does not participate in the fight, only one flagrant 2 foul shall be assessed regardless of the number of offenders. This one foul is charged as an indirect technical foul to the head coach.

The flagrant 2 foul applies toward the team-foul total, and the offender(s) shall be ejected, but not subjected to suspension.

(Art. b.2): Any bench personnel who actively participates in a fight shall be ejected and subject to suspension. (See Rule 10-15.) The head coach shall be assessed one indirect technical foul for each member of bench personnel who participates in a fight.

(Arts. a.5, a.6, b.2, and b.3): The offender is also subject to a one-game suspension. If any individual fails to serve their suspension under these rules, the individual and the institution's head coach shall be suspended from the institution's next regular season or tournament contest.

(Art. b.): When bench personnel are assessed a flagrant 2 foul in a non-fighting situation, the head coach shall be assessed an indirect technical foul.

SECTION 15. SUSPENSIONS FOR FIGHTING

Art. 1. A fight is a flagrant 2 foul.

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

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

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

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

Art. 6. When, during the course of play (live ball), an individual strikes an opponent with the hand, elbow, arm, foot, knee or leg in a nonconfrontational manner and the act is not only excessive, but also severe or extreme, it shall be ruled as a flagrant 2 foul and not a fighting action. When a defined body part is used to strike an opponent, but the contact is not severe or extreme, a judgment shall be made by the official as to whether the contact is a flagrant 1 foul.

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

Art. 8. When any flagrant 2 foul is ruled to be a fight, the fighting penalty shall be invoked.

Art. 9. Any team member or bench personnel who participates in a fight (regardless of whether they are a player at the time) shall be assessed a flagrant 2 foul. No free throws shall be attempted by either team when there are flagrant 2 fouls by opposing players that are offsetting.

Art. 10. 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, based on the next game on their institution's schedule at the time of the ejection. If any individual fails to serve their suspension under this rule, the individual and the institution's head coach shall be suspended from the institution's next regular season or tournament contest.

Art. 11. When an individual participates in a second fight during the same season, that individual shall be suspended for the remainder of the season, including tournament competition.

Art. 12. When an individual participates in a fight during their team's final game of the season, that individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest) for which that team member or team personnel would be eligible.

Art. 13. When an individual with eligibility for the next season participates in a fight during their final game of the season and that fight is the individual's second fight of the season, that individual shall be suspended for the first three regular-season games (not exhibitions) of the next season.

Art. 14. Any team member or other bench personnel under suspension for fighting shall not be in the team's bench area.

Art. 15. The referee may declare a forfeit when any individual fails to comply with any part of the penalties of this rule.

Art. 16. 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.

RULE 11

Replay

SECTION 1. REPLAY EQUIPMENT

Art. 1. For game officials to use a replay system (i.e., any device and/or system used to review activity on the court), the replay system must be on a designated courtside table located within approximately 3 to 12 feet of the playing court.

Art. 2. To change or reverse a ruling made on the court, the official must first find that the replay review clearly and conclusively shows that the ruling on the floor was incorrect. When clear and conclusive information to reverse the ruling on the court is unattainable, the original ruling stands.

Art. 3. An on-screen game-clock display on the replay system may be used only when the clock display is synchronized with the official game clock.

Art. 4. Officials may use the digital stopwatch available at the scorers' table or a stopwatch embedded in the replay equipment as long as the video is unaltered and played at normal game speed.

Art. 5. Collaborative replay is permitted when a conference establishes an off-site location to assist and facilitate replay reviews under procedures established by the NCAA Division I Women's Basketball Rules Subcommittee and Divisions II and III Women's Basketball Rules Committee.

SECTION 2. MANDATORY USE OF REPLAY

Art. 1. Officials must use available replay equipment in the following situations:

a. Following an official's ruling, after time has expired in any quarter or overtime, to:
    1. Determine whether a try for field goal entering the basket was released before time expired on the game clock. When replay shows 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 completely through the net.
        a. Only as part of this review and when it is determined that the try was released before time expired, officials may now review whether the shooter's last foot, prior to leaving the playing court, was out of bounds prior to releasing the try.
            1. When the player's foot is determined to be out of bounds, the officials shall put the exact time of the violation on the game clock.
            2. When the goal is successful and there is time remaining on the game clock, this review is not permissible.

2. Determine whether a shot-clock violation occurred before time expired on the game clock.
3. Determine whether a foul occurred before time expired on the game clock. When replay shows that the foul occurred before time expired on the game clock, the official shall put the exact time back on the game clock as to when the foul occurred.

ADMINISTRATION: In (a), the officials shall determine when time expired by the reading of zeroes on the game clock. When the game clock is not visible, the officials shall use the red light/red LED light(s) on the backboard or the LED lights at the scorers' table. When the red light/red LED light(s) are not visible, the sounding of the game-clock horn shall be used. In (a.3), the officials shall determine when the foul occurred based on the illegal contact and not the official's signal.

b. At any time during the game, to determine whether a fight occurred and the individuals who participated and/or left the bench or substitution areas.

SECTION 3. PERMISSIBLE USE OF REPLAY

Art. 1. Officials may use replay **at any time during the game** in the following situations only to:

a. Determine who shall attempt a free throw(s) when there is uncertainty.
b. Determine whether a player fouled on their unsuccessful field-goal try shall attempt two or three free throws when the player is at or near the three-point line.
c. Determine whether officials permitted the wrong player to attempt a free throw as per Rule 2-12.1.c.
d. Determine whether officials permitted a player to attempt a free throw at the wrong basket as per Rule 2-12.1.d.

ADMINISTRATION: In (a) through (d), officials must adhere to the timeframe in Rule 2-12.2.

e. Determine whether a successful try for goal was a two- or three-point attempt.
f. Prevent or rectify a scoring, bookkeeping, or alternating-possession arrow mistake by the scorer.
g. Determine whether a score was erroneously counted or cancelled as per Rule 2-12.1.e., or whether the ball entered the basket when the officials have no knowledge.
h. Determine if the ball was released on a successful try for goal before the expiration of the shot-clock period.

ADMINISTRATION: In (e), the officials must recognize the potential correctable error within the timeframe of Rule 2-12.3 and signal the scorer that a replay review is required. In games using the electronic-media timeout format, the review will occur at the next electronic-media timeout or immediately following the end of the first, second, or third quarter. After the fourth-quarter electronic-media timeout or during any overtime, the officials must use the correctable-error timeframe in Rule 2-12.3. In

games not using electronic-media timeouts, the officials must conduct the replay review within the timeframe in Rule 2-12.3

In (f), the officials' review must occur before the approval of the final score.

In (g), the officials must adhere to the timeframe in Rule 2-12.3.

In (h), immediately following the goal, the officials will signal the scorer that a replay review is required. In games using the electronic-media timeout format, the review will occur at the next electronic-media timeout or immediately following the end of the first, second, or third quarter. After the fourth-quarter electronic-media timeout or during any overtime, the review must occur before the ball becomes live following the goal. In games not using the electronic-media timeout format, the replay review must occur before the ball becomes live following the goal.

When the replay review occurs immediately following the goal and determines that the shot-clock violation occurred before the try was released, the officials shall reset the game clock to the time of the shot-clock violation. The shot-clock period ends with the sounding of the shot-clock horn. When the shot-clock horn is not audible on the replay equipment, the official shall use the reading of zeroes on the shot clock to determine whether a violation occurred.

i. Determine whether a timing mistake occurred in starting or stopping the game clock.
j. Determine whether the game clock malfunctioned.
k. Determine whether the shot clock malfunctioned or a timing mistake occurred in failing to properly start, stop, set, or reset the shot clock.

ADMINISTRATION: In (i), the timing mistake shall be corrected within the following timeframe:

a. During the first dead ball after the timing mistake and before the ball is touched inbounds or out of bounds by a player other than the thrower-in; or

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

No timing-mistake correction may be carried over from one quarter or overtime to another and must be corrected before the start of intermission.

In (j), a malfunction of the game clock must be corrected in the quarter or overtime in which the malfunction occurred when officials have knowledge of the problem.

In (k), the malfunction or mistake may only be corrected in the shot-clock period in which it occurred. When a timing mistake or malfunctioning problem occurs that gives a team more time than that team is entitled to, any activity after the mistake or malfunction occurred and until it has been rectified shall be cancelled, excluding any flagrant 1, flagrant 2, or technical foul.

In (i) and (k), when the game or shot clock failed to stop when the official signaled for either clock to stop and time elapsed, the officials may use replay to determine the correct time to be placed on either clock. When a timing mistake occurs during an out-of-bounds violation, the officials shall determine the elapsed time before either clock stopped from the time the ball contacted out of bounds. When a clock stopped on the official's signal, there is no timing mistake and officials shall not adjust the clocks.

l. Determine, following the ruling of a contact foul by the officials, whether a flagrant 1 or contact flagrant 2 foul occurred.

ADMINISTRATION: In (l), the replay review must be conducted before the ball becomes live following the foul. If replay determines that a contact flagrant 2 foul did not occur, but a flagrant 1 or personal foul did occur, those fouls shall be penalized; however, no other infractions may be penalized. When the review clearly and obviously discloses there was no contact, the foul ruling shall be reversed with no foul charged. With a plausible reason, officials may review the severity of the foul during the dead-ball period following the ruling.

m. Determine when officials err and fail to observe a flagrant 1 or contact flagrant 2 foul or a fight.

ADMINISTRATION: In (m), the officials are permitted to penalize these infractions, with the use of replay:

a. When the game clock was stopped, it must be corrected:

1. During the first dead ball after the clock was properly started.

b. When the game clock was running, it must be corrected:

1. During the first dead ball after the clock was properly stopped; or

2. Before the second live ball, when the ball became dead after a successful goal, but the clock continued to run (or the clock was only stopped because the successful goal was scored with 59.9 seconds or less remaining in the game).

When it is determined that a flagrant 1 or contact flagrant 2 foul or a fight did occur within the prescribed time frame, the infraction(s) shall be penalized and any activity that occurred before the replay review shall not be cancelled or nullified.

n. Determine, after a foul has been ruled, to whom a foul shall be charged when there is uncertainty.

ADMINISTRATION: In (n), officials are permitted to use replay during the quarter or overtime in which the foul occurred, provided the ball has not become live to begin the next quarter or overtime.

o. Determine whether a player faked being fouled, but only as part of a replay review to determine whether a flagrant 1 or contact flagrant 2 foul occurred. (See Rule 10-12.4.a.7.)

p. Determine whether a player or bench personnel committed an act of physical misconduct, but only as part of a replay review to determine

whether a flagrant 1 or contact flagrant 2 foul occurred. (See Rules 10-12.4.a.8 and 10-12.5.a.9.)

q. Determine whether a foul occurred before a shot-clock violation.

ADMINISTRATION: In (q), the officials will determine when the foul occurred based on the illegal contact and not the official's signal for the foul. When replay determines that the shot-clock violation occurred before the foul was committed, the officials shall reset the game clock to the time of the shot-clock violation. When replay determines that the foul (illegal contact) occurred before the shot-clock violation, the game clock shall be set to the time of the illegal contact.

r. Determine whether a successful goal shall count when a foul is committed by or against a teammate of the shooter.

ADMINISTRATION: In (r), the officials will determine when the foul occurred based on the illegal contact and not the official's signal for the foul. The replay review must be conducted before the ball becomes live following the foul.

Art. 2. Officials may only use replay **when a head coach appeals the following rulings** made by the officials:

a. To determine which team caused the ball to be out of bounds, provided a ruling of an out-of-bounds violation was made by the officials.

b. To determine whether the ruling of a backcourt violation was correct.

c. To determine whether free throws shall be awarded when a foul is committed in close proximity to a change of team control.

ADMINISTRATION: In (a) and (b), the appeal must be made before the ball becomes live following the ruling of the violation. In (c), the ruling must be appealed before the ball becomes live following the ruling of the foul.

SECTION 4. COACHES' APPEAL—USE OF REPLAY

Art. 1. Replay equipment may be used for the following coaches' appeals to:

a. Determine who shall attempt a free throw(s) when there is uncertainty. (See Rule 11-3.1.a.)

b. Determine whether a player fouled on their unsuccessful field-goal try shall attempt two or three free throws when the player is at or near the three-point line. (See Rule 11-3.1.b.)

c. Determine whether officials permitted the wrong player to attempt a free throw. (See Rule 11-3.1.c.)

d. Determine whether officials permitted a player to attempt a free throw at the wrong basket. (See Rule 11-3.1.d.)

e. Determine whether a successful try for goal was a two- or three-point attempt. (See Rule 11-3.1.e.)

f. Prevent or rectify a scoring, bookkeeping, or alternating-possession arrow mistake by the scorer. (See Rule 11-3.1.f.)

g. Determine whether a score was erroneously counted or cancelled. (See Rule 11-3.1.g.)

h. Determine whether a timing mistake occurred in starting or stopping the game clock. (See Rule 11-3.1.i.)
i. Determine whether the game clock malfunctioned. (See Rule 11-3.1.j.)
j. Determine whether the shot clock malfunctioned or a timing mistake occurred in failing to properly start, stop, set, or reset the shot clock. (See Rule 11-3.1.k.)
k. Determine, following the ruling of a contact foul by the officials, whether a flagrant 1 or contact flagrant 2 foul occurred. (See Rule 11-3.1.l.)
l. Determine when officials fail to observe a flagrant 1 or contact flagrant 2 foul or a fight. (See Rule 11-3.1.m.)
m. Determine whether the officials charged a foul to the correct individual. (See Rule 11-3.1.n.)
n. Determine whether a successful goal shall count when a foul is committed by or against a teammate of the shooter. (See Rule 11-3.1.r.)
o. Determine which team caused the ball to be out-of-bounds, provided a ruling of an out of bounds violation was made by the officials. (See Rule 11-3.2.a.)
p. Determine whether the ruling of a backcourt violation was correct. (See Rule 11-3.2.b.)
q. Determine whether free throws shall be awarded when a foul is committed in close proximity to a change of team control. (See Rule 11-3.2.c.)

ADMINISTRATION: In (a) through (q), the coach may appeal the officials' ruling at any time during the game. However, when the ruling is not reversed or the time limit for correcting the ruling has expired, the coach's team is charged a timeout per Rule 5-14.1.

SECTION 5. PROHIBITED USE OF REPLAY

Art. 1. Officials shall not use replay equipment for judgment rulings such as, but not limited to:

a. Determining whether a foul occurred. *(Exception: A flagrant 1 foul or a contact flagrant 2 foul.)*
b. Determining whether basket interference or goaltending occurred.
c. Determining whether a violation occurred, except in Rules 11-2.1.a.2 and 11-3.2.

Appendix I

Fight-Reporting Procedures

The following apply to situations in which a fight has been reported by an official during their jurisdiction. When a fight is not reported by an official, the conference or assigning authority may invoke its own penalty. For the rules on suspensions for fighting, see Rule 10-15.

1. The official shall inform the offender(s), the head coach and the official scorer that an ejection for fighting has occurred (the official scorer shall note this in the scorebook).
2. After the game, the referee shall contact the coordinator of officials/assignor for the game and report all ejection(s) for fighting.
3. The coordinator of officials/assignor shall report the ejection(s) for fighting to the conference commissioner or, if the offender is from an independent institution, to that team's athletics director.
4. The conference commissioner shall call and follow up in writing to the following people:
   a. The athletics director of the team whose individual(s) was involved; and
   b. When the opponent's individual(s) was ejected for fighting, that team's conference commissioner or, when that school is an independent institution, that team's athletics director.
5. Fight-reporting procedures should be handled quickly since the long-term participation of the offender(s) shall be affected by a second fight.
6. Related considerations:
   a. The head coach should withhold the offender(s) from the next scheduled game, based on the next scheduled game on the institution's schedule at the time of the ejection, even if the conference or athletics director has not contacted them.
   b. Institutional and conference policy dictates whether a suspended individual shall be permitted to attend a game from which they are suspended. If the individual(s) attends the game, they shall not be in the team's bench area.
   c. After a game, conference offices or the assigning authority may correct an error about who was involved in a fight, but can neither change an official's ruling that a fight took place nor lessen the severity of the penalty. However, the conference office/assigning authority may make the penalty more severe.

Appendix II

Officiating Guidelines

SECTION 1. BENCH DECORUM

a. **Coaching box.** The rules committee wants the coaching box rule enforced and technical fouls ruled 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. Coaches who, while standing within the coaching box, hinder an opponent's throw-in or who interfere with the movement of opposing players by leaning over the playing court are acting in an unsporting manner and shall be assessed a technical foul. 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. When the head coach is clearly and completely outside either the coaching box or, during a timeout or the intermission following the first and third quarters, outside the bench area and: (1) violates the provisions of Rule 10-12.5.a or is engaged in blatant behavior (see 2.a through .f below); (2) hinders the opposing team's offensive or defensive play (e.g., affects the movement of opposing players, waves their arms to draw a pass, jabs their hand or claps behind an opponent, etc.); or (3) interferes with an official's movements or ability to officiate play, the head coach will be assessed a technical foul without warning.

      When, for the first time, the head coach is clearly and completely outside the coaching box or the bench area during a timeout or the intermission following the first and third quarters for reasons other than (1) through (3) above, the officials shall issue a warning to the head coach. After a warning has been issued to the head coach, a technical foul shall be assessed when a coach is again clearly and completely outside the box.

   2. **Misconduct.** Coaches engaging in minor conduct infractions should receive a warning from officials. Any subsequent violation results in a technical foul. A warning shall not be issued when the conduct, whether inside or outside the coaching box, is a blatant misconduct violation. Blatant misconduct shall result in a technical foul being issued to the

offender. Examples of misconduct by student-athletes and/or coaches include, but are not limited to:

a. Comments directed at or referring to any game official that question the integrity of an official (e.g., repeated references to the number of fouls ruled against each team, suggesting an official is "cheating" a team, making negative comments to an official's partners about a call/no-call/warning made by the official, etc.).
b. Profane, vulgar, threatening, or derogatory remarks or personal comments relating to race, ethnicity, religion, gender, gender expression, gender identity, sexual orientation, or disability directed at or referring to any game official or opposing player/bench personnel.
c. Prolonged, negative responses to a call/no-call that are disrespectful or unprofessional and include, but are not limited to, thrashing the arms in disgust, emphatically using an officiating signal to illustrate disbelief over a no-call, dramatizing contact by re-enacting the play, pointing at a video board or showing an official an electronic device to express disagreement with a ruling, or running or jumping in disbelief over a call/no-call.
d. A negative response to a call/no-call including, but not limited to, approaching/charging an official in a hostile, aggressive or otherwise threatening manner, emphatically removing one's coat in response to a call/no-call, or throwing equipment or clothing on to the floor.
e. Continual and prolonged criticism during a game regarding any incident after receiving a warning from an official.
f. Taunting, baiting, ridiculing, finger pointing, trash talking, or inappropriate gestures (obscene, provoking, and intimidating).

b. **Assistant coaches and other bench personnel.** All bench personnel, with the exception of the head coach, are required to be seated on the bench while the ball is live except to react spontaneously to an outstanding play and then to immediately return to sitting on the bench. Violations by players, and especially assistant coaches, should not be tolerated by officials. When assistant coaches or bench personnel are violating bench decorum rules in a minor way, the official shall inform the head coach and request that they handle the situation. **This is an official warning.** Any further violation by bench personnel shall result in a technical foul assessed to the offender. Egregious (blatant) conduct violations by assistant coaches or bench personnel need no warning and shall immediately result in a technical foul. A technical foul assessed to bench personnel is also assessed as an indirect technical foul.

SECTION 2. SCREENING

A screen is legal action by any player with or without the ball, which, without causing contact, delays or prevents an opponent from reaching a desired position. A screener must maintain a normal stance with the inside of the feet not wider than shoulder width apart. If a player is engaged in illegal screening tactics and there is no contact with the opponent, no foul has occurred. Players must adhere to the screening rules outlined in Rule 10-5.

A foul shall be ruled when:

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

SECTION 3. 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.

1. Post Play

a. **Definition.** A post player is defined in Rule 4-25 as any offensive or defensive player in the lane area with or without the ball with their back to the basket. The lane area includes the three-second lane (see Rule 9-9) and approximately three feet just outside the lane. An offensive post player becomes a ball handler when, while in the lane area, they turn and face the basket with the ball or move completely outside the lane area with the ball.

b. **Legal activity.** Before the offensive post player has control of the ball, 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 obtained position. However, when any legal contact occurs between post players to maintain a position, an official's awareness should be heightened and they should be prepared to rule a foul when the contact becomes illegal. When the offensive post player, with their back to the basket, is in control of the ball (holding or dribbling), the defensive post player may place a forearm away from the body or *one* hand on the offensive player. When the defensive post player places one hand on the offensive post player, the defensive post player's arm must have a bend in the elbow.

c. **Illegal contact.** Guidelines to officials in making correct, consistent rulings in the post area:
    1. **Observe the entire play, especially when responsible for off-ball coverage.**
    2. A foul shall be ruled when a legally established arm-bar is extended and displaces an opponent.

3. A foul shall be ruled when displacement occurs from a locked and/or extended elbow.
4. A foul shall be ruled when a defensive player pushes a leg or knee into the rear of an opponent, **or extends their foot or leg into the vertical space of the opponent**, to hold, displace, or otherwise inhibit the movement of the offensive post player without the ball.
5. A foul shall be ruled when a defensive post player contacts an offensive post player in control of the ball with their body (torso), leg or knee.
6. **A foul shall be ruled when a defensive post player does not immediately assume a legal position once the offensive post player gains control of the ball.**
7. A foul shall be ruled the first time an offensive or defensive post player displaces a legally established player by pushing or "backing down."
8. A foul shall be ruled when the offensive post player pushes, holds, hooks, or displaces the leg or body of the defender.
9. **A foul shall be ruled when a player uses a "swim stroke" arm movement to lower the arm of an opponent.**
10. A foul shall be ruled when a post player uses hands, forearms, or elbows to prevent an opponent from maintaining a legally obtained position.
11. **A double foul shall be ruled when the opposing post players are both engaged in illegal contact.**

2. 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 their 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" touch by the defense. This means, one hand (front or back of the hand below the wrist of the defender) contacts the ball handler or dribbler and the defender immediately and instantaneously removes that hand. This is also known as a "hot stove" touch. This is the ONLY hand contact that is legal by the defense and is considered incidental. This contact is permitted solely for the defender to maintain their guarding distance. However, when this contact is repeated to the point of disrupting the freedom of movement of the dribbler, or is a single contact which negatively affects the rhythm, speed, balance, or quickness of the dribbler, or re-routes or otherwise impedes the movement of the dribbler, it shall be ruled a foul on the defender. When a dribbler uses their free hand/arm to displace the hand/arm of a defender attempting to legally "measure up" to the dribbler, the dribbler has committed an offensive foul.
   2. When a dribbler makes a move past a defender, and the defender's arm, which is completely against their body when the defender makes incidental contact with the dribbler, it shall be considered incidental contact. Bodies may momentarily touch as long as there

is no displacement, impedement, or re-route by the defender, or the contact negatively affects the rhythm, speed, balance, or quickness of the dribbler.

c. **Illegal contact.** A foul shall be ruled when:
   1. The defender contacts the ball handler or dribbler ANYTIME with two hands.
   2. The defender places a hand (front or back of the hand) on the ball handler or dribbler and keeps it on (handchecking).
   3. The defender contacts the ball handler or dribbler once or more than once with the same hand or with alternating hands while measuring up/"hot-stove" touch when this contact negatively affects the rhythm, balance, speed, or quickness of the dribbler, or the contact re-routes or otherwise impedes the dribbler.
   4. The defender contacts the ball handler or dribbler with an arm-bar.
   5. The defender makes body-to-body contact with the ball hander or dribbler, and the contact interrupts the ball handler's or dribbler's rhythm, speed, balance, or quickness, or it reroutes or otherwise impedes the ball handler's or dribbler's freedom of movement.
   6. Any displacement, holding or pushing occurs by either the offense or defense.

3. Cutting

a. **Legal activity.** If the defender legally 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 ruled 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 their 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.

4. Rebounding

a. **Definition.** A rebound is an attempt by any player to secure control 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 Rule 4-26.

c. **Illegal contact.** A foul shall be ruled when:
   1. The offensive or defensive player uses their body to "back out" or push an opponent from their legally established position. A player may not be pushed farther away from the basket.
   2. A player is held to prevent them from getting closer to the basket.

3. The arm(s) of the opponent are "hooked" so they are unable to extend their arms to get the ball.
4. A player behind an established opponent uses their hands, arms, body or legs to displace in any way.
5. An airborne rebounder is undercut and displaced, taking away their landing space.

SECTION 4. GUIDELINES FOR OFFICIATING FLAGRANT 1 AND FLAGRANT 2 FOULS

When determining whether a foul is to be ruled a flagrant 1 or flagrant 2 foul due to the level of contact caused, the officials are to consider:

a. The severity of the contact caused by the fouler;
b. Whether the fouler's contact may be considered a legitimate basketball play;
   Note: A foul that is considered a legitimate basketball play may still be ruled a flagrant 1 or flagrant 2 foul if other criteria are applicable.
c. When the fouler commits a foul with their arm or hand, whether they wind up prior to contact or follow through after making contact;
d. The severity of any injury suffered by the offended player; and
e. The outcome of the contact (i.e., does the contact lead to an altercation or fight).

Appendix III
Foul/Penalty Chart

FOUL/PENALTY CHART (APPENDIX III)

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
Personal	Live, or during the dead ball period immediately following a goal.	Committed by player, illegal contact with an opponent.	Free throw(s) to offended player when shooting or when in bonus, except for an offensive foul.	Offending player	Throw-in at a designated spot to an offended team when not shooting or not in bonus, or when an offensive foul. When there are free throws, play resumes with throw-in by opposing team (if last free throw is successful) or ball remains live (if last free throw is unsuccessful).	Yes	Yes	No
Offensive	Live	Personal foul committed by a player when they are in control of the ball or is an airborne shooter.	No free throw(s).	Offending player	Throw-in to offended team at designated spot.	Yes	Yes	No
Flagrant 1	Live or Dead	A foul that is excessive, but not based on the severity of the act.	Two free throws to any member of offended team.	Offending player	Throw-in to offended team at designated spot at division line opposite the scorers' table.	Yes	Yes	Yes
Flagrant 2	Live or Dead	Severe or extreme contact or non-contact with an opponent.	Ejection of offender, two free throws to any member of offended team.	Offending player	Throw-in to offended team at designated spot at division line opposite the scorers' table.	No	Yes	Automatic
Indirect Technical	Live or Dead	Misconduct by bench personnel.	Two free throws	Head coach	Throw-in to offended team at designated spot at division line opposite the scorers' table or jump ball to start first quarter.	No	No	Yes, after three indirect technicals or a combination of two indirects and one direct.

FOUL/PENALTY CHART (APPENDIX III)

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
Direct Technical Foul	Live or Dead	Misconduct by head coach.	Two free throws	Head coach	Throw-in to offended team at designated spot at division line opposite the scorers' table or jump ball to start first quarter.	No	Yes	Automatic after two or a combination of two indirects and one direct.
Administrative Technical	Live or Dead	Not specific to an individual's conduct.	One free throw for court/equipment or two free throws for others to any member of the offended team		Point of interruption	No	No	No
Team Technical	Live or Dead	Occurs following a team warning for a specific infraction, having more than five players legally on the playing court during a live ball, or an excessive timeout.	Two free throws to any member of offended team.	Team	Throw-in to offended team at designated spot at division line opposite the scorers' table	No	Yes	No
Bench Technical	Live or Dead	Misconduct by bench personnel.	Two free throws to any member of offended team.	Team member, coach, bench personnel.	Throw-in to offended team at designated spot at division line opposite the scorers' table or jump ball to start first quarter.	Yes	Yes	Yes, after two direct or three indirect technicals or a combination of one direct and two indirects for head coach only. For others, automatic after two.

FOUL/PENALTY CHART (APPENDIX III)

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of Play	Count toward DQ?	Count for bonus	Count toward ejection?
Player/Substitute	Live or Dead	Misconduct.	Two free throws to any member of offended team.	Player or substitute	Throw-in to offended team at designated spot at division line opposite the scorers' table.	Yes	Yes	Yes, automatic after two.
Double Personal	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption	Yes	Yes	No
Simultaneous Personal	Live	Committed by each team at approximately the same time but not by opponents against each other.	No free throws	Players	Point of interruption	Yes	Yes	No

Appendix IV

Concussions

REVISED MAY 2025

Sport-related concussion is a traumatic brain injury caused by a direct blow to the head, neck or body resulting in an impulsive force being transmitted to the brain that occurs in sports and exercise-related activities. Signs and symptoms may present immediately or evolve over minutes or hours.

Game officials are often in the best position to observe student-athletes after they have had a blow to the head or body, and may be the first to notice the behaviors that indicate a concussion may be present. An official may observe the following behaviors by a student-athlete with a suspected concussion:

- Appears dazed or stunned.
- Appears confused or incoherent.
- Shakes head.
- Stumbles; has to be physically supported by teammates.
- Moves clumsily or awkwardly.
- Shows behavior or personality changes.

Student-athletes with a suspected concussion must be removed from competition so that a medical examination can be conducted by the primary athletics healthcare provider (i.e., athletic trainer or team physician).

Importantly, a game official is not expected to evaluate a student-athlete. Instead, if an official notices any behavior that suggests a concussion, the official should stop play immediately and call an injury timeout so that an appropriate medical examination can be conducted. A simple guide to the official's role is: "When in doubt, call an injury timeout."

A student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion, must be removed from practice or competition and may not return to sport activity on that day. The athlete must undergo medical evaluation and follow a return-to-learn/return-to-sport protocol under the supervision of the team physician, and may not return to sport until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can receive appropriate medical evaluation.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if the student-athlete has experienced a blow to the head. Do

not allow the student-athlete to just "shake it off." Each student-athlete will respond to concussions differently.

2. **Ensure that the student-athlete is evaluated immediately by an appropriate health care professional.** Do not try to judge the severity of the injury. Call an injury timeout to ensure that the student-athlete is evaluated by one of the primary athletics healthcare providers.
3. **Allow the student-athlete to return to play only if the primary athletics healthcare provider has determined that the student-athlete did not suffer a concussion.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the student-athlete to establish the appropriate management.

Additional information and details regarding concussions can be found at ncaa.org/sports/health-safety.

Appendix V

Accommodations for Student-Athletes with Disabilities

The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, the student-athlete with a disability or any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or their designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

a. The playing rule from which relief is sought;
b. The proposed modification or accommodation;
c. The anticipated duration of the requested modification or accommodation;
d. Any modification or accommodation the student-athlete has received from the university or college and/or any sports governing body;
e. Current, signed documentation of diagnosis/condition (including relevant test data and recommended treatment) from the treating professional (e.g., medical doctor, clinical psychologist, or another qualified individual);
f. The original date of diagnosis of condition/disability;
g. Modification or accommodation being recommended and rationale for this recommendation;
h. Clarification if this is a temporary issue/injury or a permanent condition/disability; and
i. A written statement from the school's healthcare provider (e.g., team physician) indicating that the student-athlete has been cleared to participate in competition. Please specify the date of this medical clearance.

Upon receipt of a complete waiver request, the NCAA staff liaison will consult with other NCAA staff, sport governing bodies, and/or external subject matter experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The information will then be forwarded to the applicable sports committee, who will make a final decision. A member of the NCAA staff will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member school should be prepared to provide the written decision to the head official and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 1L of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with disabilities.

Please allow a minimum of two weeks following submission for this process to be completed.

Appendix VI

Basketball Fundamentals

An adequate code of basketball rules should resemble a textbook in geometry, algebra, or the sciences. If the rules are properly written and organized, correct enforcement will be based on a relatively small number of "axioms", certain statements relative to the game that are always true. If the rules are so organized, a coach or an official is not required to memorize the rules. Instead, the mastery of the fundamental statements will permit proper application of the rules during a game. Mastery of the rules thus becomes an exercise in reasoning, not in the immediate recall of isolated statements.

The following is a list of such fundamental statements which should prove helpful to officials, coaches, and players:

1. While the ball remains live, a loose ball always remains in control of the team whose player last had control, unless it is a try for goal.
2. Neither a team nor any player is ever in control during a dead ball or when the ball is in flight during a try or tap for goal.
3. A goal is made when a live ball enters the basket from above and remains in or passes through unless canceled by a throw-in violation or an offensive foul.
4. The jump ball, the throw-in, and the free throw are the only methods of making a dead ball live.
5. Neither the dribble nor traveling rule is in effect during the jump ball, throw-in, or free throw.
6. It is not possible to travel during a dribble.
7. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.
8. A ball in flight from a pass has the same relationship to frontcourt or backcourt, or inbounds or out of bounds, as when it last touched a person or the floor.
9. A live-ball foul by the offense (team in control or last in control if the ball is loose) or the expiration of time for a quarter or overtime, causes the ball to become dead immediately, unless the ball is in flight during a try or tap for goal. The ball also becomes dead when an offensive foul occurs.
10. The first or only free-throw violation by the offense causes the ball to become dead immediately.
11. A double personal foul involves only personal fouls and only two opponents; no free throws are awarded, and the ball is put in play at the point of interruption. Fouls of equal gravity involve either: 1) technical fouls, 2) flagrant 1 fouls, or 3) flagrant 2 fouls when the number of free

throws is equal and play resumes in the same manner; no free throws are awarded, and the ball is put in play at the point of interruption.

12. When free throws are to be awarded for a personal foul, the offended player is awarded the merited free throws. When free throws are awarded for a technical, flagrant 1, or flagrant 2 foul, any member of the offended team may attempt the free throws.
13. "Continuous motion" applies to both tries and taps for field goals and free throws, but it has no significance unless there is a foul by the defense during the interval that begins when the habitual trying or tapping movement starts and ends when the ball is clearly in flight.
14. Whether the clock is running or is stopped has no influence on the counting of a goal.
15. A ball that touches the front face or edges of the backboard is treated the same as touching the floor inbounds, except that, when the ball touches the thrower's backboard, it does not constitute a part of a dribble.
16. If the ball goes through the basket before or after an offensive foul, the goal shall not be counted.

Appendix VII

Official Women's Basketball Signals

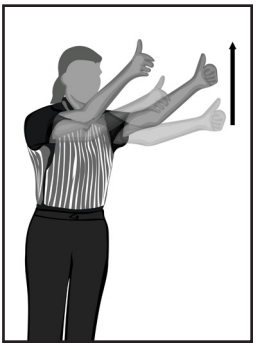
Starting and Stopping Clock



Start Clock



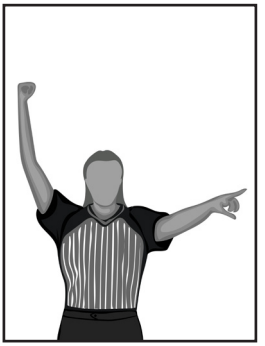
Stop Clock



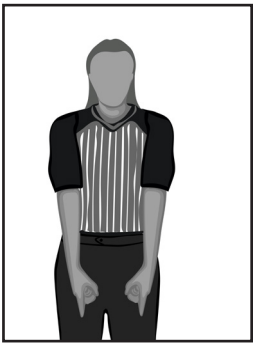
Stop Clock for Jump Ball



Stop Clock for Foul

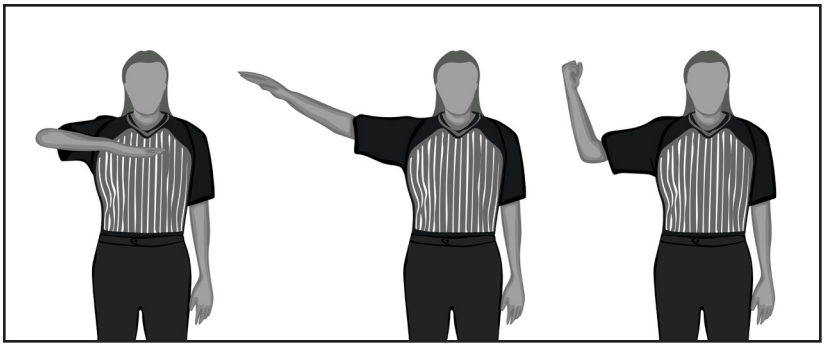


Stop Clock for Foul: Going Other Direction



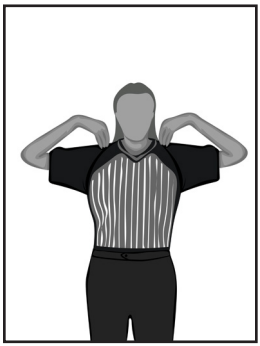
Rebounding Foul: Staying Here

Starting and Stopping Clock

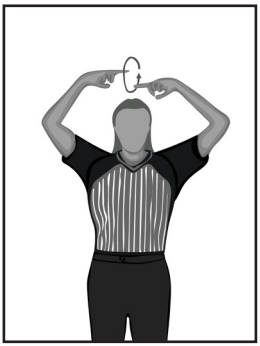


Count and Chop

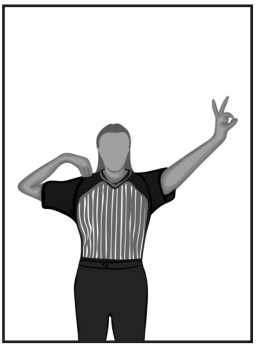
Timeouts



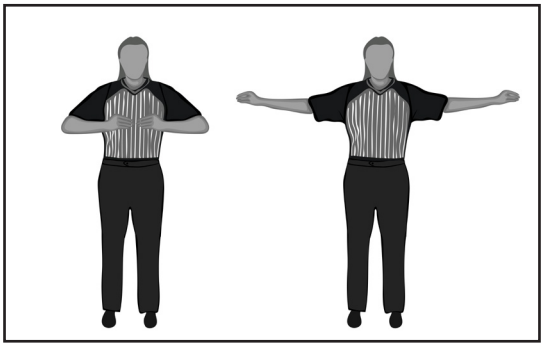
30-Second Timeout



30-Second Timeout for Substitution

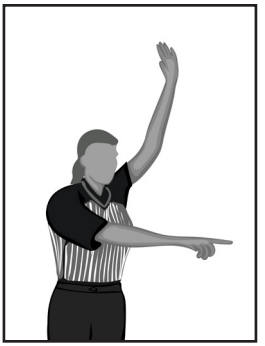


Two Consecutive 30-Second Timeouts

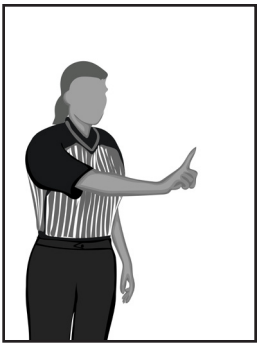


Full Timeout

Timeouts

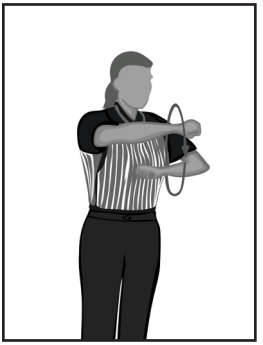


Media Timeout: Point Toward Table

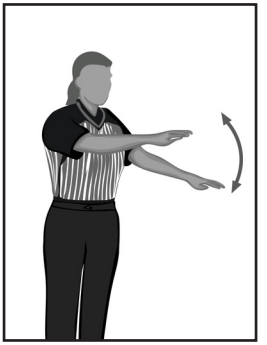


First Horn

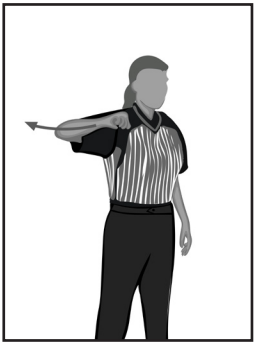
Violations



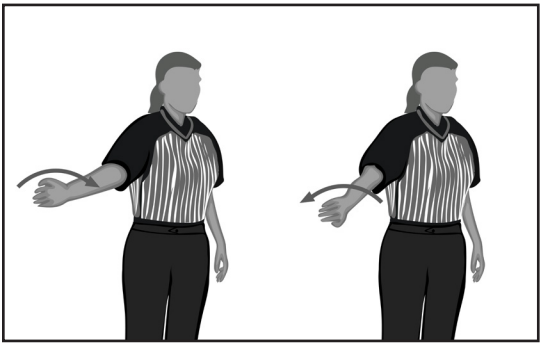
Traveling Violation

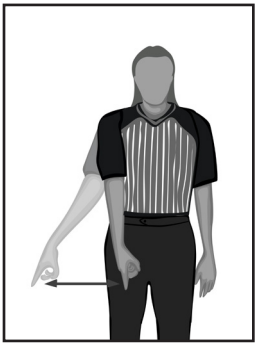


Illegal Dribble Violation



Excessive Swinging of Elbows Violation

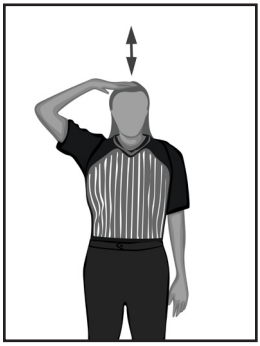




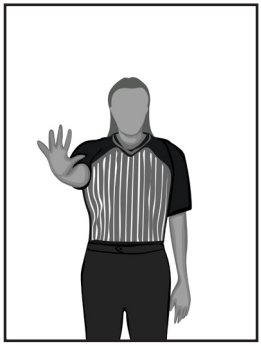
Backcourt or Palming/Carrying Violation

Free Throw, Designated Spot or Other Violation

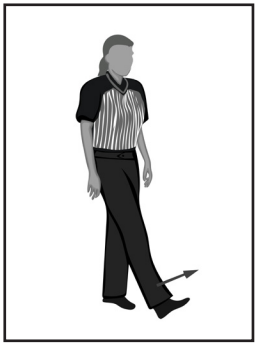
Violations



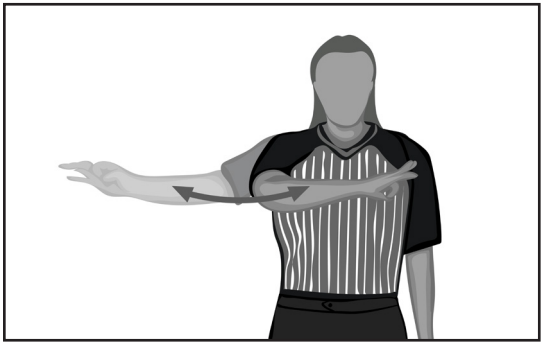
Shot-Clock Violation



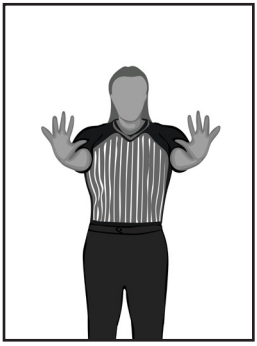
Five-Second Violation



Intentionally Kicked-Ball Violation

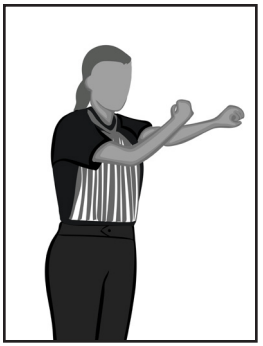


Three-Second Violation

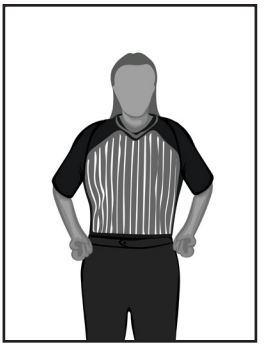


10-Second Violation

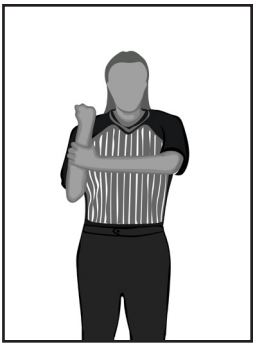
Fouls



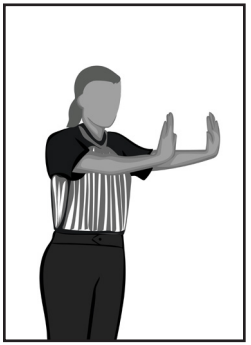
Hack/Hit on Arm Foul



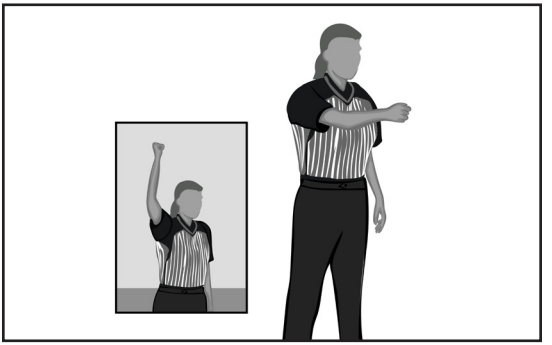
Blocking Foul



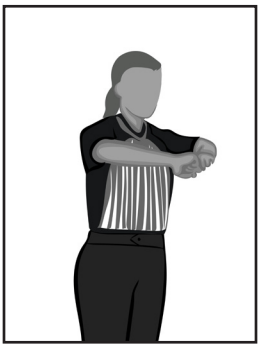
Holding Foul



Charging/Pushing Foul

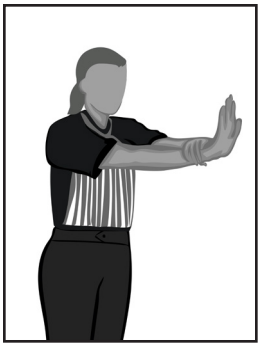


Punch: Offensive Foul

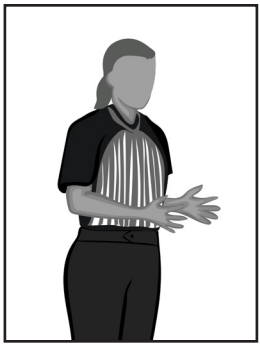


Chucking the Cutter

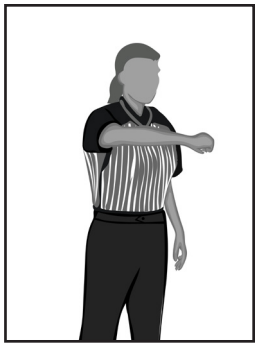
Fouls



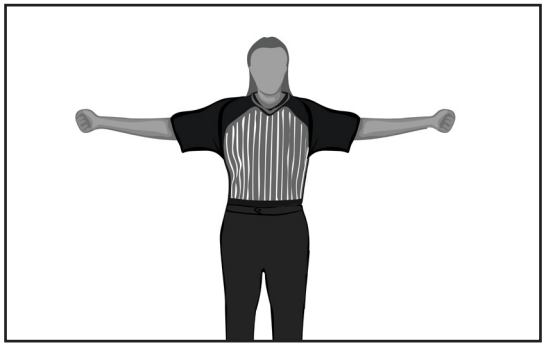
Handchecking Foul



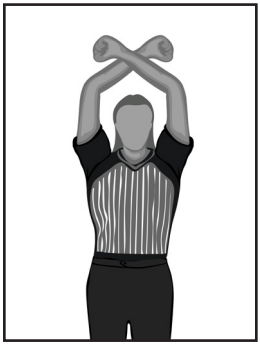
Two Hands on the Ball Handler or Dribbler



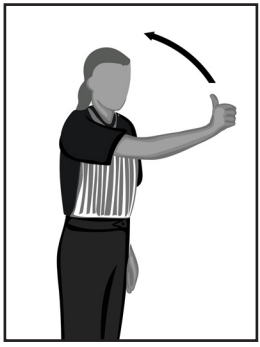
Armbar Foul



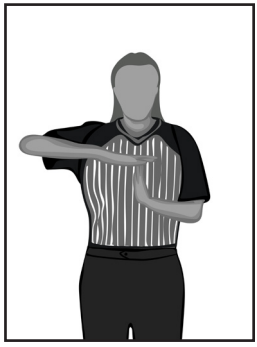
Double Foul



Flagrant 1 Foul

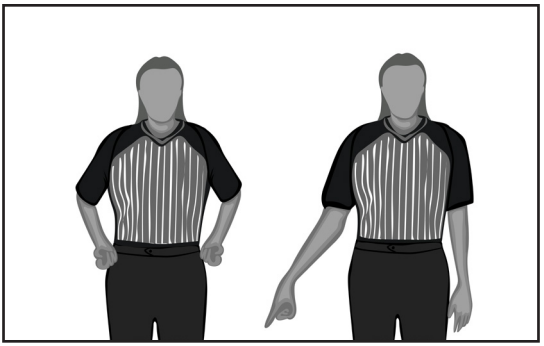


Flagrant 2 Foul

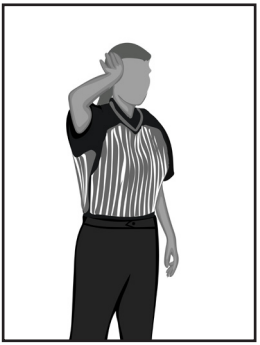


Technical Foul

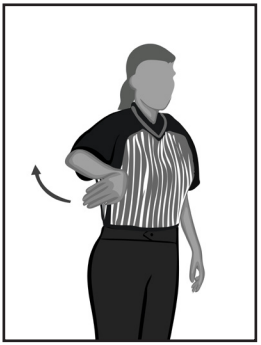
Fouls



Restricted Area Blocking Foul



Hit to the Head



Hook/Wrap



Tripping

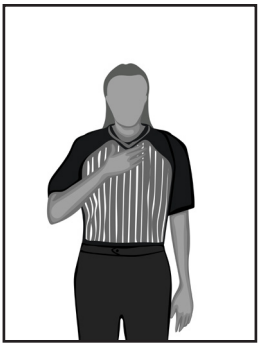


Kneeing

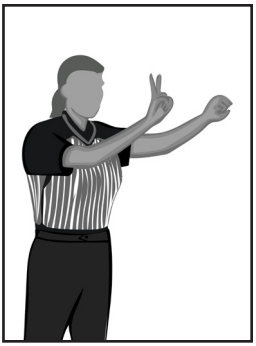
Information



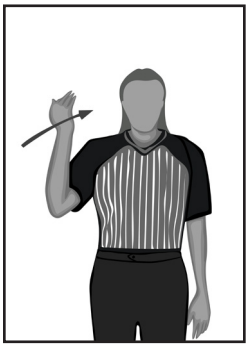
Shot Clock Reset to 30 Seconds



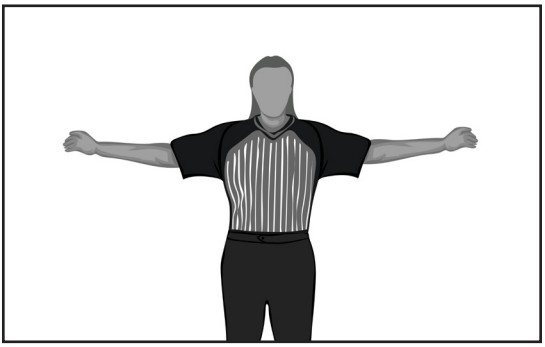
Last-Second Shot/Lock Down Near 5 Seconds - No Rotation



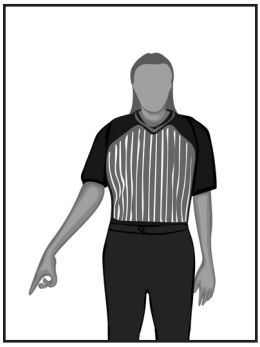
Set Shot Clock to 20 Seconds



Beckon Substitute



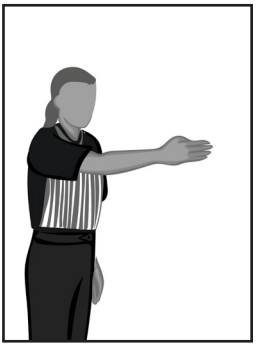
Not Closely Guarded



Throw-in on Designated Spot

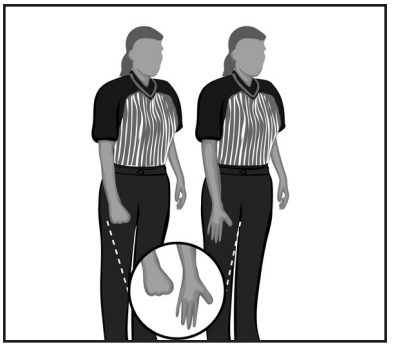


Running the End Line

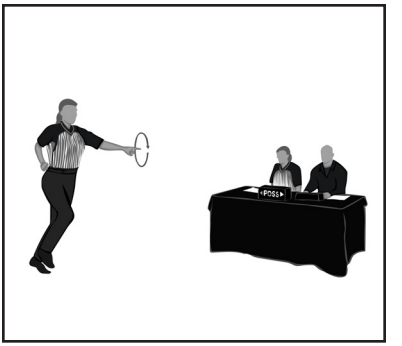


Directional Signal

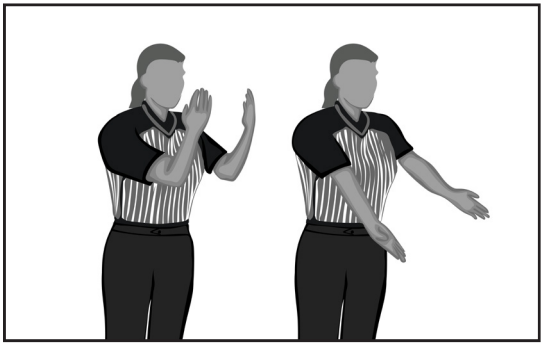
Information



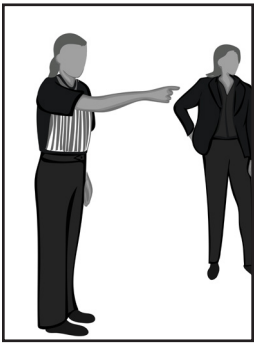
10-Second Visible Free-Throw Count



Replay Review

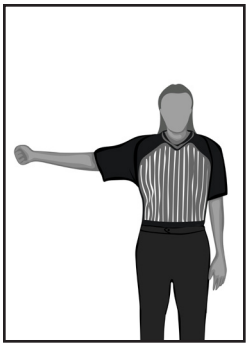


Flopping

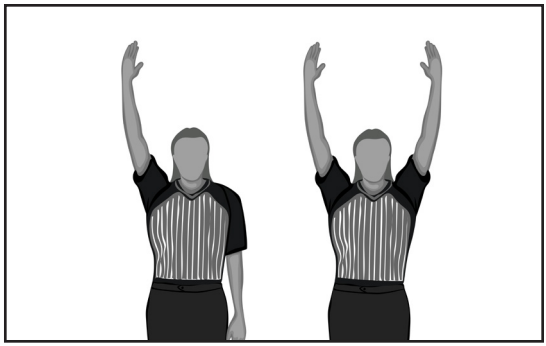


Option to Advance

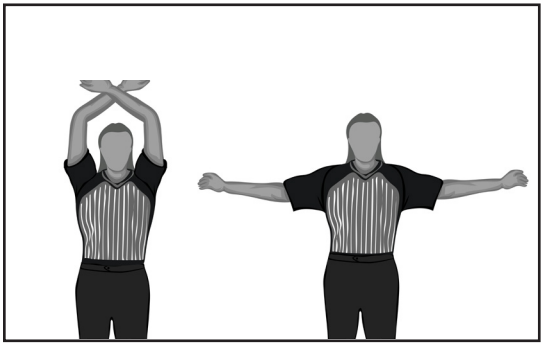
Scoring/Shooting



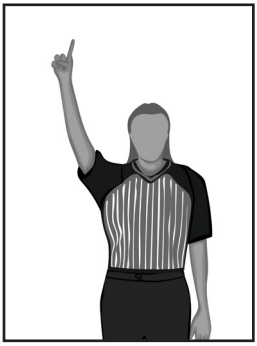
Delayed-Dead Ball: Withhold Whistle



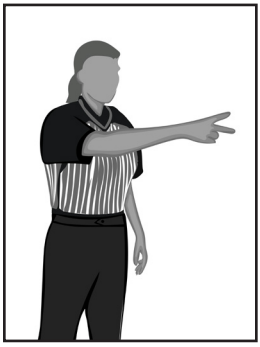
Three-Point Field-Goal Attempt and Successful Goal



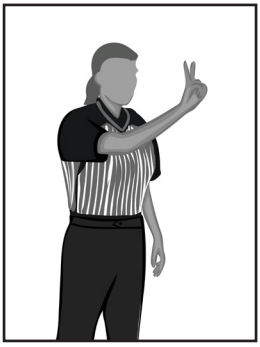
No Score/End of Period



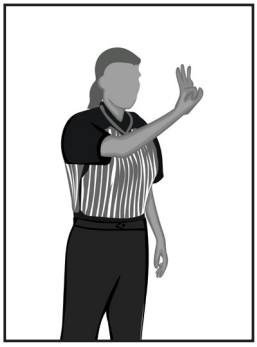
Number of Free Throws/ One Minute at End of Game



Two-Point Goal Counts or is Awarded



Bonus Free Throws: Two Free Throws



Three Free Throws

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